

GAMEPRO

PROSTRATEGY GUIDE

SONIC 3

THE HEDGEHOG™



More maps, tips, and super-secret strategies revealed for Sonic 3!

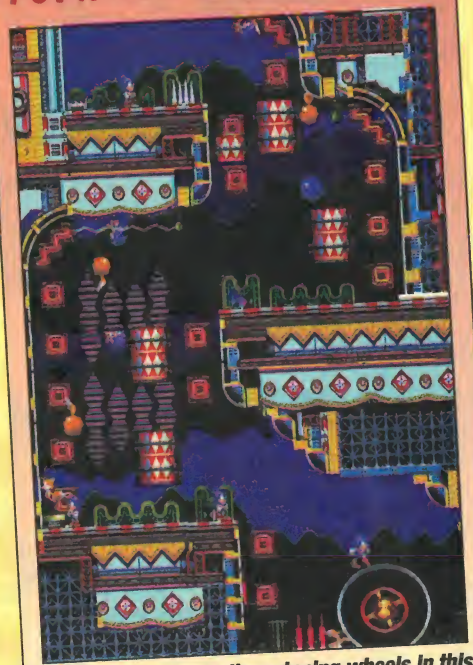
A complete survival guide for the Carnival Night, Ice Cap, and Launch Base Zones!

Plus, secret codes and how to beat the game with the real ending!



Part Two

PUT A NEW SPIN ON IT



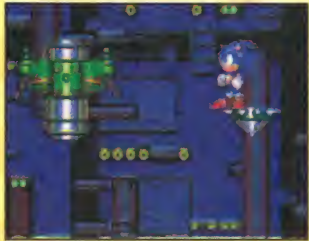
Sonic can leap onto the spinning wheels in this Zone and take a ride. The wheel takes you to a ledge. Leap to it and you'll find a huge secret cache of Rings.

1-UP PLUS



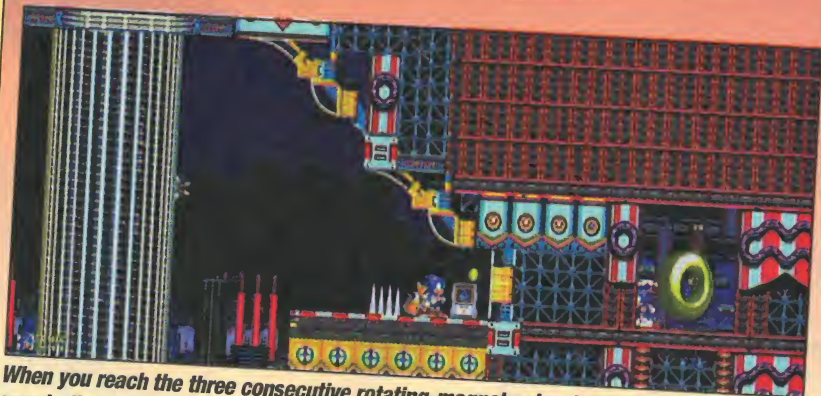
After you pass the first rotating-magnet pole, look for this pair of balloons. You can use them to vault to a platform up and to your right. To the right side of the ledge, you'll find a secret room hiding two Ring Monitors and a 1-up.

Defeat Dr. Robotnik



This is one of Dr. Robotnik's stranger appearances. To destroy him, you've got to Super Spin Attack the main part of the ship. In the meantime, you must dodge the spinning-top-like weapon that ricochets around the screen. The safest way to fight this boss is to have Sonic jump on top of the small missile, and then use Tails to attack Dr. R's main craft. Just remember to leap off the missile when it bounces too close to the main part of Dr. Robotnik's attack ship.

