

Honey Forest Zone

This zone takes place right in the middle of what is called a forest area. However, this is not just any forest here. This forest happens to have loads of honey to be found. At the same time, along with the honey, there are many bees to be found here.

<https://www.youtube.com/watch?v=-1GadTfGFvU>

Yep, it is the bees! There are plenty of things to see here, as well as many things to watch out for. Whatever may be the case, Sonic will have to make his way through here as he goes to take down the evil Dr. Eggman!

In this zone, there are rivers and ponds full of golden honey. The honey here is thick, and Sonic can sink into them like he can sink into mud. If Sonic is in them, he must press the jump button to escape the honey rivers or else he will sink and die. There are also honey currents to be found throughout this level, and Sonic can ride these currents and be pushed to different areas, much like the sand currents on the ground of Sonic Lost World's Desert Ruins Zone. There are also honey falls that Sonic can jump up in like the sandfalls of Sonic and Knuckles' Sandopolis Zone.

Also in this zone, there are bees that fly everywhere. These bees will surround Sonic and sting him if he gets too close, causing him to lose rings every second those bees surround him. Sonic will have to spindash in order to get away from the bees. There are pipes of honey around and some of them are empty, and thus will allow for Sonic to spin through them to other places. At the same time, there are honey combs in this level Sonic can break, finding hidden, golden rings within them that he can obtain. In some sections, there are bee hives that Sonic comes across...massive bee hives that Sonic goes into. In these bee hives, there are sticky pools of honey that, when Sonic steps on them, will cause him to be unable to move at all except by jumping. Sonic will also come across honey stuck on the walls of the hives, and Sonic can jump onto and cling onto them to and climb up them.

Archaeological Anarchy Zone

This zone takes place in a set of ruins somewhere in Sonic's world. However, these are not just ruins that are here, but ruins under an archeological dig set up by Eggman himself! That's right! This is an archeological dig here! There

are many artifacts to be found throughout the zone, and there are many traps to be seen in this archeological place. There are also plenty of tunnels to be seen as Sonic goes through here. Whatever the case, Sonic has to go through here to stop Dr. Eggman and his schemes!

There are giant picks that seem to be powered by electricity. They go up and down and hit the ground, and will harm Sonic if he is to be hit by them. Plus, plenty of pots with rings like in Sonic and the Secret Rings are found here, and Sonic can jump into them and use them to fly up to higher places he could not otherwise reach. There are relics in some areas that, whenever Sonic touches them, will cause Sonic to teleport to another area of the zone, sometimes to huge rooms with lots of hidden goodies.

Sonic also goes through large ruins where he will have to get out of the way or risk being crushed! There are also large fossils to be found throughout the zone. Some of these fossils can be broken with a jump or homing attack. Other fossils are spiky, and if Sonic touches any of them, he can lose his rings. Some areas are dark, and because of this, Sonic will need to use a torch to get through here much like in Lost Labyrinth Zone of Sonic the Hedgehog 4: Episode 1. Sonic also finds shovels that can act as catapults, as when Sonic steps on one of them, they hurl Sonic right towards a particular direction. There are also ruins that fall apart, or walls that shoot spears at Sonic, or swinging axes to be found that come out of nowhere.

Vault Barrage Zone

This zone takes place underground. However, this place is not a sewer, nor is it your usual cave you know of. Rather, Sonic goes through a nuclear vault complex. Yes, Sonic is going through an underground nuclear vault, or a bunker. It may not have been used for quite sometime, but this nuclear vault is still in very good shape, even by appearance. It also has many floors. For whatever reason, Dr. Eggman has taken over this vault, and he is using it to store different things. So it is up to Sonic to go through the nuclear vault, clean out the robots and chase Dr. Eggman out of this place!

In this zone, there are many doors to be found. Usually, Sonic can just hit the door with a jump or homing attack to open them. Some may even lead to alternate routes if he is lucky enough. There are also spring poles Sonic comes across, and they will fling Sonic upwards to attain high goodies in the air. There are large crates to be found throughout this zone. Sonic can either break them apart by just jumping or homing attacking them, or he can push them around the area and use them as platforms.

Some areas of the vault complex have vent systems. Though Sonic does not spin through them, he can go into them and travel through them into other areas, namely areas with hidden goodies. Sonic also comes across large, rubber wheels that are bouncy, so Sonic can bounce on them or roll them over to destroy enemies. At some sections of the level, there will be pipes that are breakable to the jump attack or homing attack. When these pipes are hit, they will release some water, flooding the current room and causing some platforms to float, which Sonic can use to get onto higher ledges to attain some alternate routes. At the same time, there are some elevators that can carry Sonic upwards, downwards, or even across rooms that Sonic will need to cross

Labor Lunacy Zone

This zone takes place somewhere in Sonic's world. In truth, this is a labor camp run by Eggman himself, and he is using captured people to work for him. Because of this, it is up to Sonic himself to go into the camp, save the people, and shut the camp down! Also, he has to find and defeat Eggman once again. There are many traps to be found around in this zone, and there are other kinds of obstacles Sonic will have to avoid. This is a dark level, but there is no time to hold back now, for people need to be saved!

There are people in this zone working on the fields. If Sonic can destroy the robots who are forcing the people to work, Sonic will free the people, and gain plenty of points. Inside the labor camp buildings, there are beds Sonic can bounce on, which he can use to reach goodies that are above him. There are holes and pits to be found here that have bombs in them, harming Sonic should he ever fall into them. There are also sections with razor wires that are sharp enough to harm Sonic, so he must be careful around those.

There are rooms with gas flowing through them, and they will decrease Sonic's number of rings bit by bit the longer he is in them. He will die if he stays in them for too long. There are mines to be found outside the fences of the camp, and unless Sonic is quick enough, he will lose rings or die if he is hit. There are large outposts to be seen in this zone, with badniks from above that will fire at Sonic when he is within their sights, so he must be quick enough and run to avoid the gunfire from the badniks. There are also harpoons in the ground that come up when Sonic runs. There are turrets that fire at Sonic, but instead of making him lose all of his rings, they will take away one ring for every bullet that hits Sonic. In some sections, there are mine carts Sonic can ride, and he will have to make them jump to avoid any obstacles that may be in his path.

Flaming Fields Zone

This zone takes place in a valley area somewhere in Sonic's world. However, this is not just any valley, for this is a valley with lots of flames that keep burning due to gas that is underground. The valley is kind of like this:

https://www.youtube.com/watch?v=_VJJWEH54fg

And this:

http://upload.wikimedia.org/wikipedia/commons/6/65/The_Door_to_Hell.jpg

So as you can see, there is a lot of fire here. But Sonic will have to take on the heat as he goes through here to stop the dreaded Dr. Eggman!

As said before, there are many, many flames to be found. All of them will harm Sonic if he nears them, so he will have to be careful. There is also gas coming out from the ground, and they will drain Sonic's rings one second at a time the longer he is within the gas. There are also statues that spew fire that can harm Sonic if he touches them. At the same time, there are fire balls that come out from under the ground, and since they are so hot as we know, these fire balls will harm Sonic if he touches them, so he must be careful!

In some areas of the zone, there are rocks Sonic can break to uncover hidden goodies. Some rocks will explode though when Sonic nears them, so he will have to be careful around these rocks or otherwise risk getting hurt. There are small, fire whirlwinds that can harm Sonic as well. Some gas in the ground will cause large rocks to be sent into the air from under the ground every few seconds. When this is to happen, Sonic can jump on the rocks and ride them to reach higher areas he could not reach on his own. Sonic also comes across grass sections of the level that catch on fire when he steps on them, much like in Marble Zone from Sonic the Hedgehog 1. Sonic must keep on running through the grass or otherwise he will risk getting burned.

Garage Groove Zone

This zone takes place in an area of Sonic's world, and by place, I mean a full garage with cars and other kinds of

things. This garage is super large, and there are many kinds of things to be found in it, from tires, wrenches, raising platforms, oil, engines and of course, the cars themselves. There is plenty of things to be fixed in this level, but that doesn't matter for now. Sonic will have to go through this grimy level of cars and such if he wants to make it and stop the evil Dr. Eggman from conquering the world!

As stated before, there are many tires to be found in this zone. Some of the tires are stuck to the ground, while others can be rolled around to different areas of the garage. Sonic can, of course, bounce off of these tires. Some areas have a conveyer belt of hanging tires. Sonic can hang onto some of them, while he can bounce off of some, making it hard to do some jumps. Of course, there are also cars in this zone as well. Some of the cars are on higher platforms, but they may fall off of them and may fall onto Sonic, crushing them if he is under them. There are platforms that can be raised with a switch, and these platforms can allow Sonic to reach higher routes or hidden goodies. Also, there are giant wrenches in this level as well, and they can take and throw Sonic around to higher places if they catch on to him.

There is plenty of oil to be found in this zone as well. Usually, Sonic will slip and slide while on these slippery, oily floors. Of course, some areas will have fire, and the fire will cause the oil to light up. When this happens, Sonic must jump over the fires or risk getting burned by them and lose some rings. At the same time, there are also barrels of oil around here. Sonic can jump on them and use them to reach higher grounds, while others will just roll around, harming Sonic if he is in the way, so watch out!

Postal Panic Zone

This zone takes place in a facility that is somewhere in Sonic's world. This facility happens to be a post office facility, where mail is being processed and is being delivered to other areas of the world. There are plenty of letters in this zone for Sonic to come across, but there is just no time to read them now! Eggman has taken over the post office, because there is something in this post office that he is looking for. What is it that he's looking for? Doesn't matter! Sonic must go through this place and stop him!

In this zone, there are giant envelopes to be found through out the level. These letters can be used as platforms for Sonic to stand on. However, some letters have item boxes with rings in them for Sonic to collect, as well as shields. There are giant, wrapped boxes as well, and these boxes contain not just rings and shields, but they also contain springs for Sonic, as well as spikes Sonic will have to watch out for. Sonic also comes across mail boxes that release rings for him to collect once he opens them.

There are giant scale machines around. Whenever Sonic stands on these machines, they will measure Sonic's weight. After a few seconds, they will open up a door nearby, and Sonic can go through them by then. Also, there are mail vents with mini-door on the wall, and if Sonic opens them, he can go down them through the shaft to lower areas below. In the postal facility parts of the level, there are long conveyor belts like the conveyor belts in factory levels in past Sonic levels, only they are carrying mail. Sonic can ride these conveyor belts if he chooses to. There are large crates on wheels that have lots of mail in them. Sonic can push these mail crates to roll over nearby enemies. He can also ride them once they go fast enough.

Wild Workshop Zone

This zone takes place in a workshop area somewhere in Sonic's world. That's right! This is a workshop level! There is plenty of wood and steel objects to be found here as well as tools such as saws, hammers, nails, screws, glue and the like! There seems to be plenty of things that are being made. Eggman has taken over this whole workshop, since he is not in the mood to build another factory at the moment. Because of this, Sonic will have to go through the workshop and kick Dr. Eggman's eggy butt out of there!

There are large wrenches throughout this zone, which can swing Sonic around to higher areas of the level. There are large nails on the ceiling of some structures, and these nails can be driven into the ground and crush Sonic if he is not fast enough. There are also large hammers that slam the ground every few seconds, crushing Sonic should he be unlucky enough to be under them. There are also nuts and screws Sonic can run on to go upwards, much like in Metropolis Zone from Sonic the Hedgehog 2.

There are wooden planks to be found throughout this level. Sonic can bounce off of these planks into areas below or up high. Outside, there are large carpentry areas with houses being built. When Sonic goes through the areas, he will have to avoid a giant saw that is cutting down the wood with Sonic on it, much like Ripsaw Rage, a level in Donkey Kong Country 3. Also, there are giant drills throughout the level, and they can harm Sonic if he is unlucky enough to touch one of these. There are also heaters, clay, blacksmith tools, and other things in this level.

As said before, there is glue in some sections of the zone. The glue will make Sonic immobile unless he jumps out of the glue itself. There are also loose screws around the level that Sonic can twist by jumping on them, causing them to fall out and, when enough screws are loosened, cause a whole structure to fall, allowing for some opening of alternate routes for Sonic to go through. Also, there are large buzzsaws that can be found throughout the level, and these buzzsaws, needless to say, will harm Sonic if he touches them. Sonic and friends are able to knock paint

cans into enemies or structures as well, usually just to destroy them and open up pathways they can go through.

Rowdy Ranch Zone

This zone takes place somewhere in a desert area in Sonic's world. In particular, this is a dude ranch area here. This ranch has many horses and bulls, and there is even a rodeo to be found in this zone! This is just one kind of place where it is good to be wild, and there is plenty of things to do out here on the range! There are also many dangers here, so it is best to watch out! Eggman has not actually taken over this place, but he IS around here somewhere, and Sonic must seek him out, and defeat him?

In this zone, there are horseshoes that are thrown at Sonic, and they will cause Sonic to lose some rings when they hit him. Because of this, Sonic must dodge them to avoid getting hit. There are metallic stars in the area as well, and Sonic can bounce off of them. Sonic also comes across barbed wire fences, which are sharp enough to touch Sonic should he ever touch them. There is also hot branding metal near where the cows are, and of course, touching them will burn Sonic and cause him to lose his rings.

In the areas with the horses, Sonic can jump on the horses and ride them, and cause them to jump over objects to gain some points. Sonic will, in some sections, have to outrun a giant, angry bull that will chase him up to a certain point. There are lassos in this area that move Sonic to higher places, much like the lassos from Frontier Canyon from Sonic Rivals 2 for the PSP. There are also large barrels Sonic can use as platforms, or otherwise he can knock them into objects and even get into and roll in them. In the rodeo sections of the level, there are some barrels that are around Sonic can run on. Sonic also comes around angry bulls he can ride. If Sonic can stay on these bulls for a long enough time, he will win some rings and points for doing so.

Salty Sands Zone

This zone takes place in a desert plains area. However, this is not just any desert area. This happens to be a salt plains area Sonic will have to go through here. The plains look like this.

<http://www.virginmedia.com/images/salt-plains-431x300.jpg>

And this.

http://i.dailymail.co.uk/i/pix/2011/08/18/article-2027166-0D7740B200000578-264_964x645.jpg

And this.

http://media.tumblr.com/tumblr_lyo3csejo21qb5ex7.jpg

This area is very salty, but Sonic will have to go through here to find and stop the evil Dr. Eggman!

Sonic can break through parts of the ground, going into underground caves filled with many salt crystals. Some of these crystals may fall off the ceiling, and they may crash down and harm Sonic if he is not careful enough. On the surface, there are piles of salt Sonic can dig his own way through. These salt piles happen to have rings or other items and goodies deep within them, so it would be a good idea to dig through these piles, especially if you are out of rings or need some kind of item fast.

There are areas of "quick salt" throughout this zone as well. The quick salt acts much like quicksand. If Sonic stands on them, he will sink into them. If Sonic stays into the quick salt for way too long, he will die and lose a life. There are many salt crystals throughout this level that are spiky, and can harm Sonic should he ever touch them. Also, some crystals have rings when Sonic steps over them. Sonic also comes across big salt blocks, and these blocks take three or more jumps or homing attacks to break them, leading to alternate routes. Sonic also comes across a huge salt lake. This salt lake happens to be so that when Sonic goes into them, he will not sink, but rather, will float on the surface of the lake itself. If Sonic uses the bounce move or stomp move, he can dive deep down into the lake before being sent back up. There are also salt rocks that Sonic can jump onto, and they will bounce Sonic upward or sideways whenever he hits them.

Perishing Prairie Zone

This zone takes place in a grassland area somewhere in Sonic's world. However, this is not just any grassland, but this grassland is dying and rotting, not because of pollution from Eggman, but because of the lack of water in recent times. So the grass looks like this:

http://www.mayang.com/textures/Nature/images/Soil%20and%20Earth/dead_grass_on_ground_6262974.JPG

The area looks like this.

<http://www.rufford.org/files/View%20of%20study%20area%20during%20dry%20season.jpg>

And the flowers look like this.

<http://actsofbeaty.co.uk/wordpress/wp-content/uploads/2010/01/marigolds-fallen-2.jpg>

And the trees are leaf-less and bare. Though this land is dying, there is no time to mourn over it. Sonic must get through here to stop the evil Dr. Eggman!

There are piles of leaves to be found throughout this zone. Sonic can step onto them to make the leaves move. These leaves will sometimes reveal hidden goodies and items for Sonic to use. There are spiky, dead thorn bushes that, though dead, can still harm Sonic if he touches them, so it is best to be careful when around these. Some trees have elastic branches Sonic can use to get to higher areas of the big trees, and these branches can lead to higher items, or enemies that Sonic will have to defeat.

