

Q Zone

Q is for Question.

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Enter the Q Zone for hints, tips, and help with your favourite Sega games.

Q Zone's special in-depth solutions service for the big Sonic The Hedgehog games continues. However, this time STC presents the latest and greatest Sonic adventure yet — **Sonic 3** on the Mega Drive. Your guide, Vincent Low.

SONIC Solved

SONIC 3



PART 1 - THE ZONES

Things to look out for in all zones:-

- TVs containing Super Rings (10 Gold Rings), Invincibilities, Speed Shoes, Water Shields, Lightning Shields, Flame Shields, 1-Ups, Robotniks (drain power from Sonic and Tails).
- Star Posts (lead to the Bonus Stage — a Gumball Machine with extra 1-Ups, power-ups, Gold Rings and other goodies).
- Giant Gold Rings (lead to the Special Stage — grab blue balls and Chaos Emeralds).
- Ramps.
- Loops.
- Red and yellow Pogo Springs.



ANGEL ISLAND

ACT 1

A fast act to get you up to speed and ready for the big events to come!

Things to look out for:-

- Vine swings.
- Floating platforms.

Things to watch out for!

- Bloominator.
- Caterkiller Jr.
- Monkey Dude.
- Rhinobot.
- Collapsing ledges.



Welcome to the Floating Island! Sonic and Tails' first location has a real jungle feel with lush foliage, ramps, loops and vines to swing on. There are plenty of hidden chambers, high ledges with goody-packed TVs to find and some nice touches (movable boulders on top of breakable ground, revealing more juicy TV items!)

The new Water and Fire shields are well placed giving you (and Sonic) a chance to become familiar with them.

Other nice touches include bouncing off the end-of-act sign to boost your score and win a possible bonus

TV, plus the all-new Special Stage where Sonic has to gather blue balls (not red!) to earn the all-important Chaos Emeralds.

ACT 2

Time to get down to some serious work as Act 2 requires your utmost attention!

Things to look out for:-

- Switches.
- Tunnels.
- Waterfall.
- Rope ride.

Things to watch out for:-

- Rhinobot.
- Caterkiller Jr.
- Rotating Spiked Platforms.

The Rhinobot is as tough as his Earth-type namesake and will charge Sonic without warning, so don't hang around in his presence! The dreaded Bloominator is also really sneaky.

Look for hidden chambers in walls for the Giant Gold Ring to access the Special Stage, and use the Star Posts to get extra items contained in the Bonus Round (remember, you need 50 gold rings to activate it).



HYDROCITY

ACT 1

Hold your breath — this will leave you gasping!

Things to look out for:-

- Overhead conveyor belts.
- Switches.
- Safety poles.
- Water propellers.
- Air fans.
- Speed Hand catapults.

Things to watch out for!

- Pointdexter.
- Mega Choppers.
- Blastoids.
- Turbo Spikers.

Hydrocity is (not surprisingly) mainly underwater. The nasties come thick and fast. Undoubtedly the worst are the Piranhas — you need a fast flick left and right on the D-Pad to shake them off otherwise they'll prevent Sonic from jumping.

Remember to stop for air regularly (keep an eagle eye open for bubble streams) and take your time when you're in a tight corner.

If you find the Water Shield, take it. It's invaluable because you don't need to stop for air and it repels bullets from the cannons!

Check walls for hidden chambers and Giant Rings.



ACT 2

You're really under pressure at the start of this stage!

Things to look out for:-

- Spinning Pillars.
- Water propellers.
- Speed Hand catapult.
- Slides.
- Bridges.

Things to watch out for:-

- Jawz.
- Turbo Spiker.
- Robotnik.

Keep your cool! Use Dash Attacks to go right and watch out for the yellow springs — they're just where you don't want them!

There are plenty of fast slide and bridge sections so beware of Badniks and areas you may whiz by that hold useful goodies.

TVs are used sneakily here. They can hold useful shields but may be placed over spikes or even — gasp — Doctor Robotnik!



MARBLE GARDEN

ACT 1

This may seem like a real break from the action of the last couple of zones, but be warned ... Marble Garden is fast and the Badniks loiter in the most painful places!