GOING UP



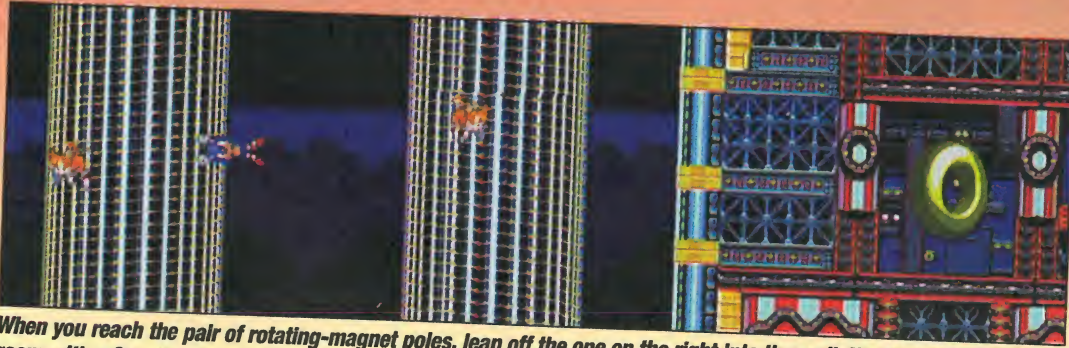
When you reach the three consecutive rotating-magnet poles, let them carry you all the way to the right, but stay at the top of the third pole. Then, jump off onto a ledge to your right. You'll find a Bubble Shield, and to the right, a Special Stage Ring room.

A LEAP OF FAITH



The colored balloons scattered throughout this Zone aren't just for decoration. When you see a series of them, use them as steppingstones to reach hidden platforms and higher areas.

SPECIAL STAGE RING



When you reach the pair of rotating-magnet poles, leap off the one on the right into the wall. You'll discover a hidden room with a Special Stage Ring inside.

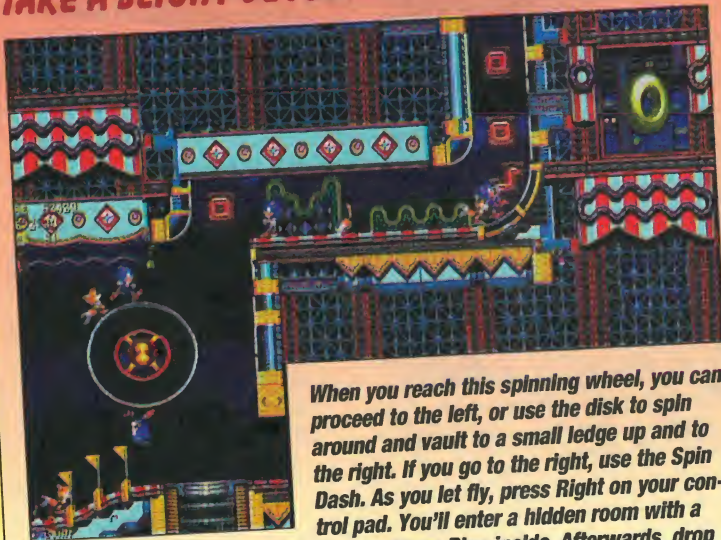
SPECIAL STAGE RING



When you reach the first red-and-white striped pole, drop underneath it. Zip up and to the left, and you'll find a hidden tunnel with a Special Stage Ring inside.

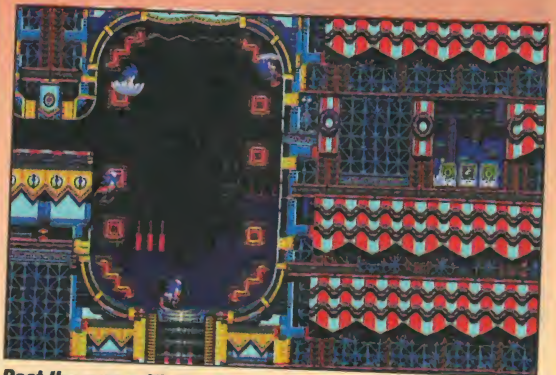


TAKE A SLIGHT DETOUR



When you reach this spinning wheel, you can proceed to the left, or use the disk to spin around and vault to a small ledge up and to the right. If you go to the right, use the Spin Dash. As you let fly, press Right on your control pad. You'll enter a hidden room with a Special Stage Ring inside. Afterwards, drop back down and proceed to the left of the disk.

JUST FOR U



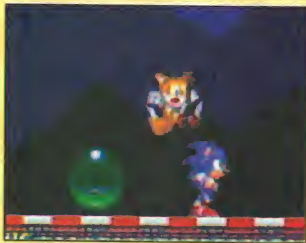
Past the area with the three rotating-magnet poles, you'll reach a U-shaped area. As you spin around the U, press Right on your control pad. You'll enter a secret room with two Ring Monitors and an Electricity Shield.

TAKE THE HIGH ROAD



At the top of the first red-and-white striped pole, jump to the right onto the ledge with Rings. Proceed right, and you'll discover a hidden tunnel with two Ring Monitors and a Bubble Shield, along with more Rings.