Sonic also comes across dead flowers throughout the area. These flowers can be used as platforms to use, but they will collapse a short time after Sonic steps on them. There are also large stems that can be used as platforms that collapse when stepped on. Some areas have dead apples on the ground or trees. Sonic is able to jump on or homing attack these dead apples to bounce off of them, which is useful for getting to high places. There are also wooden spikes on the ground that will harm Sonic if he touches them. There are some large, dead flowers that can be used as cannons to launch Sonic to higher places or act as shortcuts. They can only be used once, for they will collapse after they shoot Sonic through the air.

Mirror Mayhem Zone

This zone takes place in, as its name would suggest, a labyrinth of mirrors and such. There are many kinds of mirrors to be found throughout the zone, and they can all help Sonic or hinder him in some kind of way. There are distortion mirrors around here, and there are other kinds of traps such as trap doors that open up when Sonic steps on them. So, why is Dr. Eggman here? Did he even create this place? Doesn't matter! Sonic must make it through this maze in order to stop Eggman to conquer the world!

In this zone, there are large mirrors slanted next to the wall. These mirrors allow for Sonic to bounce on them, which is useful for getting to higher places. Some mirrors act as portals to other areas of the maze, and Sonic just has to step through them in order to get to the next area. There are distortion mirrors to be found throughout this level, and they can alter the screen, and thus make it able so that Sonic will look short, or rather tall, wide, skinny and such as well as everything else in the room.

Some mirrors alter the screen so that it looks like Sonic and everything else on the screen is going the opposite direction, even though it is the other way around. There are switches that can rearrange nearby mirrors so that they distort the part of the level Sonic is in, and this will move things around and just rearrange the room. This can be useful for getting to alternate routes Sonic would not be able to get to on his own. There are also light reflecting mirrors Sonic must move to hit a crystal to open nearby doors. Some mirrors in this zone can be broken, and they may lead to hidden areas, or to a bottomless pit. There are some objects that can only be seen in the mirrors, such as platforms Sonic can get onto.

Eggman Entropy Zone!

This zone apparently takes place in a world that has red skies, broken and rusty machines and buildings, ruined lands, polluted areas and so on that Sonic has to go through. However, this is more than just that. Somehow, Eggman managed to use a machine on Sonic, and that machine has sent Sonic into Eggman's mind. That's right! This zone takes place in the mind of Dr. Eggman himself! Now Eggman is trying to kill Sonic as he travels through the mind. Can Sonic even make it out of Eggman's mind somehow?

In this ruined, rusty and polluted landscape, there are things that are called "neuron spheres" that Sonic comes across. Attacking the green neuron spheres will cause areas near Sonic to be affected. Elevators will work, platforms will appear and doors will open in Sonic's favor. However, red neurons will block paths, destroy bridges and such. Also, Eggman can conjure different obstacles in his mind, making things like saw blades or spikes appear out of nowhere to try and impede Sonic, though they are not entirely random.

There are broken roller coaster machines Sonic rides through, and these machines can break down, forcing Sonic to jump to another platform and coaster. There are broken pipes Sonic can spin through, falling out of cracks in the pipes. Some buildings will collapse when Sonic steps on them, so he'll have to get off of those quickly. There are polluted trees that spew dangerous purple spores at Sonic, and machines like conveyor belts and saw blades will be broken, though they can still harm Sonic in some fashion. If Sonic falls into the waters, the amount of air he has underwater will be half of what it normally is in other waters. Air bubbles only refill half of the total air Sonic will have, so this makes underwater sections tricky. There are oil sludges Sonic can sink through. There are smokey clouds Sonic bounces off of, and spiky dead trees that will harm Sonic if he touches.

Additional Info: This music will play in this stage:

https://www.youtube.com/watch?v=Q2w2v_kgzWo

Emerald Eternity Zone!

This is an unusual place that Sonic has to go through here. This area is very, very crystalline in structure everywhere you may go, and there is lots of energy to be seen. The background is also flashing different colors. Just where is this place, you may ask? This place actually, and I mean actually takes place on the inside of a Chaos Emerald. Yes, that's right! This zone is right inside of a Chaos Emerald! There are many dangers in this zone, but Eggman is here, trying to take the energy of the Chaos Emerald, and Sonic must stop him!

There are large spheres in this zone which, when Sonic jumps onto one of them, will have Sonic orbit them like the spheres in one of the bonus stages in Sonic 3 and Knuckles. There are also poles of energy Sonic can spin around, but he may have to get off of them quick since they will spark harmful energy every now and then. There are "Chaos winds" that can carry Sonic across or up places real easily, and there are sections where the ground is harmful to touch, due to the energy in them.

In some areas, there are glowing arcs Sonic can go through. Once he does so, Sonic will be sent flying through the level with rings surrounding him, much like in those sections coming after the countdown poles found in Sonic 3 and Knuckles' Death Egg Zone. There are small balls of chaos energy flying around that have a glowing aura around them, and they will hurt Sonic if he touches one of those. There are also many crystal structures to interact with here. Sonic can hit a crystal floating in the air to cause crystal platforms to temporarily appear, allowing Sonic to cross large gaps. Sonic is also able to bounce off of certain crystal platforms, and in some sections of the area, Sonic bounces off crystals on the walls in order to bounce up to higher places.

Cage Confusion Zone

This zone takes place in an area somewhere in Sonic's world. This is a science area used to observe animals that are in what looks like a giant hamster cage. Because of this, the area will look like this:

<http://birdshouse.org/cageforhamster.com/images/giant-hamster-cages-3.jpg>

And this:

<http://upload.wikimedia.org/wikipedia/en/e/e2/My cage.jpg>

And this:

<http://birdshouse.org/cageforhamster.com/images/best-hamster-cages-for-syrian-hamsters-3.jpg>

This area has been taken over by Eggman himself for some reason, and Sonic must go in here to stop the evil scientist once again!

There are many, many tubes to be seen throughout this level. Sonic can walk through some of these tubes, while

other tubes have Sonic spin through them to reach other areas, much like the tubes in Sonic 2's Chemical Plant Zone. There are also giant wheels Sonic can run on if he chooses to do so. These wheels normally open doors or gaps in floors, and Sonic can go through these doors once he has run long enough. He will have to be quick, for the doors will not stay open forever, and they will close after a short period of time.

There are also giant balls Sonic can jump into. When in these balls, Sonic can roll around the area, and can even use these to roll through tubes that are big enough for the ball to go into. These balls can be used to crush enemies in Sonic's path. There are seesaws that can launch Sonic upward with a weight, and there are flying saucer objects that Sonic can run on as they spin around. Also, Sonic passes by hanging, swinging objects he can grab onto to swing back and forth in them. There are also giant hamsters that Sonic comes across, and he can ride them to other areas, destroying any badniks that are in the way. At the same time, there are also swinging platforms on ropes that Sonic can jump onto, sometimes in order to reach higher areas he would not be able to access otherwise on his own.

Sanitary Sewer Zone.

This is a sewer level, as the name implies. It takes place under a large city and outside of it too. There is lots of sewage to be found in this level as well as many different pipes Sonic can spin through. There are other dangers as well, and Eggman is trying to make the sewers, well, filthier. With that in mind, and to keep things cleaner, Sonic must go through this level as he goes to save the day.

There are underwater sections Sonic will have to go through, and they are super clean and clear. There are cleaning drones Sonic comes around that can sometimes hurt Sonic or block his path, so Sonic will have to get around these. There are pipes on the walls that spray large amounts of water every few seconds. If Sonic is hit by these waters, he will be knocked off the path and onto the lower route below, so if the player does not want to go on the lower paths, they will have to be careful.

Sonic also comes across clean, but heated pipes. Touching the heated pipes will harm Sonic. There are also more clean pipes Sonic comes across that Sonic can spin through to reach other areas. There are green panels that can launch Sonic upward to higher areas he could not otherwise reach. In some areas, Sonic will have to ride a platform that moves along a moving current, dodging enemies and obstacles in the path. There are also water slides Sonic goes down like the ones in Labyrinth Zone from Sonic 1 and Hydrocity of Sonic 3. Sonic also comes across water falling from pipes on the ceiling, knocking him downward to the lower paths unless the player is

careful.

Solar Station Zone.

This level takes place at a large solar power plant, just as the name would imply. This place was peaceful once upon a time, but now Dr. Eggman is trying to take over the power plant, and turn it into a factory that is far more harmful to the environment itself. With this kind of danger, it is up to Sonic to go into the power plant, save the place and stop the evil Dr. Eggman from achieving his goals. Sonic will have to go through some solar-powered obstacles in order to get through this zone.

There are, of course, solar panels all throughout the level. Sonic can jump on one of these panels, and get sent flying upwards as if he hit a bumper from a casino zone. There are solar powered elevators Sonic comes across, and Sonic can ride these elevators to reach higher areas. Eggman has scattered some solar bombs around here as well, and they will explode when Sonic gets near them. Sonic must be fast on his feet to make sure he doesn't get hit by the explosion of these deadly bombs.

There are solar lasers coming out from some solar panels as well, and these lasers can harm Sonic if he is hit by them. Some conveyor belts are solar powered, and Sonic will have to move fast if he wants to get past the solar-powered conveyor belts. Some solar levitators turn on every few seconds, causing platforms to temporarily float in the air. Some solar blades are another obstacle Sonic comes around. These blades are sharp enough to harm Sonic, so it is best to avoid these blades. Some solar blocks appear every few seconds, but they disappear after a short time, so Sonic must be fast in crossing such blocks. Some areas include solar machines that Sonic can break, causing some of the machinery in the level to stop working, usually making it easier to cross the area.

Airport Peril Zone

This level takes place in one of Eggman's areas. That area we are talking about is a gigantic airport with hangars that Eggman is storing or keeping his many military airplanes and warships he is using to take over the whole world. There are many planes on the ground and many hangars to be found around this area, and there is lots of security to be seen in this place as well. But none of this will scare Sonic away, of course. Sonic will have to get through this zone so he can find and take on Eggman!

There are jets in the air flying fast while dropping bombs on Sonic. These jets are hard to hit, but should you manage to destroy one with a jump attack or homing attack, they will give a lot of points to the player. There are spinning propellers on planes that can harm Sonic should he be unfortunate to touch one of these, but some of them can push Sonic away with high winds. Sonic also comes across some planes with fire coming from their back thrusters, and these flames will harm Sonic if he touches them.

In some areas, Sonic will have to ride on a plane or two, or even three while high in the sky! The planes can shoot missiles Sonic can use to damage the plane or other planes. The planes have gun turrets that shoot at Sonic as he rides on the plane. Sonic can swing on big propeller poles on some of the ships like in Flying Battery in Sonic 3 and Knuckles. Sometimes, Sonic can go into the planes, blowing them up like in the airships from Egg Fleet from Sonic Heroes. From the planes, Sonic will end up falling to the ground back to the airport, going through a whole skydiving section here. There are anti-plane turrets on the ground that can shoot Sonic when he's on sight. There are also hangar areas Sonic goes through with many different planes, and crates that may contain hidden goodies for Sonic to find.

Clay Park Zone.

This level, as the name implies, is made almost entirely out of clay. This area is colorful, and there are many clay structures to be found in this area, and many other things to be found! This is not necessarily a theme park made entirely out of clay, but rather, it is a land that is made mostly out of clay. This area, while not a theme park, is still a very fun place to visit. However, there is no time to sit back and relax now. Sonic still has to go after the wretched Dr. Eggman, and put a stop to his vile, evil plans once again!

There are catapults made entirely out of clay Sonic finds. These catapults, when Sonic touches them, will send Sonic flying across a gap to the other side. At the same time, there are clay made craters that blow air, which Sonic can use to get to higher places he could not otherwise access on his own. Some clay may be molded or shaped via jump attack or homing attack or just by running into the clay itself, which can allow for Sonic to reach other areas by simply "digging" through clay. Sonic can also break through some clay structures.

There are large balls made of clay Sonic comes across. Sonic can push them, and as they roll, they can run over enemies just like the snow balls from White Park from Sonic the Hedgehog 4: Episode 2. There are clay blocks in the area that can be used as platforms. Some areas have clay-made hammers that hit the ground from the side,

and these hammers can harm Sonic if he is hit by them. Some areas have large "clay pits" that Sonic can sink through. Sonic can die if he sinks completely into some pits, though some pits may actually lead to an alternate route. There are wheels of clay Sonic can ride like in Lost Labyrinth in Sonic 4: Episode 1. There are also clay cannons that can shoot Sonic to another area as well as clay handles Sonic can swing on like the handles of Flying Battery from Sonic and Knuckles.

Wild Outback Zone.

Good day mate, welcome to the land down under! Sonic goes through the great outback that we Australians have lived for so long, just to catch up with the wretched Dr. Eggman and put a stop to his evil plans. Enough of that. Anyway, like the name would suggest, and as I have said before, this takes place in the land down under, in a country much like Australia in Sonic's world. There are many things to be seen here, but there is no time to tour this great, big land, for we have a mad scientist to take down!

There are brown dirt pits to be found in this zone, much like the quicksand in Sandopolis in Sonic and Knuckles. However, these pits are so shallow, that Sonic does not even have to worry about dying. They just slow Sonic down. There are old, large shacks scattered throughout the level, and these shacks may contain hidden goodies such as rings and other things. Some areas contain large tornadoes. If Sonic is caught in these tornadoes, he will be thrown around, losing rings once he hits the ground.

There are some fences Sonic will have to jump over as he goes through this level. Sonic may have to avoid some fences that are made of barbed wire and are sharp enough to harm Sonic. Sonic can swing around thin trees like the corner poles in Sonic and the Black Knight, and there are large, thick and spiked bushes that will harm Sonic if he ever touches them. In the mountainous areas of the zone, there will be rocks falling from up high, and unless you wanna see Sonic squashed by them, it is best to avoid them. Some areas have large jeeps that can harm Sonic if they ram into him, so you must go around them or jump over them. Sonic can jump on these tires to jump real high. Also in this zone are wild kangaroos. Sonic can ride these kangaroos, and they can be helpful in reaching high areas or items Sonic would not be able to reach on his own. They can also kick enemies and obstacles. 2.

Crashed Ship Zone

This zone takes place somewhere in Sonic's world. It takes place on an old airship made by Eggman, which has already crashed onto the ground from the sky and is now in complete ruins. Yet, the ship apparently has parts Eggman may need, so he has sent some robots to retrieve the parts for him. While going to find and defeat Eggman himself, Sonic comes across this zone. However, as a result of the airship being very big, Sonic will have to go through a whole lot of stop to make it through this area!

There are broken propellers to be found through out the zone. However, even though the propellers are broken, they are still sharp enough to harm Sonic if he touches them, so it is best to stay away. Some conveyor belts are found around here used to move the broken ship parts around. Sonic can run on these conveyor belts like a treadmill if he chooses to do so. There are old cranes that the robots are using to move ship parts around, and Sonic can use them to get to higher places he could not access otherwise.

There are broken, but still functioning fences of electricity that turn on and off every few seconds, and they will harm Sonic and cause him to lose rings should he be not too careful around them. There are turrets in the level as well, and while some of them are broken, some of them still work and can shoot at Sonic, so make haste to avoid being shot at! There are also cannons around this level as well, and these cannons can be used to shoot Sonic to higher areas Sonic would not be able to reach on his own. In some of the inner parts of the ship, there are large, broken cogs Sonic can run on, and there are elevator platforms Sonic can jump on. There are also unused bombs that explode when Sonic nears them, so be careful!

Monetary Bank Zone

This zone takes place at a large complex that is a cross between a money bank and a mint, an area that produces money. There are many money related elements to be found in this very zone. Here, Eggman has taken over the mint, and it is up to Sonic himself to go in the building, free the mint and chase Eggman out of the place. There is no time to stop and collect money, and you should not expect to be paid hugely as a reward for saving the whole area. Still, not time to back down, for we have a mint to save!

In some areas, there are bank like areas with safes and boxes to be found. Hitting the boxes will cause them to open up, revealing rings for Sonic to collect. Hitting the safes will also cause them to open, causing them to reveal rings for Sonic as well. There are bags full of money that Sonic can use as platforms, but they will drop cash every time Sonic jumps on them, making them smaller and smaller every time Sonic jumps on them until there is no cash left and the bag becomes useless as a platform.