Things to look out for:-

- Platform-raising Wheels (use Spin Dash Attack to activate).
- Flying spinners.
- Giant Rotating Platforms.
- Mineshaft.
- Pulley Lifts.

Things to watch out for:-

- Bubbles.
- Spikers.
- Arrow-Shooting Heads.
- Overhead Spikes.
- Spiked Ball On Chain.
- Falling Spiked Pillars.
- Spiked Pole.



Marble Garden has you looping the loop on giant, three-armed rotating platforms and climbing steep hills using long pulley lifts.

You get to collect loads of rings by racing Sonic down long diagonals and by using the flying spinners to good effect. These are also great for covering ground quickly — but getting used to flying them takes a little practice. Run Sonic too fast and you'll fly straight into some overhead spikes!

One of the nastiest obstacles is the rotating spiked ball on a chain. It moves very fast and your timing has to be spot on to get over it. Try following it on its backswing and leap as soon as it starts to swing back towards you.

If you find a Lightning Shield make sure you get really close to all the rings around you as it automatically draws them to Sonic!

As usual, check the walls around you for hidden chambers and that Giant

ACT 2

Just as fast as Act 1, but keep your cool as the Badnik combos come thicker and faster.

Things to look out for:-

- Pulley Lifts.
- Mineshaft.

Things to watch out for:-

- Spikers.
- Mantis.
- Bubbles.
- Arrow-Shooting Heads.
- Mud Pits.



The Mantis spring up from underground, usually in groups of two or more, so move carefully when hitting one.

There's a tricky left-to-right sequence when the ground starts to fall away above you. Move right quickly before Sonic gets crushed or captured.

NEXT: More secrets revealed — starting with the Carnival Night Zone.

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ACT 2

This act incorporates much of the previous act's elements.

Things to look out for:-

- Ridge Bumpers.
- Large Cannon (Sonic-Shooting).
- Switch.
- Thermal Plates.
- Anti-Grax platforms.

Things to watch out for:-

- Batbots.
- Spinning platforms.
- Knuckles.



Horizontally stacked accelerators kick Sonic up to even faster speeds. The 'candy stick' columns help him on his downward and upward runs whilst bumpers make life that bit tougher. Use

the Star Posts to get to the 'Gumball Machine' Bonus Round where you can rack up extra lives and shields.

If Sonic lands in one of the large cannons it will throw him in almost any direction. The real dangers are the bats, exploding canisters and moving blocks that crush you.

There is a Bonus Round in this act, cunningly concealed in the left wall next to the cannon. Of the three TVs you find there, be careful of the gap in the floor beneath the middle one!

Q Zone's in-depth solution for **Sonic 3** on the Mega Drive continues. Your guide, Vincent Low once again provides the low down on the latest and greatest Sonic adventure yet.

SONIC Solved

SONIC 3



PART 2 - THE ZONES CONT'D

CARNIVAL NIGHT

ACT 1

Things to look out for:-

- Balloons.
- Ridge Bumpers.
- Bumpers.
- Candy Stick.
- Giant rotating mesh columns.
- Flame Carriers.
- Dropping Platform.
- Coil.



Things to watch out for:-

- Batbots.
- Clammers.
- Blasters.

There are masses of bumpers to kick Sonic around, thermal columns and platforms to carry him, and even a dropping platform that you have to jump off in order to make it rise again! Bounce off balloons to reach the higher places holding hidden TVs and rings.



ICECAP ZONE

ACTS 1 & 2

Dig out those thermals and prepare to enter the Icecap Zone! This zone contains basically the same items in both acts, which we'll cover in this section.

Things to look out for:-

- Spring-loaded drums.
- Swing Lifts.
- Ice Blocks.
- Spring Boards.
- Spring Drums.



Things to watch out for:-

- Star Pointers.
- Penguinators.
- Springs.
- Snow falls.
- Ice Pillars.
- Snow Ledge.
- Ramming Pillar.
- Stalactites.
- Ice Blaster.

Both acts have Sonic and Tails a-slippin' and a-slidin' around, so you'll need a steady hand on the joypad. You may get the impression that there aren't that many obstacles to overcome. However, don't be deceived as those you do find are very tricky and timing is crucial!

The Ice Blasters are fiendish, and the upward swinging Swing Lifts which Sonic needs to get to the next platforms are awkward and require practice. Avoid them by running right and hoping for the best!