Meet Dr. Robotnik, One More Time



The bad doctor's easy to beat at the end of the Carnival Night Zone. Just dodge Robotnik until he drops the large green magnet ball, then steer clear until he stops trying to pull you in with the magnet. Then leap and Super Spin Attack him. Finally, back off and repeat the entire procedure until he's done for.

Give Me Some Air



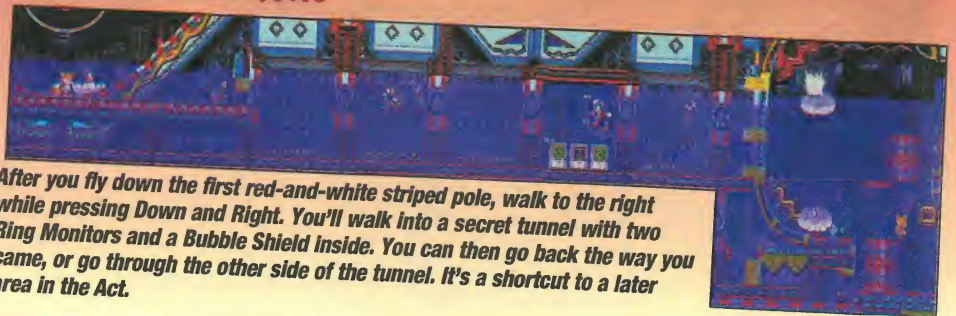
When you dive underwater in this Act, keep an eye out for colored balloons. When Sonic needs air, pop them, and gulp the resulting air bubble.

IT'S EASIER THAN IT LOOKS



To make it through the Carnival Night Zone, you must learn to ride the barrels. The trick is to hop on board, then press Up and Down to get the barrel moving. Remember, jump just once to get onto the barrel. Then, as the barrel goes down, press Down; as the barrel goes up, press Up, and so on. Some barrels will rise higher than others. Experiment and see what happens.

TAKE THE LOW ROAD



After you fly down the first red-and-white striped pole, walk to the right while pressing Down and Right. You'll walk into a secret tunnel with two Ring Monitors and a Bubble Shield inside. You can then go back the way you came, or go through the other side of the tunnel. It's a shortcut to a later area in the Act.

GROUND-FLOOR 1-UP



After you pass Knuckles, head down and to your left. When you reach this barrel, use the special barrel technique to ride it down. Underneath, you'll find a 1-up on the ground.

NO WAY OUT



When you reach this spot where the door closes behind you, you have to use the special barrel technique to escape. Ride the barrel down, then jump right onto a ledge. There's a second barrel below the first one. Ride it down to reach an Invincibility Monitor. But wait, there's more! Head to the right from this spot to discover a secret room with an Electric Shield inside.

DOUBLE RINGS



When you reach this small red-and-white pole near the end of the Act, walk left underneath it. You'll find a secret room hiding two Ring Monitors.



1-UP



There's a hidden 1-up just after you ride up one of the vacuum tubes. Head to the right at the top of the tube, fly across the air bars, and drop down and to your left. The 1-up is under the bars.

GIVE ME A RING

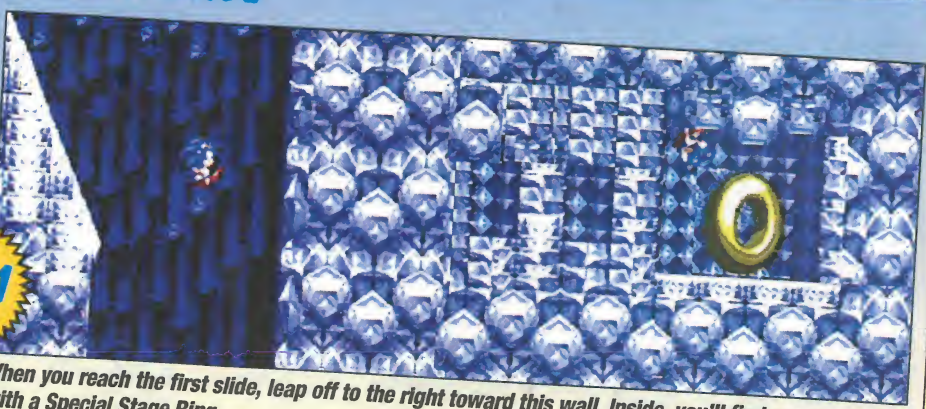


At the beginning of the Act, you'll zip down a red-and-white striped pole. Just underneath it you'll find three Ring Monitors.