There are super large coins in the air and on the ground that Sonic can use as platforms. There are stacks of large dollar bills that also can be used as platforms. There are large printers that print money, and Sonic can jump off the printed money as platforms to reach higher areas. There are conveyor belts and elevators in this level, and they move money around. Sonic can run on these elevators and conveyor belts, though there are a certain amount of these Sonic will have to go through without other options. There are large vault rooms in this zone, similar to Sonic Adventure 2's Security Hall. In these areas, Sonic will have to get from bottom to the top of the floor where he can exit to the next area. There are mini vaults Sonic can open, which reveal rings for Sonic to collect. There are also many lasers to be found here as well, and these lasers will, needless to say, harm Sonic if he touches them.

Demolition Doom Zone.

In this level, Sonic will have to go through an old base previously used by Eggman. Many of the machines and other things are useless, so there is not much going on here by itself. However, Sonic will have to go through this place while avoiding bulldozers and other machines that are tearing down the whole base, and these machines are controlled by Eggman himself! In other words, Sonic is in the middle of a demolition site. However, there will be no turning back now. Sonic will have to get past all dangers around him and get out of here!

In this level, there are some bulldozers that tear down the area as Sonic goes. Some of these machines are cranes that can actually help Sonic by throwing him upward to higher areas. Sonic will have to out run a bulldozer chasing him at some point. Sonic also comes across other machines with a large wrecking ball checkered like the one in Green Hill in Sonic 1. The ball will hurt Sonic on contact, so best avoid it. There are also bombs around the area, and they will explode when Sonic nears them, so just be careful.

There are structures that are very weak, and Sonic can jump into/homing attack those structures to bring down some of the building, allowing for access in multiple paths, though it may also block some existing paths. There are also weak walls Sonic can spin dash through to find new areas. Some areas have weak floors that will collapse when Sonic steps on them, causing him to fall to the lower path if he is not quick enough. There are larger falling objects that will crush Sonic if he is not quick enough. Sonic also has to watch out for saw blades and giant drills that tear the building down. There is rubble Sonic can move to find hidden goodies underneath. Sonic also comes across dynamite that, when the dynamite box is pushed, will cause a room to blow up after a few seconds, allowing for another alternate path to be accessed. Just make sure not to be caught in the resulting explosion!

Relaxing Paradise Zone.

This zone takes place in an area somewhere in Sonic's world. This area is a spa resort. Actually, it is a mix between a spa resort, a yoga studio and a massage therapy place. Yep! This is a place that is all about relaxing, and it can ease the mind of those who come here. However, Sonic has no time for relaxing, for he has to get to Dr. Eggman, who has taken over this resort for unknown reasons. Whatever the reason is, he must be stopped, and the resort must be freed!

In this zone, there are lava lamp bubbles that float from the floor to high in the air. Sonic can ride these bubbles, and they won't break at all. This could be useful in getting to higher areas. There are also water pools as well as hot springs. These springs can be hot, and though Sonic can go in them, they drain Sonic's rings every second he is in them. There are also areas with hot steam that can harm Sonic. Some furniture in this place are bouncy, and Sonic can jump off of them to reach items in the air.

There are yoga rooms Sonic can blaze through. In these areas, there are mats that are on the floor. While some of them are harmless, some will roll up when Sonic steps on them, causing Sonic to be trapped if he doesn't quickly get off. To escape the trap, the player must press the jump button multiple times. There are some vibrating massage objects in the air that Sonic can stand on. Note that while Sonic is able to stand on them, they do vibrate and move Sonic, even when he is standing. Sonic can fall off the vibrating massage objects if he is not careful. There are also yoga balls Sonic can bounce off of. There are mud spas through out this level that Sonic can jump over. If he falls into them, Sonic will be covered in mud, and will need to jump repeatedly to get it off. There is mystical energy streams that can carry Sonic across large gaps.

Elevator Labyrinth Zone.

This zone takes place in an eight story building that happens to be a base for Eggman. This is no tower, though, for this is a very long building, which has many different kinds of elevators. Heck! Even the whole floors of the building (and parts of them) act as elevators that go up and down! Sonic will have to go through here to stop Eggman from conquering the world, but like the name says, this level is like a maze with plenty of dead-ends. Will Sonic be able

to get through this large elevator maze in time?

As mentioned before, the floors can act as elevators that move up and down, making items in the air harder or easier to reach. It is even possible for Sonic to get crushed between two moving floors here. There are pinball bumpers in this area that Sonic can bounce off of, and there are electric fences that turn on and off, harming Sonic if he touches them. Also, there are lasers Sonic has to dodge that come from the ceiling, and there are platforms with spikes popping out each side every two seconds, like those platforms in Metropolis Zone from Sonic 2.

There are also elevators that rise up from the floor when Sonic steps on them, much like the elevators in Sonic Adventure 2's Prison Lane. There are also elevators that work like the ones from Casino Night Zone of Sonic 2. There are also elevators that bring elevators down or move the floor Sonic is on upward and downward. Sonic also comes across elevator doors that won't work on some floors unless he has a key to open them. These paths are mostly optional, though. Sonic also comes across slopes with an elevator block that can move Sonic up the slope easily if he does not want to try to run up it for some reason. There are spin dash elevators that work like the elevators in Sonic and Knuckles' Lava Reef Zone, which requires Sonic to use the spin dash to move the elevator up or down.

Roman Rumble Zone.

In spite of its name, there is also Ancient Greek material in this zone. This zone takes place at a rebuilt Greek/Roman city somewhere in Sonic's world that has been polished, refined and built back into its normal state. Normally, this place would have tourists visiting this area, but Dr. Eggman has taken over the area, and has altered some of the things in this city to act as dangerous traps that wait to take down Sonic as he goes! Alas, there is no time to go back now, for Sonic must get to Eggman and retake the city!

There are many ancient Roman/Greek buildings here, from temples, to political buildings to courtyards to gardens and even colosseums. Here, there are large catapults to be found that Sonic can use to be sent flying to a far off area. At the same time, there are large pillars that may be in Sonic's path, and Sonic must push it to form a bridge or to just get it out of the way. There are stone heads that look like Medusa's head, and they have glowing eyes. If Sonic is caught by the eyes, he will turn into stone, requiring Sonic to jump multiple times to break free.

Some areas have two wings floating that Sonic can grab, and this causes him to have wings on both his shoes and be able to fly for a short amount of time, which can be used to reach high areas. In some sections, there are hills Sonic runs on as he tries to outrun a giant Trojan Horse that is chasing him. There are some buildings that look like Colosseums that Sonic will have to go through. In here, Sonic comes across giant swords that hang in the air as they swing about. If Sonic is hit by these swinging platforms, he will lose rings, or if there are no rings, a life. There are chariots that are driven by robots, and they will harm Sonic if he is hit by them, though Sonic can ride atop some of them. There are also lions to be found that Sonic must watch out for.

Picnic Panic Zone!

This zone takes place in a large park area somewhere in Sonic's world, one where, as the name of the zone suggests; takes place in a very huge, corporate picnic, complete with food and games for all to play in. It's a bright sunny day too, and there are smiles on everyone who is at the picnic. However, unknown to these people, Eggman is planning to take over the picnic area, and terrorize all of the people who are having fun there. Sonic knows about what Eggman is going to do, so he steps onto the picnic grounds in order to stop him! Don't worry, for the people will be out of the way as Sonic runs through here as well as be away from the badniks.

There are hula hoops floating in the air, and Sonic can jump through these hoops. Doing so will award Sonic with a number of points, depending on how many hoops he goes through at once. There are horseshoes being thrown out of nowhere towards poles, and Sonic will have to dodge these horseshoes as he goes by.

Look very closely and you'll see these guys going to a picnic.

http://upload.wikimedia.org/wikipedia/fi/d/dc/Hotel_Mario_Scene.PNG

Too bad their spaghetti is in another picnic.

In some areas of the picnic, Sonic comes across large, castle sized inflatable bouncy areas that are usually for kids. Sonic can bounce on or in these things. Some areas have small eggs that Sonic can break, getting hidden goodies that are inside of them, or, if unfortunate enough, a badnik that will attack Sonic, so be careful!

There are also white flags in the area that are part of a capture the flag kind of game. Once Sonic grabs the flag, he will have to outrun a whole group of badniks chasing him. If Sonic can make it to the white line ahead, he gets 100 rings. There are also balloons of different colors in the picnic, and of course, hitting them will send Sonic into the air, into higher areas like in trees. There are also hot grills to be found throughout the park. It is important not to touch them, for if Sonic does touch them, he will be burned and lose his rings or a life.

At the same time, there are chili dogs around the area. They are rare, but if Sonic finds one, he'll get 50 rings.

Fantastic Fortune Zone!

"I can see deeply into your darkened future. My robots will brutally beat you down before I finally end you with my latest machine..." That's what Eggman would say if he was a fortune teller. This level is a fortune telling and gypsy themed level somewhere in Sonic's world. There are lots of coaches and tents around here, and the tents can be of this size:

<http://thumbs.dreamstime.com/x/circus-tent-8523313.jpg>

Or they can be as big as this:

http://www.vectordairy.com/isd_tutorials/052-circus-tent/circus-tent.gif

On the inside and outside, the tents look like this,

<https://d3qcduphvv2yxi.cloudfront.net/assets/1066311/lightbox/2584598df4eea52b1f07892a485084cc.jpg?1277187541>

Or this:

http://www.kismetgirls.com/arabian_tents/gallery/gallery_images/Gypsy_Swing_tent_interior.jpg

And this:

http://www.casualgameguides.com/games/ck_images/images/Dark-Arcana-the-Carnival/Chapter-4-001-fortune-teller.jpg

There is also fog on the ground like this:

<http://higginsfineart.com/Public/images/Gallery1/GroundFog.JPG>

And this level contains many elements related to divination. Some of the cloths that make up the tent glow as well. Sonic will have to come by here to stop Eggman.

In this zone, there are the usual crystal balls that can be seen in a fortune telling shop. These crystal balls will spew enemies from inside of them to attack Sonic. However, Sonic can jump into some crystal balls, and doing so will send him to a room with different goodies and items depending on the crystal ball he jumps into. There are also black mirrors that throw objects that are within them out at Sonic, and needless to say, these objects can harm Sonic if he is hit, so it is best to steer clear from these objects.

On the outside, Sonic can bounce off of tents, which is useful for getting items that are high in the air. Sonic also comes across dowsing rods. Hitting them will cause a spot near them to erupt with water from underground to ride on to higher areas, and the holes the water comes out of lead to hidden rooms below Sonic can go into. Also on the outside of the tents, there are swinging psychic pendulums to be found. Sonic can ride on the ropes of some objects to cross areas, though some can also harm Sonic if he is not careful enough. In the tents, there are many candles to be found. There are also tarot cards that act as platforms for Sonic on the inside and outside of the tents, and Sonic can even run on some cards like in Casino Street Act 2 from Sonic 4: Episode.

Tie-Dye Tango Zone!

This whole zone takes place in a grassy plains area (like Titanic Plain from Sonic and the Black Knight) with an eco-friendly factory within it. The things being produced in this factory are actually tie dye shirts, but that is not all. There are dyed Easter eggs, dyed seashells, dyed plants, dyed food and even dyed ice! Yep, this whole zone is very colorful in appearance, and is so vibrant to look at! Eggman is trying to take over this place and turn it into a factory that can harm the environment, so Sonic has to go and stop him.

Inside and outside, there are tie dye shirts to be found. Some are laying on the ground in the sun while others are hanging on lines. Some of these shirts act as portals for Sonic to go through. When in them, Sonic goes through a world that is very colorful, and has colorful platforms Sonic can run on. Some of these portals are optional, while others are not. Also outside are plants that are dyed. The dyed flowers float through the air, and Sonic can jump on them to gain height to reach higher areas in the zone.

In the factory areas, there are large, dyed cupcakes and other dried food Sonic can bounce off of, while being slowed by stepping in some area. Outside and inside the factories, there are tie dye cloths hanging on ropes, and Sonic can get down them by using the cloth as if it were a zip line. Some areas also have conveyor belts, and Sonic can run on them and try to get to the other side of them. There are also dyed liquid gushers that, when Sonic nears one of them, will send him into the air to higher places that are above.

Sonic also comes across eggs that are dyed, much like Easter eggs. Sonic can roll the big eggs around and run over enemies that may be in his way. Sonic also can break the smaller dyed eggs in order to release different items, or enemies that attack Sonic. There is also dyed ice that is slippery for Sonic. Some areas have dyed liquid vats. If Sonic falls into one, he will temporarily change color. Depending on the color Sonic is in, different enemies with colors corresponding with what color Sonic is at the moment will attack Sonic, and may even block alternate routes! So be careful!

Country Highway Zone.

This whole zone takes place in the middle of a highway in Sonic's world. This highway place goes through a whole natural, beautiful and calm area, with loads of trucks and cars to be seen going through the area. There are many

different kind of natural things and scenery to be found, such as lakes, trees, flowers, and many other things to be found. There are also roadside rest areas and gas stations to be found throughout the zone. Sonic will have to go down this highway area as he goes to stop Dr. Eggman.

In this zone, there are road spikes laying around. Needless to say, running on them will harm Sonic, and Sonic will lose rings for that. Sonic also has to dodge many cars that go down the highway or risk losing rings. He also must watch out for trucks, though if Sonic can jump high enough, he can land on the truck and ride it for a certain amount of time. Sonic also comes certain toll booths around the zone. These toll booths are fairly optional, but if Sonic has enough rings, he can access a whole different area that acts as an alternate route.

Sonic also comes across many roadside rest areas as well as shops. These areas usually have hidden goodies hiding around them, and Sonic just has to stop and look for them as he goes. In some of the mountain areas, there will be rocks that fall from above, and they will fall on and crush Sonic if he is not fast enough to get by them. There are also bridges off the road that Sonic can go onto, and they will collapse as Sonic runs on them, so he must be fast. Sonic also goes through lake areas in which he can go into as he goes through this zone. There are some road pits on the road. Some of them are pits of dirt that will slow Sonic down as he goes through them, and others are just straight out bottomless pits Sonic should avoid altogether. Sonic also comes across electric fences on the side of the road, and these fences will shock Sonic, causing him to lose rings or die if he has no rings.

Science Square Zone.

This whole zone takes place in a theme park area somewhere in Sonic's world. However, this is not just any theme park there is, but it is a theme park that is based on a science fair. That's right! This theme park is science fair themed, complete with many different experiments and things that are inspired by what kids would make and show off in a typical science fair! Eggman is here in this park, for unknown reasons. Does he want to take over the theme park? Whatever the reason, Sonic will have to go in and stop Eggman!

There are giant volcano like mounts in this theme park, and when Sonic nears them, they will release a chemical like a volcano spews lava, damaging Sonic if he is ever uncareful to be near these chemicals. There are balloons on bottles that are inflated, and Sonic can bounce off of these balloons, usually to get to higher areas or just bounce around. There are also giant marbles that are on strings, and they hit each other as they go back and forth. Sonic can ride these marbles to cross any long gaps.

There are spheres of plasma Sonic goes by, and whenever Sonic touches them, they will send Sonic upward to really high heights, much like the infamous bouncy floor from Sonic CD's Wacky Workbench. There are also levitators to be found here, and they can cause Sonic to float on them whenever he gets near these levitators. There are areas with large science fair rockets, and Sonic can grab onto these rockets to ride them to higher areas he could not reach otherwise. There are also substances that spill over to grow pretty crystals, though the crystals are spiky, and they will harm Sonic if he is to touch one of these. Sonic also comes across large gyroscopes. These gyroscopes spin around, and when Sonic jumps onto one, he will spin along with it before being thrown to a different direction, maybe higher up, or maybe into spikes on the walls.

Jumbling Jokes Zone

This whole zone takes place in a department store sized area somewhere in Sonic's world. However, this is not just any kind of department store here. This store is actually is a giant joke shop. That's right! This whole department store area is joke shop themed, and there are many funny things to be found throughout this zone. Unfortunately, Eggman has taken over the store itself, and he has turned all of the joke items into deadly obstacles and traps to defeat Sonic. So Sonic will have to avoid these traps as he goes after Eggman.

There are large rubber chicken items throughout this zone, and Sonic is able to grab hold of them and be launched into the air like a spring to reach high places. Another obstacle comes in the form of electric buzzers, and these buzzers, whenever Sonic steps on them, will shock him and cause him to lose all of the rings he has or even a life, so it is best to be careful not to step right onto these. There are also smoke bombs that go off whenever Sonic gets near one of them. They will obscure Sonic's view, making it hard to see things.