You have to learn some new timings for the spring-loaded drums but remember ... avoid those Penguinators as they keep coming back!



LAUNCH BASE

ACTS 1 & 2

The items encountered in Launch Base are very similar to those within the Icecap Zone. However, Act 2 has more Robotnik TVs to avoid, and more TV power-ups to collect in the form of Water and Fire shields. Act 2 also has faster and longer sections to complete.

Both are seriously heavy rounds so you really have to earn those points — never mind trying to keep Sonic unharmed!

Things to look out for:-

- Overhead Swing.
- Rotating Gold Cups.
- Catapult Levers.
- Floating Platforms.
- Travelators.
- Tubes.

Things to watch out for:-

- Flybots.
- Ribots (two types!).
- Orbinauts.
- Snail Blasters.
- Corkey.
- Overhead Lasers.
- Flame walls.
- Rotating Red Sirens.
- Rotating Magnetic Drums.



Launch Base can best be described as extremely hazardous to your health! You are faced with a heavy duty line-up of spikes, Flybot homing birds, flame throwers and ball-swinging Ribots!

Take your time and carefully evaluate all the items around you. Try to take them out, or — if your nerves can take this — jump over or run past them.

Some of the worst combos come on the huge magnetic rotating drums which have spiked orbs in the middle and under them. They are mixed with springs and flame throwers to give a dangerously painful combo. Boomers, you have been warned!



NEXT: How to beat the Bosses!

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ACT 2

DOCTOR ROBOTNIK'S FLAME CRAFT

- As soon as Robotnik appears, jump up and hit him, quickly go left before he releases a fire bomb, then jump Sonic upper right and hit Robotnik's deadly machine again. Be careful as he disappears because Sonic could go flying through Robotnik and fall into the waterfall at the far right.
- He will then move over to the left.
- Once more, move to a position about four inches from the far left side of the ledge and wait. When Robotnik appears, jump up then quickly go right. As soon as he releases another bomb leap up and left to hit him, and when you land jump to hit him again.
- He will disappear behind the water and go across to the right.

Again, move Sonic to the right edge and repeat the above mentioned moves.

After hitting Robotnik three more times his machine will finally blow up.

A bridge appears to the right and Sonic's furry friends appear from above in Robotnik's prison chamber which floats down. Hit the bottom of it to release them.

If you should lose a life and restart, ensure you grab the extra life by the Rhinobot on the way back to Robotnik.

- Once Sonic has freed his pals move him onto the bridge.



HYDROCITY

ACT 1

DOCTOR ROBOTNIK'S WHIRLPOOL MACHINE

- The first of Robotnik's two fiendish water machines in this zone. This one is easy to beat provided you keep calm.
- Stand exactly in the centre of the screen in front of the underwater pillar. Robotnik's craft will drop in the middle of the screen and then fly off the screen.
- He'll then appear from the upper left at high speed - so be ready. Jump Sonic as high as possible. Robotnik then drops in from the upper right. Again jump straight up as high as you can.

Q Zone's special Sonic 3 Mega Drive solution continues its in-depth coverage on the big Sonic The Hedgehog game. Your guide, Vincent Low takes you through the latest and greatest Sonic adventure yet.

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SONIC 3



PART 3 - THE BOSSES

Each zone features a mid-point boss - usually one of Robotnik's badniks - and the end-of-zone Big Boss, Doctor Robotnik himself in one of several diabolical new machines.

ANGEL ISLAND

ACT 1

DOCTOR ROBOTNIK'S FLAME CRAFT

- Robotnik will appear from behind the waterfall at the far right side of the screen. Make Sonic Spin Attack the craft then quickly back off to the far right. Robotnik will drop a bomb on the bridge causing it to collapse - so make sure Sonic isn't standing on it!

- Robotnik will disappear back into the waterfall and materialise to the far right behind the screen of water. To get him to materialise directly above you, stand approximately four inches from the edge of the ledge at the far right side.



Robotnik's craft then settles on the pillar directly above you. Wait for the orbs around it to stop moving and start ramming it. If you time it well you can get in two or three hits before he starts to spin the water - and Sonic - around.



Again stay in the middle of the screen as much as possible and repeat the above moves to beat him.