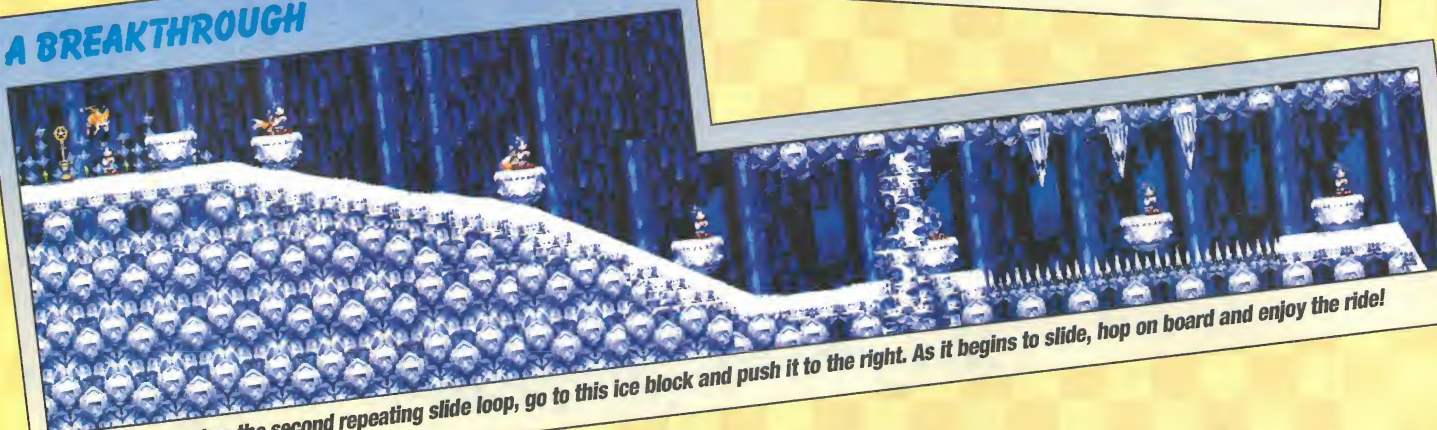
ACT 1

SLIP AND SLIDE



When you reach the first slide, leap off to the right toward this wall. Inside, you'll find a secret room with a Special Stage Ring.

A BREAKTHROUGH



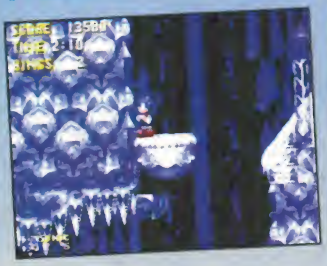
When Sonic reaches the second repeating slide loop, go to this ice block and push it to the right. As it begins to slide, hop on board and enjoy the ride!

SPECIAL STAGE RING



When you reach the first frozen silver button, walk past it and cross the ice ledge. Through the wall to the right is a hidden room with a Special Stage Ring inside.

TICKET TO RIDE



To escape from the first slide, jump to land on this ledge. Ride the ledge, and it'll break through the ice walls and free you from the endless loop.