Some areas have large whoopie cushions around the zone, and whenever Sonic steps or stomps onto one of these things, they will fly off in a certain direction over a great distance, which is useful for Sonic to reach places he could not reach on his own. There are also squirting flowers that squirt water that can knock Sonic around. There are also giant bang guns that fire when Sonic nears, only to let out a flag that says "bang", making them seem harmless. However, if Sonic stands in front of them for too long, they will fire the flag out and hit Sonic, which will harm him. Sonic also comes across jelly bean cans throughout the zone as well. When he stands on one, they will launch a snake like object that will launch Sonic into the air above. This can actually be useful to reach higher places above, actually. There are also chattering sets of teeth Sonic should watch out for.

Webbed Woodlot Zone.

This zone takes place in a forest area that is located somewhere in Sonic's world. However, unlike the typical kind of forest there is, there are lots of spiders around here, and needless to say, there are many spider webs to be found throughout this zone, hence its name. There are plenty of spiders that shoot webs, bite Sonic, or otherwise jump around in this zone, and Sonic can be caught so easily in the many webs in this very zone. Sonic must go through here as he goes to stop the evil Dr. Eggman from ruling the world!

There are plenty of web ropes around this zone. Sonic can either hang on the grey webs and cross it like a rope, or he can bounce on the white webs and use them to reach higher areas he would not be able to reach on his own. Some of these webs break when Sonic is on them, so he must be careful. There are many spider web nets as well, and these nets can catch Sonic, requiring him to jump repeatedly to escape if they are white. Sonic just simply bounces around on spider webs that are grey in color, which helps him reach higher places.

There are also spider webs on the floor areas of the forest, and these webs slow Sonic down as he tries to run on them, so it is best to not get caught in these webs if Sonic wants to get through this very level in order to move onward, especially if he does not want to be unhindered. There are also spider webs Sonic can swing on, though he can only use them once, as they break after getting to the other side. Some areas have thick nets of spider webs that will wrap onto Sonic if he tries to go through here, immobilizing him until the jump button is pressed a number of times for Sonic to break free. In some sections of the level, there will be giant spiders, and they will chase Sonic around, much like in the Cryptic Castle level from Shadow the Hedgehog (the game). Sonic must stay ahead of it to avoid getting bitten.

Additional Info: This would be the music for the level.

<http://www.youtube.com/watch?v=otb8JcHXjAo>

Ballroom Beat Zone.

In this zone, Sonic is in a huge building that is full of large ballrooms to be seen. Each ballroom in this building is different, for one has a high school prom party going on, while another ballroom has a wedding party going on, and there are many different kinds of parties in the different rooms Sonic goes through; though they are mostly high school prom or wedding themed. Whatever room Sonic is in, there is quite a party going on. However, Eggman has taken over this place for an unknown reason, and it is up to Sonic himself to go through the building and chase Eggman out!

In this zone, there are many balloons to be seen. Much like in Carnival Night Zone in Sonic the Hedgehog 3, the balloons can be used to bounce to higher areas, even though the balloons will pop after they are hit. There are cloth lines hanging in the zone, and Sonic can grab onto them and go down to lower areas like he was using a zip line. At the same time, there are giant fruit punch bowls, and these bowls have a large fountain that Sonic, should he choose to do so, can ride to get to higher areas or attain high items.

There are also large chandeliers on the ceiling of the rooms as well. Sonic can use some of the chandeliers to reach higher areas or reach high others, while some chandeliers fall as Sonic nears them, and they will crush Sonic if he is not fast enough. There are robot dancers here in place of human dancers, and they will harm Sonic if he touches them, though he can destroy them. Sonic also comes across spotlight areas and, should he step onto one of these, he can play a short Dance Dance Revolution game for a chance to win some rings. Sonic also comes across semi-dark areas with glowing lights. Some of the lights in the room appear to be holographic platforms, in which Sonic can step on like any other platform. Some areas have large, tough light bulbs Sonic can bounce. There are also "music currents" in this zone, and these currents will move Sonic to a higher area should he touch one of these.

Pub Panic Zone.

This zone takes place in a huge building. Not just any building, but one that is a mix between a drinking bar and a brewery. That is right! This zone takes place in a drinking facility somewhere in Sonic's world. Now, it may be a bit far fetched to put in something like a bar; made for adults; as a level. However, we have had casino (also for adults) levels in past Sonic games, so why not? Anyway, this whole facility is taken over Eggman, who wants to turn all the drinks into a mind control liquid he will use to control the world, so it is up to Sonic to stop him.

This zone also has a large lounge along with the bar itself. The lounge has many chairs and tables. Sonic can stand on the tables, while Sonic can bounce on the chairs, sometimes to reach higher items in the air. There are beer switches above Sonic, and they will turn on and pour liquid downward, knocking Sonic to the ground should he be

hit by these. There are also breakable alcohol bottles lying around the stage, and Sonic can break these bottles to find and collect rings that are within them as well as maybe shields.

Look very closely and you'll see this guy in the background answering the phone.

http://manhattman.com/wp-content/uploads/500px-Moe_Szyslak.png

Listen closely, and you will hear him asking for "Amanda Huggenkiss" only for the surrounding people to laugh at that.

In the brewery sections of the level, there are beer vats that, if Sonic falls into one, will cause him to be drunk, and make the controls for the player to loosen, as he speeds up slowly, and he also slows down slowly as well. In the brewery sections, there are large, alcohol free pipes around, and Sonic can go through these pipes to different areas, just like the pipes in Sonic 2's Chemical Plant Zone. There are barrels in this zone that Sonic can ride on top of, and there are bigger barrels that roll towards Sonic, harming him if he is hit. Some areas have beer gushers Sonic can use to reach higher areas, and do not worry, because unlike the vats that are in the brewery sections of this level, these gushers will not make Sonic drunk at all. They are safe.

Additional: Something like this would be the music for at least one act.

https://www.youtube.com/watch?v=pEf8Uj_Yc7U

Valley View Zone.

This is yet another area that takes place in Sonic's world. This time, this zone takes place at a serious of viewing platforms, walkways and towers. By viewing platforms, I mean platforms usually visited by tourists such as this:

http://media.techeblog.com/images/viewing_platform_2.jpg

And this,

<http://3.bp.blogspot.com/-5AhqBNSE5Ok/UMZi8fOE-jl/AAAAAAAAAStg/GuHuijNsf4A/s1600/AlpspiX%2BViewing%2BPlatform%2Bby%2BDieter%2BWallmann04.jpg>

And this:

http://news.bbcimg.co.uk/media/images/48250000/jpg/_48250621_jex_741407_de27-1.jpg

And from here, there are plenty of spectacular views to be had, from cities to valleys, like this:

http://upload.wikimedia.org/wikipedia/commons/b/b1/Flickr_-_Nicholas_T_-_Riansares_Mountain_Vista_%28Revisited%29_%281%29.jpg

Eggman has flown through here, and it is up to Sonic to chase after him and stop him.

In some of the platforms and walkways, Sonic comes across binoculars standing around them. Sonic can use them to uncover later areas that he would not be able to go through without the binoculars, so this can lead to alternate routes. Each set of binoculars can only be used once. Some areas also have a telescope like object that is actually a cannon. This cannon can be used to send Sonic to other far areas of the zone and sometimes even to different, alternate routes that he could not be able to reach on his own.

There are some towers nearby with badniks using guns to fire at Sonic like he is the target in a shooting range. Sonic must dodge the projectiles the badniks fire as he goes. Some other areas have ropes Sonic is able to use for bungee jumping, collecting any items as he falls before coming back up. In some areas of the level, there are elevators that go up and down the area, and of course, Sonic can use these elevators to go up or down some places. Though he can ride on top of an elevator, Sonic may be crushed by the ceiling as the elevator goes up, so it is best to go into the elevator itself. In some other areas of the zone, Sonic comes across ropes that he can climb up, swinging off them if he has enough momentum. There are some lifts like the ones in Hill Top Zone from Sonic the Hedgehog 2, and Sonic can ride on the lifts to cross very large gaps. He just has to make sure that he does not

fall off of them.

Additional Info: The music from this video would be the music for this stage:

<http://www.youtube.com/watch?v=44OvgOZ-SQI>

Particle Unreality Zone.

This zone takes place in an area of Sonic's world. It is a dark area with colorful, moving waves in the background. The whole area is altered by computer particle special effects, which means there is lots of this:

<http://www.youtube.com/watch?v=7c4WYzr30B0>

And these (Note: To see each particle effect, go to the rectangular box with all the small images and with the page 1, page 2, etc. at the top. Click on each box to view the effect that will show up in the larger box on the left):

http://www.wondertouch.com/index_2.asp

There are quite many beautiful effects to be seen. Plus, Sonic even leaves a trail of sparks when he moves, causes a harmless light effect when he lands, causes platforms to emit light sparks when he jumps on them, etc. Sonic will have to go through here as he chases after Eggman.

In this zone, there are sparkling teleportation beams to be found. Needless to say, Sonic can use these beams to get to different areas within the zone. Sonic also comes across groups of platforms that move up and down like a wave. These platforms can send Sonic upward if he is on them as they go up. There are rays of particle light effects in this zone that will push Sonic around, and they may push Sonic off of edges should he be ever unlucky enough, so it is best to take care when Sonic is around such lights.

There are meteor-like balls of light that move around, and they will harm Sonic if he is hit by one of them. However, Sonic can run on the trail these meteors leave behind if he can get onto them. These trails may lead to alternate routes for Sonic to go through. Some meteor-like effects also may spew out from under the ground as Sonic makes his way throughout this zone. Sonic also must dodge particle light explosions that may be nearby, and at the same time, Sonic must also watch for fire like particle effects. There are also large, green clouds that Sonic should avoid going into, for if he does go into them, he will be knocked around in them like a pinball until he is sent flying out of them. The player does not have much control over Sonic whenever he gets caught in these clouds, so it is best to stay out of them.

Additional Info: This would be the music.

<http://www.youtube.com/watch?v=zW9VBXNo9yg>

Glimmer Manor Zone.

This whole zone takes place in a mansion area somewhere in Sonic's world. However, this mansion is different because it all is in the theme of a multi-sensory room, which means it will look like this:

<http://www.oceanshopfit.co.uk/wp-content/uploads/2011/11/sensory-room2.jpg>

And this:

<http://www.chestnutlottery.org.uk/wp-content/uploads/2013/05/sensory-room.png>

And this:

<http://ndfblog.org/wp-content/uploads/2013/10/sensory-room-example.jpg>

There are many lights and projections to be found around here, and there are many lit-up fiber-optic cloths around as well. This place mostly takes place inside. This place is hiding a secret energy source that Eggman is after, so it is up to Sonic to go after him and stop him.

Sonic will encounter light structures that are being projected, and they will form platforms Sonic can stand on and objects that Sonic can homing attack. If near a projector, Sonic is able to change the projection by hitting the projector so that different images are displayed, which may lead to different routes depending on the set of images displayed. Sonic also comes across lava lamp objects that spew blobs of liquid that go upward, and Sonic is able to use these as stepping stones, though he may get crushed by the ceiling if the blobs reach that area.

Sonic also comes across fiber optic strings throughout this zone. Sonic can hang onto these strings, much like how a person would move across ropes when crossing a cliff. Sonic also comes across swinging wires of light that he can swing on to get across spikes or badniks. Sonic also comes across bubbly liquid tubes of water. Sonic can enter these tubes, and they will carry Sonic upward to a higher or lower area, sometimes optional. However, once Sonic reach the high or lower end, he will not be able to go back the way he came. There are also blocks of light that are across the ground. Sonic can use these blocks as stepping stones. There are also lit up pinwheels that Sonic comes across, and they will send Sonic in a certain direction, like Sonic also comes across lit up tunnels that he can move through, sometimes to reach other areas Sonic could not access on his own.

Additional Information: Something like this would be the music.

http://www.youtube.com/watch?v=OPwjb_Nez80

Illusion Palace Zone.

This zone takes place in a palace area somewhere in Sonic's world. This palace is optical illusion themed, and there are many different kinds of optical illusions to be found here. Expect the walls and the rest of the inside of the palace to be like this:

http://www.moillusions.com/wp-content/uploads/2013/01/optical_illusion_rotating_vortex.jpg

And this:

http://wallpaper.com/images/00/37/44/54/optical-illusion_00374454.jpg

And this:

<http://static.ddmcdn.com/gif/0-optical-illusions-pulsing-burst-670.jpg>

Sonic will have to go through here as he goes to stop Dr. Eggman.

In this zone, there are many vortex tunnels around. If Sonic is sucked into one of these, he will fly through as a current pulls him through, and he will have to dodge obstacles and enemies that may be in his way. Some of these can lead to hidden areas with hidden goodies. There are some areas where there are black platforms with some platforms turning blue in color as time goes by. Sonic can only jump and stand on the platforms that are blue. If he tries to step on one that is black he will simply fall through them. Some areas have a number of blocks in them, but they will turn over every few seconds, and the number of blocks will change by then.

In some areas, there are blocks with images that look different from a distance, but when Sonic nears them, they have completely different images on them. If Sonic jumps on the correct one, he goes to an alternate route. There are also circular objects that have different patterns and shapes on them. They appear to be moving, but when Sonic jumps on one of these, they are actually still, and do not move. In other sections of the area, Sonic comes across tilted platforms and tilted objects, indicating that the gravity here is different, but that is just an optical illusion. Some objects have parts that are missing, but though they look as if they will break apart at any minute, these objects are actually stable, and Sonic can jump on them and use them to get to higher areas.

Additional Info: Something like this would be the music.

<http://www.youtube.com/watch?v=-FuBRhQfzKk>

Gruesome Garden Zone.

This zone takes place in a garden area somewhere in Sonic's world. However, this is not just any kind of garden there is, but it is a garden of pure evil. That's right! This whole garden is filled with loads of evil, and because of that, everything in the garden is out to get you. Expect plants trying to kill you and even giant moving trees to attack you as you go through this level. However, there is no time to turn back. Eggman has escaped into this evil garden. Is he just passing by here, or is he luring our hero, Sonic into a trap?

There are giant venus flytrap creatures that appear throughout this level. They have their mouths open, and they will close when Sonic steps onto them, hurting or even killing Sonic if he is not fast enough. There are also giant trees with evil faces on them that can move their branches. They will try to grab Sonic with their branches, and Sonic, if caught, will have to jump repeatedly to escape, or otherwise, the trees will eat Sonic, much like the sandworms that could eat Sonic alive in the Desert Ruins area of Sonic Lost World.

There are also poisonous water in fountains, and when Sonic steps into them, he will lose his rings one by one until he jumps or dies. There are also zombie like hands throughout the level that pop out of the soil. These hands can harm Sonic if they touch him. There are also vines that try to grab Sonic. If caught, Sonic must jump repeatedly to escape or be thrown and lose rings. Dead leaves fill the area and fly around, and they will chase Sonic and harm him if they touch him. Sonic also comes across sharp grass and thorns he must avoid if he does not want to lose any rings. There are giant hedge sculptures in this zone, and they are alive. They will move and attack Sonic in some way. There are also garden statues that come alive that attack Sonic, and there are also large flowers that spew deadly spores, and the large spores will harm Sonic should he be hit by one of them.

Serene Orphanage Zone.

This zone, as its name suggests, takes place at a poor, but colorful orphanage located on the island known as Westside Island. This is the orphanage Tails used to live in before he met Sonic. There are plenty of children that live here, but they do not appear at the orphanage at the moment, and the staff seems to be gone, too. Eggman is here in this place, and he is apparently trying to kidnap the children and turn them into robotic soldiers. So it is up

to Sonic, or if you must, Tails, to stop him.

Throughout this zone, there are books that Sonic can use a homing attack to open them. Doing so will cause objects to appear, some helpful and some harmful. Other areas have classrooms with lots of desks. Some of the desks can be used in order to reach higher areas that cannot be accessed otherwise. There are also chairs and couches around the orphanage that Sonic can knock around at enemies or breakable walls, and there are computers that project images that Sonic can interact with.

Sonic also comes across giant pillows and mattresses that he can bounce on in order to reach higher areas or high goodies. In the dining area, there is lots of food. Some of the food is hot, so it is dangerous to touch. Outside in the playground area, there are plenty of things to go by. There are slides that Sonic can slide down, and there are swings as well that Sonic can swing on before launching into the air. There are toys here as well. There are big toy trucks that Sonic is able to ride on to knock over enemies. There are also building blocks Sonic can knock around or use as platforms. There are xylophone toys Sonic can make small bounces on. In the school areas of the orphanage, there is glue that is spilled that will slow down Sonic if he runs on them, and there are boxes of big, spiked pencils that will hurt Sonic if he jumps on them.