After the machine is demolished the end-of-act sign appears. To prevent it from landing, jump at it to pump up that score and maybe get some extra goodies!

ACT 2

DOCTOR ROBOTNIK'S WATERSPOUT AND DEPTH CHARGE MACHINE

Never one to give in, Robotnik is back with an even deadlier water machine!

Go to the far right as Robotnik descends from top left.

He'll proceed to start his suction machine, which, if you're not careful, will draw Sonic into its whizzing blades. He then moves left and right above you dropping water bombs that contain delayed-action fuses.



To avoid the suction blades, keep Sonic jumping out of the water and pushing towards the wall nearest to him.

Before you can hit Robotnik's craft you have to wait for the bombs it drops to explode first. Leap on the vertical water jets they release and bounce off them to hit him. If you score a hit try to bounce up and in the same direction as him to gain more hits.

Provided your timing is good you can get in at least two more hits.

You can also use the main waterspout that sucks up water and draws you in, but only after he has released it and his craft starts to move. As the waterspout slowly drops you can leap Sonic onto it and up to hit Robotnik's craft.

After you finally destroy the machine, head right to find Sonic's friends and release them from their prison cage.

dagger-shaped rock and the Tunnelbot that zips down.

- Take it out by carefully ramming it as it descends from above.
- The end-of-act marker drops in from above, so rack up those points and try to get a bonus TV.



ACT 2

DOCTOR ROBOTNIK'S JET DRILL POD

Quickly get Sonic to the far left corner and wait for Robotnik to appear from above in his evil new machine.

As soon as he's within range leap up and ram him (it's possible to get in three solid hits).

Robotnik's machine will then drop to the ground - so ram it. It will then fall from under you.

Never fear Tails is here!

Tails will grab Sonic and carry him into the sky. Move him across to the middle upper part of the screen and leap off hard at Robotnik. Bounce off him hard to avoid the pod's jet engines.

He will then fly away, but Tails will be ready to grab Sonic if he happens to fall.

Carefully position Tails so that Sonic can jump off onto Robotnik and bounce off him as he enters the screen.

You can get in more than one hit if your timing is good and you bounce off him hard enough.

After eight hits the Jet Drill explodes, your furry friends' prison ship floats in from above enabling Tails to ram it and release them.



MARBLE GARDEN

ACT 1

TUNNELBOT

Dash Attack through the wall to your right and you'll find yourself in a chamber with a nasty Tunnelbot badnik to the upper right.

Jump up to ram it and lumps of rock will fall from above. Avoid the

NEXT: Final part of Sonic 3 - More hints on how to beat the Bosses!

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Q Zone's **Sonic 3** Mega Drive solution concludes its in-depth coverage on the *h-u-g-e-s-t* Sonic The Hedgehog game. Vincent Low guides you through the final stage of the latest and greatest Sonic adventure yet.

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PART 4 - THE BOSSES CONT'D

CARNIVAL NIGHT

ACT 1

SELF D-STRUCT MACHINE

This dude is quite tough to beat if you don't keep your wits about you. All you have to do is get it to destroy itself!



As the D-Struct Machine drops in from above stand to the left of it.

As the blade separates from the body and flies up, try to keep as close as possible to the main body. The only way to beat it is to get the blade to ram the main body when it is open and extended.

After four hits it explodes and you drop down to the next act!

At the bottom you can leap up and bounce on the end-of-act marker to rack up your score!

ACT 2

DOCTOR ROBOTNIK'S ENERGY SHIP

- Robotnik will enter from the upper right in his ship.
- He will drop a ball from his ship, which you have to avoid. Robotnik will position his ship over it creating an energy charge which sucks Sonic in!
- Push hard in the opposite direction and jump to avoid being pulled in. The suction will stop and Robotnik will descend to pick up the ball. Here's your chance!



- Quickly leap up and ram his ship. When he has collected the ball you can still ram him, watch out as he'll drop the ball again soon after.

- When the ball has stopped moving you can ram him again quickly, then move away to avoid the energy vortex.

- Repeat the above moves until you have hit him eight times. His ship will explode and go off to the right. You can follow him and release Sonic's friends again.