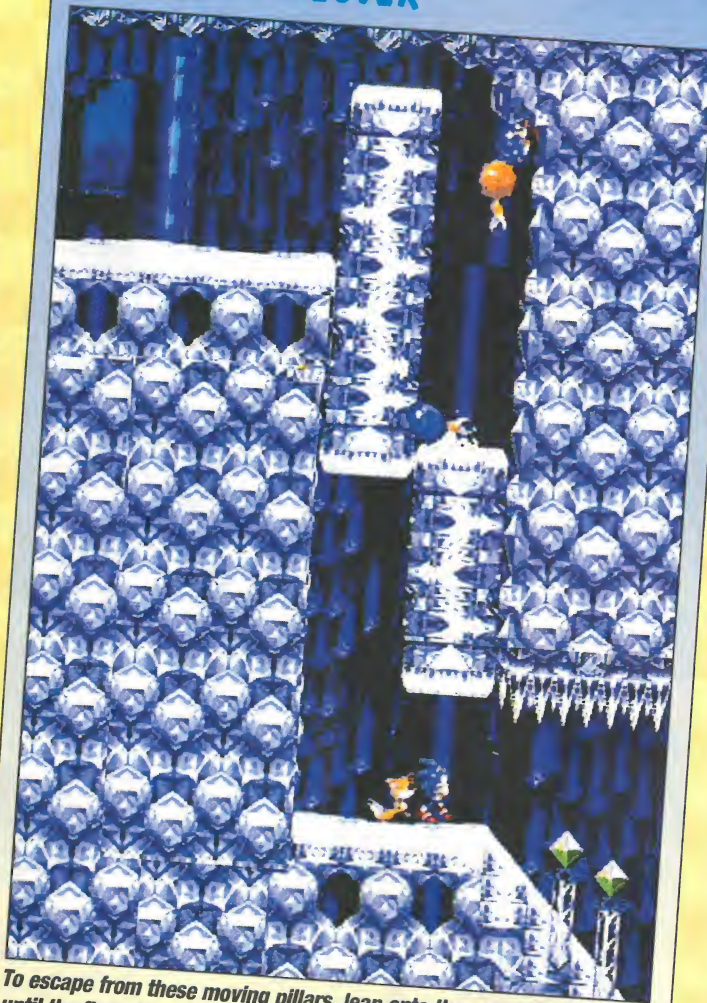


A TRICKY MANEUVER

It's Smashing



Watch out for the ice pillars. Many of them slide up and crush Sonic if he doesn't get off quickly enough.



To escape from these moving pillars, leap onto the second one, wait until the first pillar lifts to the ceiling, dodge under it, and then immediately dodge to the right, under the second pillar. A second's hesitation, and Sonic's flatter than a pancake.

A SURPRISE



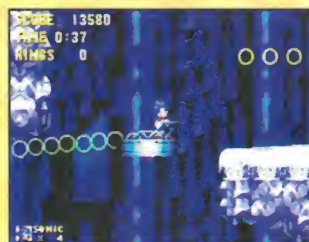
Near the end of this Act, just after the platform flies off and places Sonic near the entrance of a tunnel, jump down and to your left. You'll find a hidden Invincibility Monitor on the ledge below.

Put Robotnik on Ice



To defeat Robotnik's snowball incarnation, dodge him while the snowballs are rotating around his craft. Then, after the snowballs fly off, jump and bonk the ship as many times as you can, and prepare to dodge the falling snowballs. Repeat this procedure until Robotnik's done for.

Be a Swinger



To make these platforms swing, Spin-Dash onto them.



MAXIMUM POWER-UP



At the end of the Act, just before you enter the final tunnel that leads to Robotnik, use the slide (or have Tails airlift you) to reach the trampoline vault above you. Use it to jump to a secret area with many Rings.

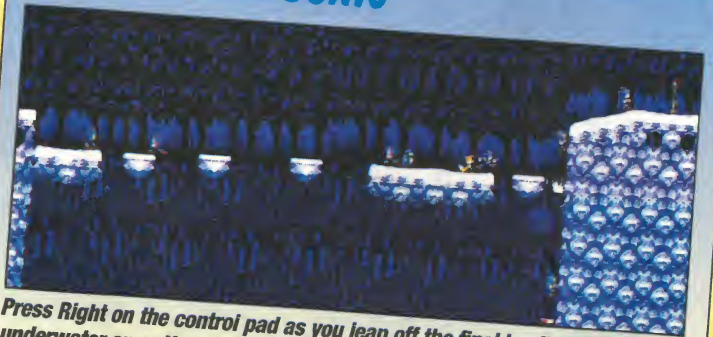
Jump off to the right in this area to enter a Special Stage Ring room.

GO FOR THE GOLD



When you reach the double loop-the-loop along the upper route, you'll see a Red Button on top of the second loop. Have Tails airlift you to the button, then vault off it to reach tons of Rings.

FREEZE-DRIED SONIC



Press Right on the control pad as you leap off the final ice floe in the underwater area. If you miss the jump to the higher ledge, you'll ricochet off a hidden red button underneath the water to safety. Otherwise, it's instant death in the icy waters.

LOOP-THE-LOOP TO A 1-UP



After the double loop-the-loop, you'll reach three successively higher ledges. Have Tails airlift you to the highest ledge for a 1-up.

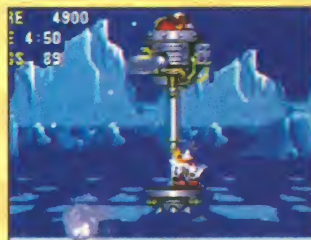


DOUBLE TROUBLE



After the ice floes, watch out for the double Robotnik Monitors. Leap over them and use the purple trampolines to vault to tons of Rings, as well as up and out to the upper area of the Act.