Afterlife Anarchy Zone.

This zone takes place somewhere in Sonic's world. This is actually an afterlife area, but don't you worry. Sonic is not actually dead, for he has just chased Eggman here through a dimensional portal. Now, there are two parts of this level. The first part of this level is a heavenly like set of clouds and meadows, very much like that of Heaven. The other part has Sonic going through a dark cavern/canyon area much like Hell, but with much less lava and less fire; just mostly black rocks and all. Whatever the reason Eggman has gone through here, Sonic must chase after him.

There are many things to be seen in the heavenly part of the level. In that part, there are spheres of light that act like bumpers from Casino Night Zone from Sonic the Hedgehog 2 that Sonic can bounce on. There are also golden halos that, whenever Sonic ends up touching one of them, teleport him to a different part of the stage. Sonic may reach hidden areas with these halos. Sonic also comes across pillars in his path, and by pushing them until they tilt over, Sonic can make a bridge he can use to cross over areas. There are also clouds in the area Sonic can walk on, or bounce on.

There are also rainbows that appear and disappear every few seconds, and they can be used as bridges for Sonic to cross to get to other places. There are also many light pillars throughout the zone, and they can transport Sonic upward or downward to other areas. In the Hell-like areas of the level, there is some lava, but not too much. There are also lava gushers as well. Both of them can harm Sonic if he touches them. There is also lots of fire to be found, and they will harm Sonic whenever he touches any of the flames. Sonic also comes across water sections. Sonic can go into the water unharmed, but he must be careful around any bone structures that may try to grab him. On the land, Sonic comes across ghost arms like from Digital Dimension from Sonic Riders. If they grab Sonic, they will drag him down a bottomless pit, resulting in the loss of a life.

Additional Information: Something like this would be the music for the Hell-like area.

https://www.youtube.com/watch?v=pFTHLx_GEDw

And this would be the music for the Heaven-like area.

For the Heaven-like area, something like this would play.

<https://www.youtube.com/watch?v=XN3V9AOWgRU>

Apocalypse World Zone.

This zone takes place in an area of Sonic's universe. In an attempt to get rid of Sonic for good, Dr. Eggman has successfully transported Sonic to an alien planet in the universe. This is not just any planet there is, but this planet is about to go through an apocalyptic phase. Yes, in this planet, the end of the world (this world) is about to begin. There are some alien cities, but the aliens have long left the planet. There is still a device that can send Sonic back to his world, so it is up to Sonic to get to that device before the planet is destroyed with him on it. This zone takes place in cities and in natural areas.

There are lots of earthquakes to be found in this level. These earthquakes will cause large structures to fall to the ground, crushing Sonic if he is under them when they land. Sometimes, the earthquakes will cause Sonic to fall

down every few seconds unless he jumps. There are large areas that crack and split open due to the massive earthquakes here, and some of them lead to bottomless pits while others reveal lower sections that Sonic can go through. Sonic just has to make sure that he does not get hit by falling objects. There are also giant viruses that can slow down Sonic or drain his ring count.

In some areas, there are tsunami waves that hit the area every several seconds. Sonic must hide behind large structures to avoid being washed away by each wave that may come through. There are also volcano eruptions that spew lava Sonic has to avoid. There are also landslides that are around, and these landslides may push Sonic off of cliffs to his doom. Still, Sonic can ride down these landslides with a snowboard like in snowboarding sections of past Sonic games. There are some areas that continuously flood, and Sonic must make it upward to avoid falling in the water, which is a bottomless pit here. There are exploding rocks and structures to be seen as well, and there are some plants that start to catch on fire due to the heat of the planet's star. Sonic should avoid the fire. Some areas have ozone holes above, and they can harm Sonic if he is under them, causing him to lose a ring for each second that he is in there. Sonic will also have to avoid unusually large hail coming from the sky, and must also avoid fires.

Hectic Hatchery Zone.

This zone takes place in a facility area somewhere in Sonic's world. This place is actually a hatchery, or a place for a facility where eggs are hatched. In this zone, there are Flicky/Clucky/Becky eggs being stored here as well as fish eggs. There are two kinds of areas, one which is a bird egg area, which looks like the background:

http://www.powersonic.com.br/games/classicos/media/16bits/sonic1md_16.gif

And fish egg areas where the background of this picture is the background:

http://i1.ytimg.com/vi/jdm8vN_4eMQ/hqdefault.jpg

Eggman is in control of this hatchery, and he is capturing innocent birds and fish and is taking their eggs away from them. It's up to Sonic to get them back!

In this zone, there are many conveyor belt areas around here. Sonic can run on the conveyor belts, though he may have to try and go faster if the conveyor belt is going another way. Sonic also comes across empty trays throughout this zone. These trays, whenever Sonic steps onto one of them, will send Sonic flying upward. This can be rather useful in terms of getting to higher places Sonic cannot reach on his own. There are also Easter Eggs that Sonic can hit to knock into enemies. Don't worry, there isn't any living thing in them.

There are areas where Sonic can break a box that contains eggs that will follow Sonic around. If Sonic is hit, he will lose the eggs. If Sonic can reach the next checkpoint without getting hit with the eggs, they will hatch and the creatures will give Sonic rings. There are short pipes Sonic can go into and spin through at high speed. Sonic also comes across chicken coop houses filled with Flickies, Cluckies or Beckies, animals Sonic could save in the Genesis games. There are also plenty of large fish vats and a large river outside the hatchery Sonic will have to go through. Outside in the river area, there is Big the Cat and Froggy. Big will help you by lowering his line, which Sonic can use to be sent upward to high areas or escape the big fish in the water. He may even give you a big ring worth 10 rings!

Treasure Caves Zone.

This zone takes place in a coastal cave area somewhere in Sonic's world. This is not just any cave there is though, for it is a cave with lots of gold and treasure to be found. That means the whole place looks just like this:

http://images2.fanpop.com/image/forum/59000/59070_1278415269242_full.jpg

And this:

http://www.visualhollywood.com/movies_2012/pirates_band_misfits/photos_studio/data/images1/the_treasure_room_being_decorated.jpg

And this:

<http://3.bp.blogspot.com/-8-1FDBem5yl/Ta4gvdVb-2I/AAAAAAAAACWE/bFFeqxAJSQo/s1600/treasure%2Broom%2Bsscreenshot.jpg>

There is enough treasure to make Knuckles proud! Eggman is in this place, and it seems that he is looking for a particular something. Sonic has to find out what he is after and stop him!

Throughout this zone, there will be giant coins and giant gemstones that act as platforms for Sonic to step on. They do flip over, and the coins will flip over multiple times fast, making it hard to stand on them. The bottom of the gemstone platforms may be spiky, and they could harm Sonic. There are also golden chalices found throughout this zone. Sonic just has to hit them in the correct order. Once that has been done, the golden chalices will open a door nearby, allowing for Sonic to go in. These unlocked places are just optional.

There are also ropes and chains through out this zone. Sonic is able to hang on these ropes and chains or even swing on them to reach other places he could not get to otherwise. Sonic also comes across water slides like in Lost World of Sonic Adventure 1. Like that slide, Sonic can ride on down the slide to other areas. Some areas have wooden elevator like platforms Sonic can cause to move just by running on them. When this is happening, the elevator will go up or down, depending on the direction Sonic is running in. Some areas of this zone have golden keys lying around. These keys will follow Sonic around when he touches them, Sonic can use these keys on any chest he can find that have goodies. Also, in some other areas, there are half buried golden statues which look very much like Sonic.

Additional Info: If there is more than one playable character, and there is Knuckles and Rouge, Rouge cannot go through the zone. Knuckles can, however...

...Because he's the better treasure hunter.

Mad Citadel Zone.

This zone takes place in a castle area that is located somewhere in Sonic's world. Outside the castle, there are dark skies and lightning coming down from the sky. However, this is not a haunted castle. Instead, this is a castle that is run by a mad scientist who is plotting to take over the world! You don't even need a brain to determine that the

mad scientist running the castle is Dr. Eggman himself. Eggman has made a base in this castle, and it seems that he is doing many kinds of evil experiments. Naturally, it is up to Sonic to stop him.

There are gates throughout this zone, and these gates emit electricity from one to another. The electricity is dangerous for Sonic to touch, and he will lose rings or even die. In some areas of the castle, there are chemicals in different tubes and containers. Breaking these containers will cause chemicals to get onto Sonic. These chemicals have different effects. For example, red chemicals make Sonic large, blue chemicals make Sonic slow, green chemicals make Sonic have springy legs, and so on. The effects are temporary. There are also electric spheres that shoot Sonic into the air whenever he touches them, much like the floor in Wacky Workbench in Sonic the Hedgehog CD.

There are pools of green ooze around the zone, and the ooze is harmful to touch, causing Sonic to lose rings or even die if he touches it. There are also some sections where there are trap doors below Sonic that will open when he steps on them, sending him to a bottomless pit if he is not fast enough. In one area of the castle, Sonic will have to fight a Frankenstein-like monster as a mini boss. Its head is its weakness. Sonic also comes across tubes with monsters within them. Some of them will break out and attack Sonic, but take only a hit to defeat.

Zany Zoo Zone.

This whole zone, as the name would imply, takes place in a zoo area somewhere in Sonic's world. There are many different animals to be found here, of course, and there are even dangerous animals that can harm people who enter their habitats. However, there is no time to stop and see the animals, for Eggman has entered the zoo, and he is stealing some of the animals! Yes, that's right! He is stealing some animals to make more of his robots! Naturally, it is up to Sonic and his friends to find the mad doctor and put a stop to this! Not only there are badniks, but there are animals to deal with as well.

Outside the habitats, there are eating sections to be found with umbrellas. Sonic is able to bounce on these umbrellas to jump onto roofs and get any hidden items there may be. Sonic comes across rhino habits, and the are actually safe to stand on and use as platforms to get to higher areas. Just don't touch their horns, because if they are touched, they will harm Sonic and cause him to lose any of the rings he has. Some habitats have tire swings that Sonic can swing on. He just has to avoid dangerous animals that may be nearby.

In the aquarium habitats, there are water sections with water currents that push Sonic around, which may be a kind of hindrance for Sonic. Sonic also encounters seals that can push Sonic upward with their noses like he is a ball. This can actually be used to send Sonic to higher areas to find hidden routes or hidden goodies. In the giraffe habitats, there are long necked giraffes Sonic comes that will lower their heads, and when Sonic steps on them, they will lift Sonic to higher grounds to areas he could not reach on his own. There are also reptile houses where Sonic must avoid snakes that have escaped.

In the monkey habitats, there are monkeys hanging on trees that can swing Sonic around, and there are elevated monkey passages above Sonic can run through. In the elephant habitats, elephants may grab Sonic and swing Sonic to higher areas, though they may also throw Sonic into different hazards that can hurt Sonic if he is unlucky enough to hit them. There are also aviary houses as well, and in those sections, Sonic can find some large eagles flying around. Some of these eagles can carry Sonic to higher areas if he grabs onto one.

Additional Information: This would be the music.

<https://www.youtube.com/watch?v=6aj5J6xfeu0>

Obstacle Outburst Zone.

This zone takes place in a facility that is owned by Eggman himself. This place serves as a training area for Eggman and his robots. There are different obstacle courses to test each robot's speed, strength, and such to get them ready for battle, or otherwise take down Sonic. Of course, there are a lot of robots on these grounds, and they are surely not so happy to see Sonic around here. However, there is no turning back right now. Sonic has to go through this area, especially if he wants to take down Eggman.

In this zone, there are walls that Sonic can actually climb, and he may have to climb them to reach the next area. Also, there are ropes Sonic can use for climbing. Sonic can even hang on the horizontal ropes and cross areas that have sharp spikes on the ground below, so there is no letting go. At times, Sonic will also have to use a long pole to vault over various obstacles in the area, like in an Olympic game. There are also ziplines that Sonic hangs onto, and he can move to the left or right like the ziplines in Sonic and the Secret Rings' Levitated Ruin.

In some areas, there are target practice courses Sonic comes across. Sonic comes across wooden targets that he can destroy for points, like in Misty Lake from Sonic and the Black Knight (but without the sword). There are also plush dolls of Sonic, Tails and Knuckles, like in Gamma's Final Egg stage in Sonic Adventure 1. Sonic also has a crosshair marker targeting him, and a remote weapon will be trying to shoot Sonic as he goes, so for that, Sonic will have to keep moving, and make sure he is not in the crosshair marker when the weapon fires. There are rolling water logs that Sonic can jump onto and make them roll to move around. Some areas have tires on the ground. Sonic can bounce on the edges of the tires, but will stop moving completely if he falls in the middle, requiring a jump to get out. There are also blocker objects that Sonic must jump/HA into to knock back, destroying it on the second hit

Recycle Region Zone.

This zone takes place in a small town area somewhere in Sonic's world. This is no ordinary town, though. This is a town where everything is made of recycled materials, such as this.

http://www.greendiary.com/wp-content/uploads/2012/07/upcycled-can-house-3_7l3vG_24429.jpg

And this.

<http://www.inspirationgreen.com/assets/images/Glass%20bottles/Deep%20Ellum%20Dallas.jpg>

And this:

http://www.tensionnot.com/pics/albums/Creative/Recycled_House/Recycled_House_1.jpg

With items and sculptures looking like this.

http://climatechange.thinkaboutit.eu/scripts/tiny_mce/jscripts/tiny_mce/plugins/imagemanager/files/Erika/robert-

[bradford-recycled-toys-3-600x586.jpg](#)

And this.

<http://2.bp.blogspot.com/-cEm7OoDamqc/UiT1FfkEygI/AAAAAAAAcLU/FAviQqCyqxY/s1600/natsumi+tomita.jpg>

You gotta admit, this is way better than Tails building a TV out of paper clips. Anyhow, Eggman has lured Sonic here, and has some traps waiting for him. Sonic must get through these traps as he goes to fight Eggman.

There are some spheres made of recycled plastic hanging around, and they can homing attacked or jumped on to bounce on them, allowing Sonic to reach areas he could not before. There are some sculptures made from recycled objects that Sonic can jump onto or homing attack, causing them to go across the air, knocking down structures that could allow for alternate paths if they are hit. There are also trees of recycled cans in the area. They are elastic that when Sonic grabs them from one direction, they will fling Sonic into the other direction of higher areas.

In some other parts of the zone, there are bottled rockets on the ground. Whenever Sonic touches these rockets, they will launch and carry Sonic up in the air, with Sonic skydiving after a certain point. Sonic can grab some goodies while in the air. There are also some ropes in the area that Sonic can climb or swing on, which sometimes are used to get to other areas. There are also bouncy springs that are weak when Sonic first jumps onto them, but every time he bounces on them, he will go higher and higher until he gets off. There are some piles of recycled fabric that can be found throughout the zone. These pieces of fabric can slow Sonic down, like the green stuff from the cave levels of Sonic Lost World, so it is best to keep away from these areas. There are blocks made of recycled material that Sonic can bounce on three times at least before they disappear.

Glitch World Zone.

This zone takes place in the cyberspace area of Sonic's world, much like the computer levels in Shadow the Hedgehog, the game. However, though it is 3D mostly, something wrong has happened to this cyberspace, and now it is all glitched up. That means that areas look like this.

http://www.donrelyea.com/readymade_g.../DSC03648.jpg

And this.

<http://pixelnoizz.files.wordpress.co...7-00-37-08.png>

And this.

http://farm5.staticflickr.com/4052/4...82e2ae00_o.jpg

And this.

<https://www.youtube.com/watch?v=oayy4cuSYx0>

Though it is still easy to tell what the items and obstacles in this zone look like. Eggman has corrupted this place, and it is up to Sonic and Tails to go in and fix it!

There are blocky vortexes that Sonic comes across. The pink vortexes will transfer Sonic to another part of the level, while the red ones will instantly kill Sonic on contact, meaning they should be avoided. There are grey spheres in the level that can launch Sonic upwards to higher areas once he touches them. There are also cannons that shot Sonic around, with Sonic changing direction by hitting a block every time he hits it, much like the level called Cyber Track from the game, Sonic Advance 3.

There are turntables like the ones in Palmtree Panic from Sonic CD. Sonic will spin on them every time he is on one of these, and he can jump off of them to stop spinning. There are also block-like, but sharp objects falling from above, and they will crush Sonic or just harm him if he is under them. Sonic also comes across block-like platforms that act as elevators that Sonic can ride. Some of the objects in this zone will sometimes malfunction and not work right for several seconds, but Sonic doesn't need them to get through the level.