ICECAP ZONE

ACT 1

ICEBALL

This frigid droid will suck up ice balls which it uses to encase itself with. Keep Sonic over to the right and wait for it to drop go to the upper left corner and then back to the right above him. When the iceballs fly up, jump and ram the badnik as quickly as possible. The ice balls will drop from above - avoid them!

- Keep to the far right and the process will repeat with the ice balls being drawn in from under Sonic to circle the droid. It will move to the upper left corner. Pause, then dash across to the left underneath. Wait until the ice balls have gone - then ram it.

- After five hits Iceball will explode and you can hit the end-of-act marker for those crucial extra points.



ACT 2

DOCTOR ROBOTNIK'S FREEZE-O-MATIC

- Robotnik will drop in from the upper right in his latest contraption.
- Move Sonic left and wait for Robotnik to start moving towards you. As he approaches, an icy spray will blast out from underneath and left of his machine.
- Leap onto the platform under his ship and ram him quickly, then leap off it.
- Wait for Robotnik to fire off an icy spray straight down from under his ship, then leap onto the platform and ram him again. If Sonic gets caught in the spray he'll be frozen into an ice block and loose his rings.
- If you keep calm and choose your moment carefully you can take Robotnik out quite easily.
- Wait for the moment he fires a spray from directly under his ship and you will have an excellent chance of getting in a quick hit against him.
- Once the Freeze-O-Matic explodes head right and hit the button to release Sonic's pals from captivity!



LAUNCH BASE

ACT 1

SWING'M SPIKEZ

This mace-swinging badnik has to be the easiest one to beat - if you know how!

- Position Sonic in the middle of the screen under the centre block from which the droid drops. Stay in position, do not move left or right as it descends.
- Wait for its rotating arms to move out of the way and ensure the spike isn't directly over you before you leap Sonic straight up to ram it. Keep jumping up to ram it when its arms are out of the way. You can do this at will as long as you don't move left or right!
- After six hits it will explode and it's time to rack up the points as the end-of-act marker descends!



ACT 2

DOCTOR ROBOTNIK'S FINAL CHALLENGE

This is it... the final showdown with ol' Egg Breath! However, this is the most difficult battle yet as Robotnik unleashes not one, but three diabolical new devices. Stay alert!

- Robotnik appears upper right in his ship. It raises itself up on three giant legs and releases a ledge from below. A huge metal ball is fired from the wall.
- To beat him you have to leap off the ledge and ram Robotnik whilst avoiding the ball; the problem is that the ball launches at different heights and at random, so you're left guessing!
- The best technique is to bite the bullet and jump on the ledge and keep ramming Robotnik's craft as quickly as possible. After eight hits it will explode.
- Go right to find one of Robotnik's old Egg-O-Matics. Climb in and it takes off flying Sonic to the right. Knuckles appears in front of you standing on top of a tower. He is toppled off his perch and Sonic continues to fly right until he meets up with Robotnik once again!
- This time Robotnik has a deadly new triple-stage craft. He rises up from the right firing lasers at Sonic. Ram his ship five times to blow it up before he drops down again!
- Ram him another four times and he explodes to reappear for the 'umpteenth' time!
- This time he pilots his most dangerous craft yet! Watch out for the giant mechanical hands that can grab Sonic and take his rings.
- You have to hit him eight times to beat him and reach the end sequence, assuming of course that you collected all seven Chaos Emeralds.

- The moves are really tough and unforgiving here. However, practice will see you through.

- Robotnik's spiked machine will attack in three ways so strike back as follows to be sure of a hit.
- When it goes left and right above Sonic it will swoop down the centre of the screen. Wait in the middle of the screen then position Sonic in the last third of the right side of the screen. As Robotnik descends, leap up and hit the ship, then leap left and right over its deadly spikes.
- If he comes in from the right or left, get to the centre or last third of the left or right of the screen. As he enters leap right/left and hit his ship.
- Your timing must be spot on to make contact with the right part of the ship - you'll soon see what is meant!
- If all goes well you're then treated to the end-of-game sequence. Congratulations!



It's the end of STC's mammoth *Sonic 3* solution, but even more detail and more pics can be found in *The Official Sonic 3 Play Guide* from Titan Books. STC has 50 of them to give away, free! Full details elsewhere in this issue.