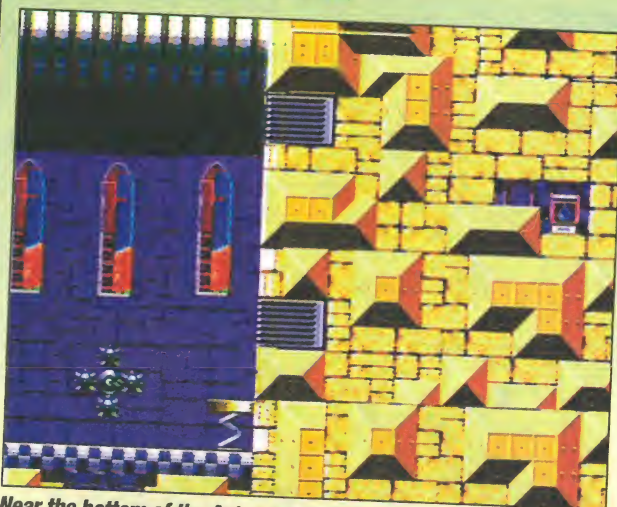
Put Robotnik on Ice, Part Deux



Put Doctor Robotnik on ice in seconds at the end of this Zone. His craft will lower a platform, and it'll begin shooting jets of spray that freeze Sonic or Tails. Dodge the spray, leap onto the platform, and Super Spin Attack Robotnik from below. Leap off, and repeat this procedure until Robotnik's a goner.



BURST YOUR BUBBLE



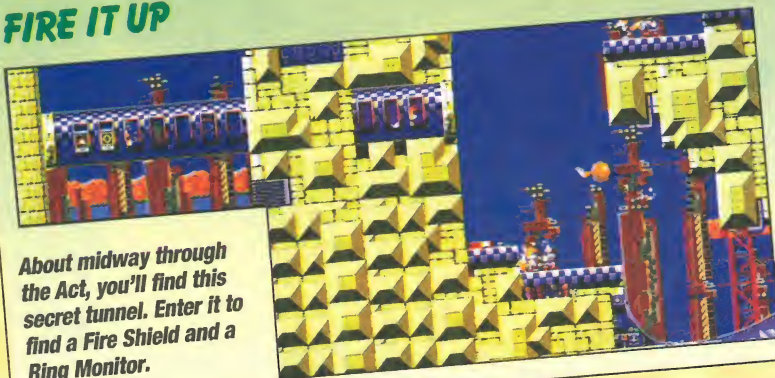
Near the bottom of the Act, you'll enter a purple pit in a building. Go to the right of the pit, use the button to leap up, then use the second button to leap up again, holding down Right on your control pad. You'll enter a secret tunnel with a Bubble Shield inside. This Shield comes in handy in Act 2.

Don't Be a Square



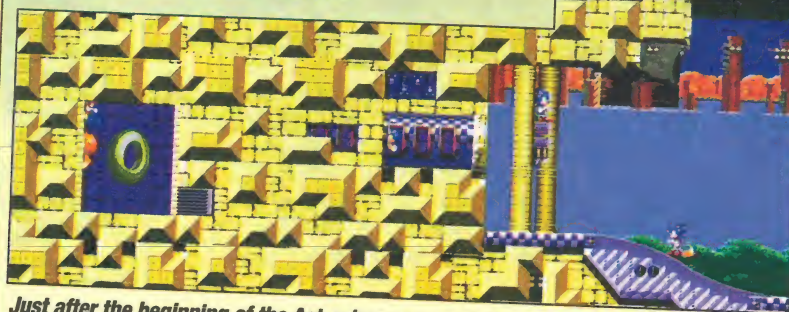
When Sonic reaches these warning lights, watch out. If you jump over them, you face only one of Robotnik's enemy planes. If you hit the warning lights, you face two or three planes.

FIRE IT UP



About midway through the Act, you'll find this secret tunnel. Enter it to find a Fire Shield and a Ring Monitor.

SPECIAL STAGE RING



Just after the beginning of the Act, when you reach the first rotating metal cylinder, drop below it to the ground. Walk left until you reach this hidden tunnel. Jump inside to find a Special Stage Ring.

ANOTHER SPECIAL STAGE RING



Midway through the Act, head up and to the left. There's a secret tunnel on your left at the top of one of the rotating elevator platforms. Leap inside to find a Special Stage Ring.