There are some walls that seem solid and hard, but Sonic will be able to walk through them without any trouble because of the glitchiness of this world. There are also areas where Sonic can walk on the air, with blue cubes on the side marking the path so Sonic does not fall off. There are also some blocks that appear and disappear every few seconds, so timing is required to make it across such areas with these blocks. Sonic can also run on some walls that are red, due to the weird gravity physics they have.

And while these sections are optional, should he get to such areas, Sonic will have to make a path using different items to get to the other side of the room, using a little something called Debug Mode, which can now be used in 3D! Here is more info on Debug Mode.

http://sonic.wikia.com/wiki/Debug_Mode

With this, Sonic can turn into objects and place an identical object in the place he is in, including item boxes, rings, platforms, pillars, bumpers, blocks and other features. However, each object is limited in terms of how many of one item can be placed through the area using Debug Mode, but the path can be made in creative ways by the player. Once Sonic is finished making the path, he will be transported to the beginning to the area, and he can start going through the made path to reach the other side.

Marble Towers Zone.

In this zone, Sonic will have to go through a good number of blue, green and red towers that have many different bridges connecting them, and some of them are even sloped. The towers and bridges kinda look like that of a marble machine, so the towers will look something like this:

http://www.funlearning.co.uk/image/cache/data/building_and_construction/TTT0012~E_Marbulous_80_Piece_Marble_Run_C_2-700x700.jpg

And this:

<http://www.greenanttoys.com.au/media/pics/site/imagecache/0/9/0946DE49CBD6FF4D7A8AA621851A875A.jpg>

And the things seen in the video here:

https://www.youtube.com/watch?feature=player_embedded&v=MNipg3AVCG4

Sonic will have to climb these great towers and cross their bridges as he goes to stop Eggman, who created these towers.

In this zone, there are large marble like objects that go down the bridges, or even roll up hills in defiance to gravity. These balls can harm Sonic whenever he touches them, so it is best for Sonic to stay out of the way. Also, there are large funnels Sonic rolls around in before going down the hole in the middle, much like the funnels in Casino Paradise in Sonic Advance 1. There are also trap doors on the bridges themselves, and Sonic, if he steps into one, will fall into a lower route or at worse, fall into a bottomless pit.

Sonic also comes hammers that swing in a 360 degree circle. Sonic can hit these hammers to give him a speed boost that he may need. Sonic also comes across catapult objects that fling him through the air into some of the other towers, and they can also be used to access alternate routes. The zone also has motor elevators, and Sonic can ride the elevators to reach higher areas within the towers. Sonic also goes in and out of the towers themselves, running on paths that go up and down. As Sonic goes, he may run into a box on a rope that will fling Sonic up to higher routes (as he runs in the opposite direction once he gets out) much like the objects on ropes in Mirage Road in Sonic Rush. There are also Ferris wheel objects that Sonic can grab onto in order to reach higher areas that may be above him. There are buckets Sonic can go into to be dropped onto another path.

Black Warp Zone.

This zone takes place in a region of space, somewhere near Sonic's homeworld. This isn't just any space, but it is a black hole that is not too far from Sonic's world! That's right! This zone takes place around a black hole created accidentally by Dr. Eggman when his latest space station had exploded. It is only a matter of time before Sonic's

world is sucked into the black hole. With a device from Tails and the Chaos Emeralds, Sonic goes to seal the black hole. Eggman wishes to do the same since he can't rule a destroyed world, but first, he wants to get rid of Sonic once and for all by knocking him into the hole!

In this zone, there are debris of rock Sonic travels on. Sonic can homing attack some rocks like he could homing attack the asteroids in Sonic could HA in Sonic Colors' Asteroid Coaster. Sonic also comes across funnels of light that can lift him to higher areas. Sonic also comes across dust clouds that he can bounce on to reach other areas, like the clouds of Sky Sanctuary from Sonic and Knuckles. At the same time, there are floating platforms that flip from front to back, like the spinning platforms from Shadow the Hedgehog's (the game) Cosmic Fall.

Some of the structures Sonic comes across will randomly distort in terms of shape and size, and this could make them harder to land on when jumping on them, so timing is the key to jumping on these platforms. Also, there are areas where Sonic shrinks due to the gravity of the black hole, and this can be useful in going through small gaps in areas. There are also portals through out the level that can transport Sonic around. When Sonic gets closer to the center, the gravity will be great, and the gravity will try to pull Sonic into the black hole, so Sonic must make sure to keep on the ground and not get sucked in. The gravity changes from light to heavy every few seconds, changing Sonic's weight. Also, Sonic has to dodge objects that fly out of the black hole, for they may hit Sonic if he is not careful enough when making his way through the area.

Additional Info: No, even when defeated, Eggman does not get sucked into the black hole at the end.

Stunt Contest Zone.

This zone takes place at what happens to be a stunt related event, where stunts (mostly cars and motorcycles in this event) are being displayed in front of a large audience. Also, there are planes doing aerobatic stunts in the air as well, and people are watching the planes fly. There are many kinds of stunts to be seen, but there is no time to watch any of it, I am afraid. Eggman is planning to blow up this whole area, killing many people in the process. So it is up to Sonic and friends to stop Eggman before it happens.

In this zone, there are cars that drive around, and will cause Sonic to lose rings if they hit him. Sonic can ride on top of the cars, though. Still, when the car twists and spins in mid air, the down button/on the c-stick must be pressed

and held down so that Sonic does not fall off. Sonic must also watch for cars that may crush him if they land on him. There are ramps with fire on the ground in between them, and if Sonic can cross the gap between these ramps, he will get rings. Some ramps have green orbs that can give Sonic additional height every time he touches one of those. Also, there are structures Sonic can climb to get to alternate routes, though the cars will run into them and break them down, so Sonic must get up those structures quickly if he wants to access an alternate route.

There are motorcycles that have robots riding them. When Sonic takes the robot out, he can stand on the motorcycle (but not control it), and he can do tricks whenever the motorcycle comes off a ramp. There are fire rings that, when Sonic jumps through one, give Sonic points, and there are explosions around that happen when Sonic nears them, so they must be avoided. If Sonic gets trapped in a sphere cage if he is not careful, he can run around it, eventually breaking free and causing it to roll forward, crushing enemies in the way. Sonic will, at times, have to outrun giant monster trucks that are around. Sonic also comes across cannons that will shoot him to the planes above. On the planes, Sonic will have to do a lot of platforming to get around, and they are not so big; so running on them can be dangerous. Sonic comes across smoke that make up words in the sky, though he can't stop or the smoke will disappear, causing him to fall. There are strong winds that can blow Sonic off the planes, and big clouds that can knock Sonic off the planes.

Thermal Furnace Zone.

This zone takes place in a really hot factory with boilers, hot pipes and all of those things. However, aside from all of that, this level, in the 3D or (if there is any) 2D view, has thermovision, and the camera sees everything in thermovision. Because of this, you will see lots of this:

http://b.vimeocdn.com/ts/377/692/37769256_640.jpg

And this:

<http://www.vision-systems.com/content/dam/VSD/online-articles/Slideshows/infrared-imaging-heats-up-vision-applications-image001.jpg>

And this:

<http://tscrestoration.com/assets/thermal-imaging-house.jpg>

To say the least, the blue and light blue shows cold temperatures, the green and yellow are warm, and the red and orange are hot, and anything that is red and glowing will be really hot, so don't touch those. Anyway, Eggman owns this place, and it is up to Sonic to take this place down and track down Eggman!

In this zone, everything is in thermovision, as stated before. There are some things Sonic cannot see or feel in thermovision. There will be waves of energy turning from red to blue, and they will burn when glowing red. Some of the waves stay red, so Sonic must find and hit a nearby switch to change from thermovision to normal vision so they disappear so that he can get through those areas without being harmed. Sonic also comes across spiral ramps, platforms visible and touchable only in thermovision that Sonic can interact with.

There are loads of hot pipes, which of course will be glowing red. Sonic must do his best to avoid them, or else he will lose rings. There are areas of extreme heat that will drain Sonic's rings the longer he is in them. To cool off in these areas, Sonic must step on blue, glowing cooler pads, which will cool him off and stop the heat from draining Sonic's rings for a while. Sonic also comes across boilers, but beware, some of these boilers will explode when Sonic nears them, harming him if he is hit, so it is best to try not to get hit. There are also infrared beams in this zone that will fire from the walls, harming Sonic if he is hit. There is also some molten metal like in Metropolis Zone from Sonic 2, and Sonic should also avoid those. Sonic also comes across elevator platforms on a conveyor belt that he can use to get to higher places

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=UcYTD9Uhato>

Cyber Community Zone.

In this zone, Sonic goes into a virtual reality world. This whole world is like a mix of a life simulation game (think of SimCity here) and an online chat room. In other words, this is a virtual reality world where everyone is basically chatting or doing stuff much like they would do in real life. The outdoor areas look like a normal city, but indoor areas look like this:

http://1.bp.blogspot.com/-LsIG6YqdAD8/UEd2y2lkqLI/AAAAAAAAACQ0/8zDHOG_FEx8/s1600/12279online_community.jpg

And this.

<http://www.dystopia-game.com/wiki/images/a/aa/Cyberspace.jpg>

With that said, everything is usually peaceful in this place, but by now, Eggman is trying to cause trouble in this place, and he is trying to take control of this virtual reality world. So naturally, it is up to Sonic to stop him.

In this world, Sonic sees digital people, both in the form of humans and anthro animals (like Sonic). Some of these people will have quote boxes above them that Sonic can use as platforms. Sonic can also jump on the quote boxes to make them bigger to reach higher areas. Some people have a microphone and are doing voice chat, and the sound they emit will knock Sonic around some, so watch out. There are also network lines that Sonic can use to transport to other areas in a rather quick manner.

Sonic can also do good deeds, like saving someone or destroying a group of robots, to earn "likes" he can use to buy power ups scattered around the level. However, harming someone or destroying a building will take away Sonic's "likes". Sonic also comes across blocks he can knock around to build structures he can use in some way. Also, there are mail envelope icons that, when Sonic hits them, will make platforms that lead to higher routes that Sonic can traverse. Beware, for these platforms will disappear after some time. Sonic also gain "combat experience" by defeating groups of robots. This makes Sonic stronger, and can allow him to take down enemies and structures quicker than he could before. The combat experience will last as long as Sonic has not finished the act.

Additional Info: In some areas, some people are in a video chat with other people, with the other chatter's face being shown on screen. Some anthro animals will be chatting with some different people, like Fang the Sniper, Bean the Dynamite, Bark the Polar Bear, Mighty the Armadillo and Ray the Flying Squirrel, all with their faces being

seen on screen.

Firefly Fields Zone.

This level takes place in a set of green fields and forests somewhere in Sonic's world. This level starts at sunset, and takes place at night later. As the name suggests, this zone has many fireflies flying around here, which can help or not help Sonic. These fireflies also sprinkle dust that looks like fairy dust. The fireflies look like these.

<http://www.thisiscolossal.com/wp-content/uploads/2011/12/firefly-6-600x398.jpg>

<http://condopigeonforge.com/wp-content/uploads/2013/06/fireflies.jpg>

The fireflies even come in different colors, and with that said, they may make up lights like these.

http://24.media.tumblr.com/tumblr_lvr7zBSc1qaj0i2o1_1280.jpg

<http://highstreetculture.com/wp-content/uploads/yayoi-kusama-fireflies-on-the-water-via-stuff-review-dot-com.jpg>

Eggman is planning to kill all of the fireflies to make way for a new base of his. So it is up to Sonic to go and stop him from doing so.

In this zone, there are fireflies that line up with each other, making invisible paths like the ones in Hang Castle in Sonic Heroes. Sonic can run on these paths to reach areas that he may be unable to reach on his own. There are also groups of blue colored fireflies around that Sonic can bounce on, much like the bumpers in Casino levels that appeared in past Sonic games. Some of the green fireflies can even pick up Sonic, and carry him across long gaps that Sonic could not be able to cross on his own. There are also sections in the forests where it is very, very dark.

With that, Sonic will need to find an orange firefly and have it guide the way through the forest areas. Beware, for these orange fireflies will not stay with Sonic for very long.

There is also some dust in the air and ground which looks like fairy dust, and may look like this:

<http://ak6.picdn.net/shutterstock/videos/1047358/preview/stock-footage-magic-fairy-dust.jpg>

Or this.

<http://ak2.picdn.net/shutterstock/videos/741901/preview/stock-footage-sparkling-fairy-dust-animation-in-space-video-background.jpg>

Some of the dust can be knocked around to create temporary platforms Sonic can use to reach items that are otherwise out of reach in the air. Some rock shaped clusters of fairy dust can allow Sonic to fly for a short period of time. Some other piles of silver fairy dust can send Sonic into the air like a spring does. Also in this zone are trees with branches that Sonic can use to redirect his movement as he goes, and some areas even have thick bushes that will slow down Sonic unless he uses the boost/spindash.

Additional Info: Something like this would be the music, or for a hub world that has the entrance to this level:

<https://www.youtube.com/watch?v=feLAm3LdN9g>

Petrified Valley Zone.

This zone takes place in a valley area in a semi-desert somewhere in Sonic's world. Now, this is just any valley, but one with a petrified forest filled with petrified wood. There are colors to be seen from all sides from each tree, so you'll be seeing lots of this:

http://upload.wikimedia.org/wikipedia/commons/c/c2/Detail_inside_petrified_wood,_Petrified_Forest_National

[Park, Arizona, USA.jpg](#)

And this.

https://c1.staticflickr.com/3/2651/4077572761_28bd5aba5d.jpg

And this.

<http://wheretofindrocks.com/cursedarizonawood/arizona-petrified-wood-tom-wolfe.jpg>

Eggman is here trying to destroy the valley to make way for a factory. So it is up to Sonic to stop him.

Throughout this zone, there are many petrified wood stumps that Sonic can break with a jump or homing attack, usually finding items hidden under them. Sonic can also push some wood around the zone, sometimes to make use as platforms to reach areas that would be hard to reach without the stump being pushed near there. There are also sections where Sonic rides on a large, rolling stump that goes down the hills, much like the sphere in Lost Labyrinth of the game "Sonic 4: Episode 1". Sonic will have to avoid obstacles along the way.

There are sharp petrified wood sticks sticking upward, and should Sonic fall into one of these, he will be hurt and lose his rings, so it is best to stay away from these. There are also giant leaves that Sonic can grab onto, with the wind sending the leaf and Sonic upward, which can be useful for collecting goodies that are high in the air. There are also land mines in this zone that Sonic must avoid, for when they explode, they will harm Sonic, making him lose rings or killing him if he has none. There are groups of petrified tree sap with giant insects in them. If Sonic gets close to one of these, the insect will break out and attack Sonic. Sonic must jump on or Homing Attack it to defeat it. There are large tree trunks that Sonic can push, causing it to fall and crush some enemies or otherwise make a bridge that Sonic can cross to get to other areas.

Camera Chaos Zone.

This zone takes place at a facility somewhere in Sonic's world that is operated by Dr. Eggman himself. This facility area is filled with many different kinds of cameras. The cameras play a big role in this level, for they affect the game's camera itself to different angles and perspectives, from bird's eye view, to close ups, to 90 degree turned cameras and so on. No need to worry though, for the cameras function so that you will not get dizzy from all of the camera changes. Sonic must make his way through here as he goes to stop Eggman.

As said before, this zone has many different uses with cameras. One use involves sections where you are controlling Sonic from a bird's eye view perspective, but it won't be hard to navigate through such sections. Some other sections have the camera close up to Sonic. You won't be able to see much outside of just Sonic, but there will be warning symbols that will alert you to any danger that approaches. In some areas, the camera turns the screen 90 degrees, or it can even make it turn upside down. Controls are still the same in these sections, though.

In some areas, the camera makes it so that Sonic is moving/positioned near one edge of the screen instead of being in the middle, making it harder to see what is behind you or even in front of you, as well as above or below you. Some other areas have Sonic in first person view, kinda like this.

<https://www.youtube.com/watch?v=gMuqt6civvs>

Also, there are sections that are positioned far from Sonic and the surrounding objects. This can make Sonic and what is around him harder to see, but they are able to be navigated well. There are also sections where the screen is split to two or four screens. As Sonic moves out of one screen, he will go into another. If Sonic navigates through here well, he'll get out of the section and go back to normal perspective. Also in this zone, there are bombs that activate when Sonic nears them. These bombs will explode and harm Sonic if he is near there. There are also monkey bars that Sonic can swing on to cross large gaps. There are some cameras on the walls that shoot lasers at Sonic, but they can be destroyed. Sonic also comes across crusher objects that will kill them if he is under them or between them

Gumball Gag Zone.

