

Q Zone

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



Q. I am still having trouble getting past the Flying Battery Zone. Please could you supply some cheats or tips to help me?

Ian Boddy, Easingwold, York.

SONIC & KNUCKLES Q & A SPECIAL

A. Your wish is my command, Ian. The Flying Battery Zone is not that difficult a level if you know what you're doing. Although this level was covered in depth in our *Sonic & Knuckles Q Zone Special* (STC 43 & 44), I can give you a few extra tips on getting past the difficult bits.

FLYING BATTERY ZONE - ACT ONE

1. Once you get past the propeller section, you may become stuck. The idea is to go right, down, then left and jump over the Power Skis. Continue left and you'll be heading the right way.
2. When you reach a part which has parachuting bombs, you may find yourself stuck again. Just wait here until a hole appears in the ground and drop down to continue.

Q. I am well and truly stuck on *Sonic & Knuckles*. Please print a level select cheat as well as some Game Genie codes in your fab comic.

Terry Butler, Glam, South Wales,
Liam Devine, Ayr, Scotland,
Allison Hedley, Tyne & Wear,
Matthew Leggett, Colchester,
Matthew Thistlethwaite, Carnforth,

MEGA DRIVE



Lancs, and everybody else!

A. We've had lots of requests for a level select cheat and Game Genie codes, but unfortunately not all have come to light. But don't worry Boomers, as soon as they do the Q Zone will keep you posted.

Q. In STC 44's *Sonic & Knuckles Special*, I noticed that you didn't explain how to get past the second boss in Act 2 of the Lava Reef Zone. Please save my sanity and tell me how this is done!

Ben Duncan, Wickford, Essex, Daniel Thorpe, Norwich, Norfolk, and Shane Dowle, Herne Bay, Kent.

A. Oops-a-daisy! Many apologies, Boomers. I'll put your minds at ease right now with the solution to this boss-beating problem!

LAVA REEF BOSS - ACT TWO

When you reach the boss, jump across the lava and onto the right platform. Keep running right until you reach the lava waterfall as many of the platforms will collapse if you stand still for too long. Once there, jump onto the first moving platform and repeat this until you reach the third. Now, jump right and you'll fall down and land on a dead platform. From here, head left jumping onto more non-moving platforms. When you reach the last, jump left onto a moving platform. This will carry you down to the bottom of the waterfall, where Robotnik will enter and the real battle begins!

As soon as the platform starts to move into Robotnik, jump from platform-to-platform. Do this slowly and accurately and you'll have no worries about landing in the lava or being hit by one of Robotnik's bombs. When the land levels out, stand on the platform closest to Robotnik and repeat all the aforementioned steps. By doing this you'll eventually destroy him - for the time being at least!



Q. After reading the instruction manual to *Sonic & Knuckles*, I noticed that it mentioned an extra level called the Doomsday Zone. Why was it not shown in the Q Zone special?

Jack Montgomery, Edinburgh, Scotland.

A. There is a Doomsday Zone in *Sonic & Knuckles* Jack, but it's extremely difficult to get to. Firstly, you need to plug *Sonic 3* into *S & K*. Then you need to complete *Sonic 3* with all the emeralds, and thirdly get through *S & K* (with all the emeralds) to finally reach the Doomsday Zone. A very tall order indeed!

If there are any super-Sonic-genius-type Boomers out there who have reached the Doomsday Zone then please write in (with proof, of course!) as we would really like to see your dazzling efforts!

Q. I read the review of *Sonic & Knuckles* and you said that there is no save game option. However, I have found a way of doing this:-

First, place *Sonic 3* into *S & K*, complete the game and you'll start to play *S & K*. You'll get the opportunity to use a save game option. Shows how much the experts know!

Adam Robinson, c/o Sgts Mess, R.A.F. Laarbruch.

A. All right, clever clogs! You may have found a way of saving your position in the game, but what I say still stands. There is no save option in *S & K*.

If your query hasn't been included in this issue, don't worry, I'm sure there'll be more *S & K* in a future Q & A. Stay tuned!