YET ANOTHER SPECIAL STAGE RING



There's one more Special Stage Ring in this Act. It's to the far left on the very upper level of the Act.

YOU'LL BE HOOKED



Sonic can use these hooks to zoom through the sky along elevated tracks. Just jump, grab the hook, and hang on for the ride.

OPEN SESAME



In this Zone, Sonic often encounters these red platforms with green stripes. They usually block his passage or wall off a secret area. To move the platform, search for a nearby red-and-green wall monitor. When you find it, destroy it. The platform will move, and you're ready to roll.

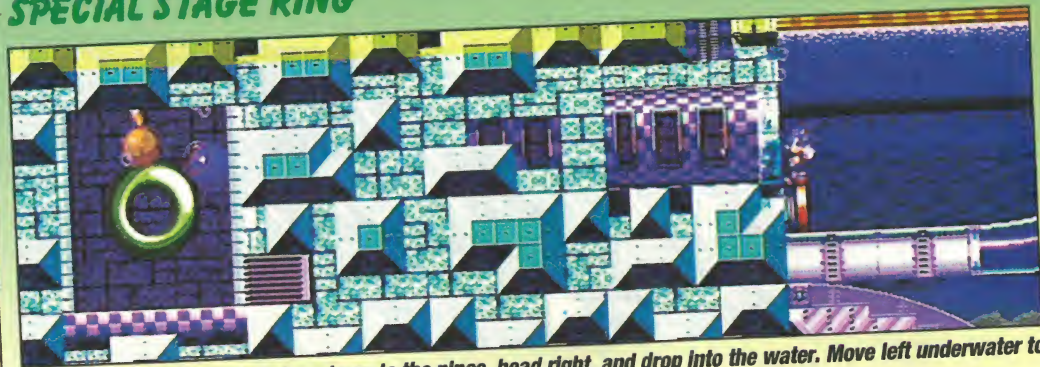


Ivo-Lution



Robotnik flees the scene, but he leaves behind a gear-swinging boss that's easy to beat. Just wait until the gears stop rotating, then jump and Spin Attack the creature. Knock off both its arms, and attack one final time to turn this boss into a pile of nuts and bolts.

SPECIAL STAGE RING



At the beginning of the Act, drop down to the pipes, head right, and drop into the water. Move left underwater to locate a secret tunnel. Inside, you'll find a Special Stage Ring.



Hidden Surprises



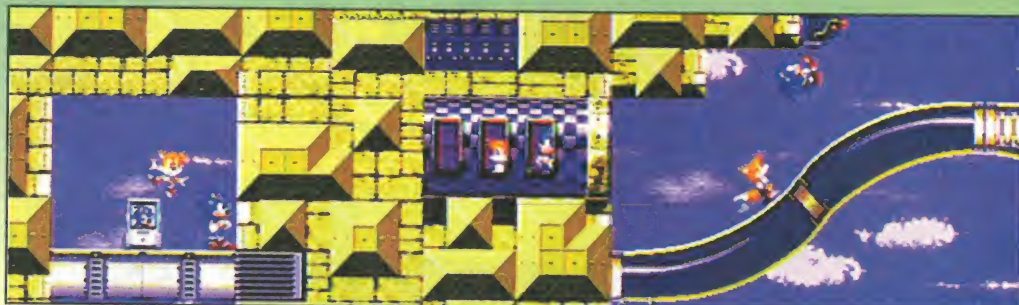
Always check behind the pillars on these floating pontoon-like platforms. They often have power-up Monitors hidden behind them.

How to Open that Darn Door



Near the end of this Act is a strange metal door that's seemingly impossible to open and a red platform. Don't knock yourself out trying to get inside. The word is that the programmers were planning to add another route through this Act, but didn't!

1-UP



When you reach this rotating metal cylinder midway through the Act, drop beneath it and head to the left. You'll discover a hidden tunnel that leads to a secret room with a 1-up inside.



BREAK DOWN THE DOOR



There's a red platform in this Act that blocks your passage. To find the warning box that lifts the platform, head to the left until you find a secret tunnel. Watch out for the two Robotnik Monitors at the entrance to the tunnel. Jump inside, head left, ride the platform safely across the spikes, and destroy the warning box. The platform is up when you return to it.

ONE MORE SPECIAL STAGE RING



Search for this hidden tunnel to the left of one of the rotating elevator platforms. It's about midway through the Act. There's a Special Stage Ring inside.