This takes place in a facility that is located somewhere in Sonic's world, presumed to be owned by Eggman. For whatever reason, this whole place seems to be in the form of a kinetic gumball machine. With that said, this level will somewhat look like this.

<http://bixworks.com/Other%20machines/Gizmo%20Jr%202.jpg>

And this.

<http://bixworks.com/Other%20machines/Entertainer%202.jpg>

And kinda work like this.

<https://www.youtube.com/watch?v=X-17awTud48>

Gumballs are not the only thing found in the stage, for there are vending toys to be found as well. In this level, Sonic will have to go through here to find Eggman.

In this level, there are sticky hand-like objects found in toy vending machines, and Sonic can use them to swing to higher ground. Sonic also comes across gumballs that usually do not hurt him. Some gumballs have spikes that can harm Sonic, while others explode, covering Sonic with sticky stuff if hit. Sonic also comes across sections similar to the gumball bonus stage from Sonic 3 and Knuckles, with wall springs Sonic can use. Sonic will have to avoid the spheres that drop down, for they may knock Sonic out of the air.

The level also has areas with gumballs clustered in them. Every several seconds, the gumballs will pop around like popcorn, knocking Sonic around. Aside from the toys and gumballs, there are gears Sonic is able to stand on, and there are air tubes that can send Sonic upward to higher ground. Sonic also comes across pushers like from Asteroid Coaster from Sonic Colors that will push Sonic off to lower levels if he is in their way. There are also sections of the ground that will fall down once Sonic steps on them, so he must be quick to get across them. Of course, there are rails Sonic can grind on as he goes through this level. Sonic will have to, at times, hit a switch to raise some spiked objects on the rails, or Sonic will get hurt. Sonic also rolls down marble track-like rails, where he can jump to avoid gumballs while he rolls and even spindash on them.

Additional Info: Something like this would be the music.

https://www.youtube.com/watch?v=_Cr1ctCbSWQ

Shadow Safehold Zone.

This zone takes place in a safehold area where Eggman hides some of his machines and gadgets that he plans to use in his plans for taking over the world. This zone has lights, but it also has dark areas as well. In fact, this zone even makes use of shadows all around, and Sonic will have to use those shadows in some way. At the same time, there are "shadow creatures", which are actually something made from Eggman, which lurk around this area. Dark or not, Sonic can't stop now, for he has to go and stop the evil Dr. Eggman!

In this zone, there are areas where the lights are on, and then turn off after a few seconds, much like blackout basement from the first Donkey Kong Country. At the same time, there are also areas where it is completely dark. In order to get through these areas, Sonic will have to use a lantern to light the way. They burn out after a short time, though, so Sonic will have to find a new lantern as he goes. There are also "darkness beams" shooting from the walls of the level, harming Sonic if he is hurt. Some strange green objects can cause Sonic's shadow to break free from him, making him a bit slower and jump lower. To regain speed and jumping height, Sonic must catch his shadow.

In some lit up areas, you can see Sonic's shadow on the wall of the level. There are also shadows of invisible objects. Sonic must use their shadows to find them and, when he jumps on them, they will become visible for as long as Sonic stands on them. Some areas have what look like normal shadows, but are actually pits that lead to other areas. In some shadows with dark waves moving, Sonic can use them to warp around the level. There are also dark spheres with purple glitter that will send Sonic back to the beginning of the section of a level if he is sucked into them. Some switches can light up areas, casting shadows that reveal hidden items that may be around.

There are some finger puppet "shadow creatures" that come after Sonic's shadow. If they touch it, Sonic will lose rings or die, so it is best to be careful. Some areas have dark (but things are still visible) light with a spotlight moving around. Sonic must avoid the spotlight, or he will be attacked and lose rings. In some sections, Sonic will look like a silhouette, as well as everything around him. Sonic will look like that for the whole given section. In 3D areas, the wall moves closer behind Sonic as he goes, also showing the shadowy objects around him. This is kinda

like the silhouette levels from Donkey Kong Country Returns and Donkey Kong Country Tropical Freeze.

Additional Info: Something like this would be the music.

https://www.youtube.com/watch?v=KxFxdO-qC_E

Zometool Highway Zone.

This level takes place in a series of very large zometools located somewhere in Sonic's world. A zometool is a construction made out of sticks and balls, and can be used as toys, for art, for science and for education. They look like these:

<http://flickrhivemind.net/Tags/mathematics,zome/Interesting>

And this:

<http://www.kinderreigen.de/Bilder/zometool/zometool-01.png>

And this:

<http://web.mit.edu/hawksley/Public/trunc600.JPG>

The whole zone takes place on a highway that goes through the zometools. Sonic will have to make his way through here as he goes to stop Eggman.

In this level, there are elevators that Sonic can use to get to other areas of the level. These elevators are much like

the ones from Launch Base Zone from Sonic the Hedgehog 3. There are also slopes with blocks that Sonic can ride to get up the slopes, which the block will climb upwards on. There are also springy platforms much like that of the ones in Ice Cap Zone Act 2 from Sonic 3, and each time Sonic bounces on these springy platforms, he will go higher and higher, eventually until he reaches a ledge above.

There are also spheres that hold the zometools together, and Sonic can break them, causing the zometool to fall apart (but not terribly), opening other routes Sonic can choose to take. There are also trap doors on the highway, and they will open up when Sonic steps on them. If Sonic is not quick enough, he will fall into a lower route or even into a bottomless pit, so it is best to be careful. Also, there are pulleys that Sonic can use to cross gaps, and he can even change the direction the pulley is going. There are also walking platforms Sonic can use. When Sonic steps the platform in front, it will go over the one from behind. These platforms will keep doing this when the front one is stepped on until they reach the ledge of another area. There are also red blocks Sonic must break to cause bridges to form or doorways to open.

Additional Info: This would be the music for this level.

<https://www.youtube.com/watch?v=A5tsVSgUmvY>

Wild Weight Zone.

This zone takes place in testing facility area in an open grassland somewhere in Sonic's world. In this level, the main thing going on in here has to do with weights. There are plenty of weight scales that Sonic will have to traverse around here. Another big thing going on in this level is the ability to change gravity. Unlike the gravity levels in previous games, which just changed the direction of gravity, the magnitude of gravity is altered, making Sonic and other things in the area heavier or lighter. Sonic will have to go through here as he goes to defeat Eggman.

In this level, there are switches that can be touched to alter the weight of some things. Some pads can make Sonic lighter and heavier. While lighter, Sonic can jump higher and run a bit faster. He can also walk on springs, fragile platforms and things that sink into the ground without getting sent flying up, breaking them or pushing them downward. As for other things, Also, when Sonic is heavy, he is slower and has a lower jump, but he can make objects collapse or fall downward when he stands on him, which he could not do on his normal magnitude of

weight.

In some areas of this level, there are weight scales that Sonic will have to cross, much like the scales in Radical Train in Sonic 06. If Sonic stands on one weight, the other will rise up. Same happens with the other weight. There are also weights that function in a different way, and move up or down depending on where Sonic stands, like these blue blocks here.

<http://www.soniczone0.com/games/sonicandknuckles/deathegg/sk-dez-objectsimg4.png>

Some scales (not the one in the link) have a heavy object on them, and they will not rise unless Sonic goes to get rid of that block. There are also seesaws with weights that can be used to launch Sonic upward, with more height gained the heavier Sonic is. There are also weights above that will fall down when Sonic nears, killing him if he is right under them, so it is best to be careful around here and not be under those weights. There are structures that sink into hot water when Sonic stands on them. Sonic can run safely on these structures and not send it downward if he is lighter by touching a weight pad.

Risky Reconstruction Zone.

This area takes place in a city area somewhere in Sonic's world. However, this city was attacked and damaged by Dr. Eggman and his evil forces. But now the city is recovering, and the rebuilding process is already occurring, and has made quite some progress for a short time. There are construction sites and destroyed buildings here, like this:

<http://static.panoramio.com/photos/large/64779685.jpg>

And this:

<http://ww2.hdnux.com/photos/26/73/23/6010101/4/628x471.jpg>

And this:

http://img1.wikia.nocookie.net/_cb20131010014717/creepypasta/images/6/6e/Man-walking-through-destroyed-city.jpg

So while there is debris and destroyed stuff, there are construction sites and rebuilding being done. Sonic will have to go through here as he goes to stop Dr. Eggman.

In this level, there are piles of rubble on roofs that will break down when Sonic steps on them, causing him to fall down to lower areas if he is not fast enough. At the same time, while inside some buildings, Sonic must avoid roofs falling down, or else he will be crushed and killed by them. In many areas of the level, there are cracked walls Sonic can break through, leading to areas that have hidden goodies or even alternate routes. Some of the debris form wooden spikes that will harm Sonic if he touches them.

Inside some of the areas, there are damaged rooms being patched up. These rooms may have electric wires that are ripped apart, spewing electricity. If Sonic goes anywhere near these wires, he will be harmed and lose rings or a life. There are also wooden planks Sonic can spring on. In the construction areas of the level, there are steel frames with hard objects falling on them. When they hit, the frames will vibrate, moving Sonic to the left or right if he is on them. There are also some large pillars Sonic can knock over to create bridges. In the same construction areas, there are bulldozers with swinging, large balls of iron that swing around. These balls can harm Sonic, but he can ride them to reach high areas. There are also bulldozers with cranes that throw Sonic to higher areas of the level. There are some areas with vehicles with rising platforms Sonic can ride as well.

Trap Trickery Zone.

This zone takes place in an area of grasslands and forests. Though this looks like a normal area at first, the area has many hunting traps that can be used to catch men and animal alike. The traps here are dangerous, and there are even giant mouse traps to be seen in this area! These may be an area with traps set up by hunters, but Eggman has now taken over this area, and he has made the traps even deadlier than they ever were before. Alas, there is no turning back, for Sonic must cross this zone to take down Eggman.

As said before, there are giant mouse traps in the area. These mouse traps have an item box on it, and should Sonic step onto one, the trap will snap onto Sonic, harming him. There are also net traps that will rise up from the ground if Sonic steps onto one. If Sonic is caught in the net, the spindash or boost button must be pressed multiple times in order for Sonic to escape from the net. There are also offset jaws around. If Sonic steps onto one of them, they will snap onto Sonic's leg, causing him to lose rings and requiring the jump button to be pressed many times to escape.

There are some sticks that hold up a giant rock. If Sonic tilts the stick, the rock will fall, crushing Sonic if he is unlucky to be under them by the time it falls. Some areas also have glue traps which are sticky. If Sonic steps into one, he will be caught and stuck. In order to get out of the trap, Sonic will have to spindash or boost, and that will get him out of the glue trap easily. There are also large fly-killing electric lights that can shock Sonic if he touches them. There are some item boxes that have cages above them. When Sonic nears one of these boxes, if he is not fast enough, the cage will come down and trap Sonic. Sonic will then need to jump on the bars or spin dash or boost in order to break free. There are pit traps covered in leaves that Sonic will fall into if he steps into one. Sonic can get out, but sometimes, he must fight a number of enemies if he falls in before he can get out. There are also wires that, if Sonic touches them, will unleash a large boulder that will chase Sonic.

Carpet Crossroads Zone.

This area takes place on some mountains along with being in the sky itself. This level is basically an intersecting highway formed out of flying and floating carpets all around! That's right! This is a flying carpet highway! Some of the carpet roads may be near the mountain areas (which have Arabian towers, by the way), while other carpet roads are high in the sky. The roads and rug platforms vary in size, and there are even tents on some carpets as well! Sonic will have to go through here as he goes to stop Dr. Eggman.

This level, since it is high in the sky, has many strong winds to be found, and they can knock Sonic off the highway, so it is best to be careful. There are some floating carpets that roll up, and then straighten out repeatedly. Sonic will need to use timing to get across these areas. Some other sections have carpet roads that are tilting, which can make Sonic fall off if he does not keep his momentum going. Some other areas have thick threads, and Sonic can swing on these threads to get to another area.

Look very closely and you'll see this ship.

http://www.sonicworld.net/site/games/multi/riders/captures/story_bab01.jpg

Just make sure a certain green bird doesn't see you from that ship.

Other areas have teleportation carpets that will transport Sonic to other carpets around him. While Sonic is running on some roads, there will be giant spheres that will roll towards Sonic, and Sonic will have to get out of the way or risk being hurt. There are fluffy carpets Sonic is able to bounce on, and carpets that move like waves, which can knock Sonic off of them. While running, Sonic can also encounter holes that will send him to his doom below or to a lower area if he falls through them. There are also tent settlements on large carpet islands. There are pots that may contain some rings for Sonic to collect. There are also Eggman missiles that will fly through the sky and aim towards Sonic when he is near. Some of these missiles can destroy parts of the carpet road Sonic is on, so he should make sure to watch his step.

Silence Station Zone.

This zone takes place in a test chamber area that exists within a pyramid like building somewhere in Sonic's world. The rooms in this area are in the form of sound chambers; rooms that are designed to nullify sound. That means there will be lots of this:

<http://acousticengineering.files.wordpress.com/2013/07/anechoic-6.jpg>

And this:

http://i.dailymail.co.uk/i/pix/2012/04/03/article-2124581-1274105D000005DC-638_634x421.jpg

And this:

http://www.historyofrecording.com/images/Anechoic_Chamber_at-Apple.jpg

Sonic will have to go through here as he goes to stop Dr. Eggman.

In this zone, there are spike like objects on the floors and walls that are sharp enough to harm Sonic, causing him to lose rings if he touches them. Some areas may have two spiked walls closing in towards each other, so Sonic will have to speed through quickly to avoid being crushed by the walls. There are multicolored sound spheres that will send Sonic upwards into the air, which can be useful in getting to higher areas that Sonic would not be able to reach on his own, though this can send Sonic into some spikes.

Some areas have visible sound waves that make up platforms Sonic can stand on and use to cross large gaps. Some sound waves, light blue in color, will blow Sonic away like the wind, and may keep him from going into some areas. There are sound nullifying switches that can be found. These switches can activate some parts of the room and cause the sound winds and platforms to disappear. Some areas have sound waves that are red. If these sound waves hit Sonic, they will cause him to lose rings or die if he has none. There are spheres of blue spikes that swing around on a chain, and they will cause Sonic to lose rings or even kill him if he is un-careful enough to touch them. There are tubes that shoot Sonic out, making him fly around like in his Laser Wisp form from Sonic Colors.

Puzzle Park Zone.

This zone takes place in a theme park area owned by none other than Dr. Eggman himself. Now, unlike other theme parks he has made, Eggman has decided to make this theme park have a puzzle theme. So basically, he is finally using his brain for once. Almost all the buildings in this theme park are made of 3D jigsaw puzzles, and most of them are not so easy to break, though some are. There are many kinds of puzzles found around here, though they are mostly optional. Sonic will have to go through here as he goes to stop Dr. Eggman.

Like what has been said before, this is a puzzle place here. Some of the platforms are jigsaw pieces, and some tilt if Sonic stands on either edge of them. There are connect-the-dot puzzles that don't need to be connected, but can send Sonic at a high speed to dot to dot, and at each dot, there will be an arrow pointing from left to right to one of two dots Sonic can speed onto. There are also giant Rubik's cubes to be seen around here. Sonic can stand on them, but their parts may turn and knock Sonic off if he stands on them.

Look very closely and you will see a bear with yellow shorts wearing a blue backpack with a red bird in it searching

the area for golden jigsaw pieces.

There are code word puzzles that lead to hidden routes. They are optional, but Sonic must find a number of letters before that point and bring them to the puzzle to open them. There are puzzle crates Sonic can open by hitting them in the correct side in the correct order. They usually have rings in them. There are assembly block puzzle pieces Sonic can knock around to create a cube platform, and there are switches that must be touched in the correct order to open up a hidden route that Sonic can then speed through. There are floating disentanglement ring puzzles hanging in the air that Sonic can swing on, though some will fall down once Sonic grabs a hold of one of those.

There are mazes Sonic will have to go through, but they are usually small. There are sliding tile puzzles Sonic can walk on with each part shifting position. If one tile moves while Sonic is on it, he will fall off into a lower area. There are tangram puzzles with their pieces going upward every several seconds before coming down. They have hidden goodies under them, though Sonic must be quick to get them or he will be crushed when the pieces come back down. There are also crossword puzzle rooms with words that move and push Sonic around, and there are some areas where Sonic must move large blocks to some areas to open a door, though they can be avoided.