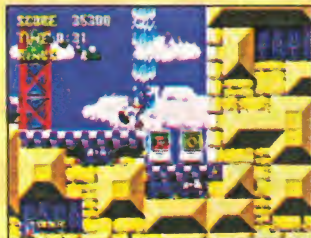
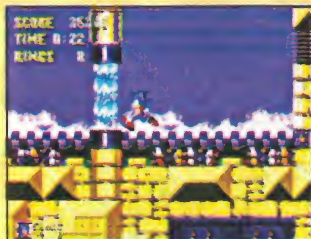
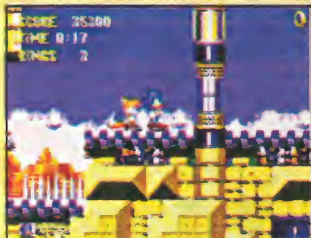


MORE POWER-UPS



There's a Ring Monitor and a Bubble Shield hidden in a tunnel about midway through the Act. It's just past a rotating metal cylinder, to the left at the bottom of a series of pipes.

Splash Down



There are two enclosed pipe loops in this Act. If you bust through the loop into the center, the water gushes out of the pipe. Sonic can ride the water stream to a different area of the Act.

ROBOTNIK, ONE MORE TIME



To defeat Robotnik in this final Zone appearance, leap onto the hinged platform and bonk the dome. Be sure to dodge the cannonball that flies out from the wall.

When you've finished with Robotnik here, Sonic flies off to the final battle with the Doc. Along the way, Knuckles gets his comeuppance!

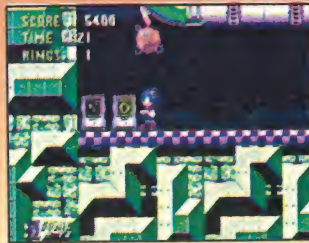
YET ANOTHER SPECIAL STAGE RING



When you reach the first faucet, don't break through it, but have Tails airlift you above it. When you're on top of the faucet, head to the right and leap up to a hidden tunnel with a Special Stage Ring inside.



GAME GENIE CODES



Here are a few Game Genie codes to give Sonic 3 some variety:

Rings worth five:

SCGT-DYYL

Get three 1-ups for each 100 Rings:

HCGT-DNZY

Shield activated multiple times:

ACAT-CAB6

Invulnerability lasts twice as long:

986A-CAB6

GO SUPER SONIC



Once Sonic's collected all seven Chaos Emeralds, he can go Super Sonic.



After you collect the Emeralds, grab 50 Rings, and then - when you don't have a Shield or an Invincibility power-up - rapidly tap any button. Sonic turns golden and is nearly unstoppable.



Beware, though, he still can't breathe underwater and can be crushed by moving platforms. Sonic stays Super Sonic until his Rings count down to zero. You can become Super Sonic again and again.



He's impervious to enemy attacks, he can move very rapidly, and he can even stand on spikes.

THE FINAL BATTLE



SCORE 16000
TIME 2:22
RINGS 11



SCORE 16000
TIME 2:30
RINGS 11



Once you've beaten Robotnik at the end of the Launch Base Zone, you must defeat him in his large rocket ship. When he appears as a giant rocket, Super Spin Attack the dome four times. Watch out for the lasers and the rotating satellite.

SCORE 16000
TIME 3:28
RINGS 14



Once you destroy the first stage of the rocket, the rocket transforms into a smaller craft. Fight it with the Super Spin Attack.

SCORE 16000
TIME 4:07
RINGS 18



Battle the final stage of Robotnik's fighting ship the same way.

SCORE 17000
TIME 4:39
RINGS 22



When you've disposed of that ship, Robotnik climbs aboard a strange, spiked rocket. Leap and Spin Attack the dome area of the ship.

SCORE 17000
TIME 5:27
RINGS 44



Watch out for the claws. They grab Sonic and smash him into the ground.

SCORE 20000
TIME 7:33
RINGS 66



Destroy the ship, and Robotnik's history... until the next time.

The End

SCORE 20000
TIME 7:33
RINGS 66



SCORE 20000
TIME 7:33
RINGS 66



TRY AGAIN

When Robotnik is destroyed, Sonic gets to watch as the evil vessel blows sky-high. Enjoy the scenery, but this ending's not nearly long enough.

You can use your saved game to view the credits anytime you like. Zzzzzz....

CARNIVAL NIGHT

ICE CAP

**LAUNCH
BASE**