Sunny Springs Zone.

This level takes place in a grassland and forest area somewhere in Sonic's world. This place contains many wells and springs, and lots of underground water and cenotes. The cenotes, on the inside, look like these:

<http://files.doobybrain.com/wp-content/uploads/2011/08/xkeken-cenote.jpg>

And this.

<http://www.amazingplacesonearth.com/wp-content/uploads/2012/09/Ik-Kil-Cenote.jpg>

And there are the usual wells, as well as "inverted tower" wells such as this,

<http://ppcdn.500px.org/45446806/008e983da3aac4bc7523ff1d4981f06497898cd2/2048.jpg>

And step wells like this,

<http://upload.wikimedia.org/wikipedia/commons/e/ee/ChandBaori.jpg>

Eggman is trying to poison the water supply here, so it is up to Sonic to stop him.

There are the usual wells that have a bucket in them. Sonic can drop down to the well to get to the underground sections of the level. At the same time, if he is already down there, he can use a hanging bucket that can get back to the surface. In the step well sections of the level, there are lots of steps to go through, and plenty of them have large rocks rolling down them that Sonic will have to watch out for. There are also water tubes Sonic can spin through like the tubes in Chemical Plant Zone of Sonic 2.

Sonic also comes across slippery mud throughout the level, and of course, Sonic will slip on it, probably hitting hazards unless he is careful when running on the mud. In some areas, there are cenotes, or sinkholes Sonic comes across. In these areas, there will be falling rocks Sonic will have to watch out for. There are also whirlpools that throw Sonic around if he gets caught in one of them. Some walls here are breakable, and Sonic just needs to spindash at or homing attack them to open up new, alternate routes to go through.

Note: There are some cenotes where people are swimming. Though Sonic can ride on one, but not for long, though.

There are also water gushers that come out of the ground. These can be used as a platform, or to be launched higher up to higher areas by jumping into the part below the top. Sonic can hit wells to make the gusher rise or sink. There are the "inverted towers" wells Sonic will have to go through. Through the spiral staircase Sonic goes through, there will be stones falling, harming Sonic if he is hit.

Gyro Gizmo Zone.

This zone takes place in a massive power plant owned by Eggman that is in the form of multiple giant gyroscopes. Yep! This is a gyroscopic area alright! There are also many gyroscopic elements to be found with the level. The giant gyroscopes this level takes place in are like this.

http://upload.wikimedia.org/wikipedia/commons/d/d5/Gyroscope_operation.gif

And this.

<http://www.gyroscope.com/images/thumbnails/TEDCO2-450.jpg>

Sonic will have to go through here as he goes to stop the evil Dr. Eggman.

In this zone, there are many gyroscopes and gyroscope like things. There are spinning tops that Sonic can run on to go through the air, much like the tops from Sonic 3's Marble Garden Zone. Some areas have a blue gyroscope that is tilted and balancing on a small point. These gyroscopes move when Sonic stands or moves on them, and they can fall off of the point. Some other sections have objects that look like this:

<http://www.annastoydepot.com/images/gyrowheel.jpg>

Sonic can run on the wheel parts to move them to reach the other side.

There are some spinning gyroscopes that can be used as platforms. Sonic will spin with the platforms when they move. Some sections have gyroscope rings that move around. Sonic can jump through them and, when the jump button is pressed, be launched in a direction one of the rings is facing. There are also objects like these,

Some sections of the level have holographic images of gyroscopes. Touching these from either the left or right or front or back will cause the screen to turn, in 2D and 3D, and it would work much like the gyro sensors in Nintendo

Products like the 3DS and Wii U gamepad. Don't worry, for you won't need to tilt the system or controller to make it through the level! The holographic icon will do. Some sections also have gyro copter fans. These fans are very sharp, and touching them will result in a loss of rings, so it is best to stay away from these.

Counterfeit City Zone.

This zone takes place in what appears to be a city area somewhere in Sonic's world. This does look like your average city at first glance, but, as you go on through here, you will see that...

<https://www.youtube.com/watch?v=7qKcJF4fOPs>

That is right! This whole city is actually a fake copy of another city! The buildings are not too tall like skyscrapers, but they aren't real. Some, but not all buildings are like those from Potemkin village. Even the plants and trees in this level are actually all fake here. This fake city was made to lure Eggman and his minions into a trap via explosion bomb in one of the buildings. Sonic has come here while tracking down Eggman, and must find him as he goes through this level.

In this zone, there are cardboard images of buildings Sonic can knock down, usually finding rings under them. All of the people here are merely mannequins, and Sonic can knock them into badniks to destroy them. Some realistic hologram platforms float through the air, and Sonic can jump on them to reach higher areas. They disappear a few seconds after Sonic steps on them, though. There are realistic looking backgrounds on walls that are fake, and if Sonic tries to go into them, he will smack into a wall, falling backwards afterward.

There are some moving cars with crash test dummies in them. They can ram into Sonic if he is not careful when running around them. There are patches of fake grass Sonic can stomp or bounce through to reveal hidden underground areas. There are also fake vending machines that, when hit, will cause explosions or missiles to chase Sonic. There are also fake gemstones in buildings with items in them. Sonic can crack them open to get to these items. Many of the objects in the non-cardboard buildings are paper, cardboard or plastic, and can be used as plastic. Even the trees here are fake, but Sonic can knock some down to form bridges or destroy obstacles and enemies. Some realistic looking objects are holographic and can be passed through, though some of them are solid and cannot be passed through.

Shine Steppe Zone.

This level takes place in a grassland area somewhere in Sonic's world. The first act of this level takes place when the sun is rising, while the second act takes place where the sun is setting. The sunrise may look like this,

http://3.bp.blogspot.com/-J0ms_mKUTMg/TuS1QPg8LqI/AAAAAAAAAGHA/1IobgDijAiQ/s1600/sunrise.jpg

And the sunset may look like this.

http://www.bestourism.com/img/items/big/725/Maui-in-Hawaii_Beautiful-sunset-on-Maui-island_2861.jpg

There is plenty of optical phenomena to interact with as well. Now, you must note that after completing Act 1, you will move to the next zone, but not the next act. After completing the next two zones, you go to act 2 of this level. Now, Sonic will have to go through the level to find and defeat Dr. Eggman.

In both of the acts, the level has many optical phenomena to interact with. There are light objects that look like sundogs that will burn Sonic if he touches them, so it is best to stay out of their way. Some areas have glories, look and Sonic is able to bounce off of them like a bumper. Sonic also comes across optical rings called halos Sonic can run around. There are also light arcs that Sonic can either jump over or spin or boost through. They mostly act as barriers, though they can be used as platforms.

Some areas have rainbow bridges that disappear once Sonic has crossed them. Also, there are rays of yellow light that Sonic can jump into to teleport to other areas. They only appear once, so if you miss them, you will have to play the level again to try and get them. There are some light rays from the sun that Sonic can walk on, mostly to reach otherwise unreachable areas. Some areas have mirages that make it look like there is actually water in a pit. However, they are actually hiding spikes, so do not jump into these.

At sunset in act 2, Sonic looks like a silhouette, much like this.

<http://insider2.com/wp-content/uploads/2010/09/DKC>Returns-silhouette.jpg>

In the grassland areas, the level has many grassland related elements. Sonic comes across swinging vines he can use to traverse the area, and there are walls that can be broken as well. Sonic also comes across waterfalls that have logs coming down Sonic can ride. There are also flowers flying through the sky, and Sonic can use these as platforms to reach other areas.

Additional Info: Here is more information of the optical phenomena mentioned in this idea.

<http://quizfactz.com/index.php/science-nature/earth-science/item/688-top-20-optical-phenomena>

Mystery Mania Zone.

In this zone, Sonic goes through a rural landscape, one that has mansions, grasslands and forests all around. The mansions in this area are mostly haunted, and plenty of spooky stuff happens within them. The ghosts may add to the "Mystery" part of the name, but that is not all. This level also has stuff that would be part of some unexplained phenomena. With that said, there will be aliens with UFOs, raining fish, crop circles, something Bermuda Triangle like, and even a lake monster that looks like the Loch Ness Monster. Sonic will have to go through here as he goes to stop Eggman.

In this level, there are mansions with ghosts haunting them. They will be invisible, but a nearby camera can be touched and used to make the ghosts visible. They will also throw different objects at Sonic, whether it be chairs, tables, or the like. In other areas outside the mansions, there are crop circle sections Sonic goes through. While in these sections, the camera will switch to bird's eye view, which will allow the player to see some of the crop circle formations. There are also ectoplasm clouds that Sonic can stand on, but touching them from any other side will harm Sonic.

In some areas, there are UFOs flying around. Sonic will go into one of these UFOs, and encounter various kinds of advanced technology as well as aliens and people in tubes Sonic can break free to gain points. There are also energy rays Sonic must watch for. There are some fogs where Sonic can get lost in, going into a "Bermuda Triangle Dimension". Here, there are underwater sections, but there are boats with items and people in hard to reach

places that can be rescued by touching them. Some sections have idols that, when touched, display a telekinetic ability by bending metal or by lifting objects that Sonic can use as platforms to reach higher areas.

In some of the forest areas, Sonic encounters Bigfoot, and he appears as a mini-boss. Bigfoot will throw things at Sonic and try to punch him, and he can't be hurt with a single jump attack or homing attack. Sonic must knock him over when he leans back and when he falls, Sonic must bounce on or stomp him to damage him. Keep doing this until he is finished.

Some areas have fish raining from the sky. They are mostly harmless, but the big ones can hurt Sonic, so he must watch their shadow and move to avoid them. There are also "Ball Lighting" orbs that will shock and harm Sonic if he touches them, so he must steer clear from them. Other sections have Sonic having an "out of body experience", where his spirit must go to hit a switch he cannot otherwise get to just to open a door, with the spirit returning to Sonic's body afterwards. There is also a Loch Ness monster in the lake. This beast is actually friendly, and will happily give Sonic a ride across the lake if he doesn't want to go in the water for whatever reason.

Additional Info: Look very closely and you'll see these guys.

<http://rufiojones.files.wordpress.com/2011/07/scooby-doo-tv-02.jpg?w=320&h=299>

Crime Calamity Zone.

This whole zone takes place in a series of buildings, mostly apartment builds, that Sonic will have to go through. However, these are not just any kind of buildings, for these buildings have been broken into, attacked and robbed by Eggman's forces. So these whole buildings are one big crime scene. So there will be lots of this.

<http://o.onionstatic.com/images/8/8007/original/700.hq.jpg?3838>

And this.

<http://thumbs.dreamstime.com/z/crime-scene-25247286.jpg>

Just to note, there will be no blood around here, and no one was killed. They were just kidnapped. The police are not here investigating at the moment, so Sonic goes in here to find clues as to what Eggman is up to.

In this zone, there are markings on the floor that are shaped like human bodies, just like in ordinary crime scenes. However, there are mannequins that lay on those marks that will attack Sonic when he comes by, so it is best to be careful. Sonic may see dirty hand-prints on walls. If Sonic touches them, a secret passage will open up, leading to an alternate route. There are some magnifying glass objects in some places, and Sonic can move them to the sunlight window to make it shoot rays reflecting up mirrors that will hit and open up doors that were locked. They are optional, but don't get hit by the heat rays that are emitted.

Lots of areas have police crime scene yellow tape. These tapes are actually very elastic, and Sonic will bounce off of them if he runs into them. There are also footprints around that can give Sonic a speed boost, but unlike the dash pads, Sonic must stay on the footprints to maintain speed. There are also evidence bag items mostly containing rings that Sonic can collect. There are cameras that, when touched, will flash and reveal hidden items Sonic can collect. There are areas with "bullet holes" that are big enough for Sonic to jump through. Some of the windows are broken, and missiles will come out through the windows out of nowhere when Sonic comes close. There are also dogs that can be freed by leash. Don't worry, they won't harm Sonic. When freed, the dogs can be used to sniff out hidden items Sonic can collect.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=sWcC8gxvixY>

Historic Hazard Zone.

This zone takes place in some old ruins somewhere in Sonic's world, and at least abandoned buildings. These ruins and buildings are all part of a historic site where tourists come to visit. This place contains the usual visitor center

one may find in such a tourist place, as well as different ruins and old buildings Sonic comes across. There are houses, courthouses, temples, churches, mansions, parts of a castle and even a greek arena! Sonic will go to off limits places where things get very dangerous. Eggman is trying to convert this place into a n Eggman base, so Sonic must stop him.

In this level, there are visitor centers and gift shops. They may have racks that Sonic can use to change direction. The areas also have spheres Soinic is able to bounce off of like a bumper, though he doesn't go that high when he bounces. Sonic can also jump on glass boxes to open, but not break them to obtain any ring or item that is inside, but not everything else. There are also memorial statues and monuments to be found outside, and Sonic is able to push these objects to reveal hidden areas that may have some goodies for Sonic. Sonic also goes in rooms with documentary movie scenes, and he can go into the screen and into the movie itself to take a shortcut to another area of the site, like the movie screens in the Epic Mickey games.

Sonic also comes across androids dressed as historical figures acting out historic scenes. Though some may unintentionally and indirectly harm Sonic if he gets in the way, they are actually pretty harmless otherwise. In the on and off limit sections, there are big, stone pillars that will fall whenever Sonic nears them, and they will crush him if he is not fast enough. There are also platforms on the ground that will rise or lower in height whenever Sonic hits a lever that is nearby said platforms. They can be used to get to higher areas. The houses of the level have chimneys, and Sonic can go into to be shot up the said chimneys, leading to aerial goodies or higher platforms Sonic can traverse if he chooses to. There are also wooden spike pillars that move up and down, and Sonic will have to use timing and care to get past them.

Look very closely and you'll see these two trying to solve a mystery.

<http://images4.fanpop.com/image/photos/16300000/Layton-and-Luke-professor-layton-16377610-479-697.jpg>

Fortune Fields Zone.

This is a very sacred place. It is so sacred that it has a protective barrier surrounding it. Only a few are allowed to come into this place. This place is basically a grassland/forest/garden area that is very much covered in gold, and is where the trees and plants are made out of coins and paper money bills. And to think that money is said to not

grow on trees. Through some method, Eggman has gotten past the barrier, and is robbing the area of its precious money. So it is up to Sonic to go and stop him.

There are lots of trees here that all have paper money bills for leaves. The trees themselves are made of gold. Sonic can ride on one of these paper bills and soar through the air, crossing long distances in the process. There are also coins coming out of the ground like a water gusher, and they can send Sonic into the air if he runs into one of them. There are also golden, shallow rivers around that act like a water slide. Sonic moves down the river via strong water current, and he can jump onto any nearby platforms he sees if he can get to them.

Look very closely and you'll see a short, fat man in purple overalls, a yellow shirt and hat, a "W" on his hat, white gloves, a bendy mustache and a pink nose who is trying to collect some of the money. Hit a hidden switch nearby and a large creature will come out in front of the man, chasing him out of the zone.

Some of the golden trees can be knocked down, creating bridges Sonic can cross in order to reach other areas. There are also coin platforms that flip around every few seconds. With enough skill, Sonic can use these to reach higher areas. There are flowers made of gold and paper bills that can sprout rings for Sonic to collect when he is near them. There are also golden vines Sonic can swing on to reach other areas. Sonic can collect some certain coins while he goes. If Sonic can grab enough of these coins, he can use them to open up doors up ahead, which lead to optional alternate routes with some goodies Sonic can collect.

Tentacle Valley Zone.

This area takes place in a grassland area in an island somewhere in Sonic's world. Now, in this island, Eggman is looking for something, and to keep Sonic away as he tries to find that something, he has planted various, giant and mechanical octopi and squids underground. They look like real, organic tentacles of real creatures, and their arms go above the surface, sometimes even at the height of a five story building! The tentacles of this place will make things hard for Sonic, but Sonic has gone through harder trials, so this place should not be much trouble to the blue blur.

As said before, there are arm tentacles all around. Some of these tentacles will try to grab Sonic. If they succeed, they will throw Sonic or slam him to the ground a few times. Sonic must escape the tentacles if he is caught by the player pressing the jump button repeatedly. Some of these tentacles will hold objects that act as platforms and

roads, which Sonic can run on to get to other areas he could not get to before. Sonic also can bounce off some of the tentacles that emerge on the ground to get to other areas.

In some areas, Sonic comes across red tentacles that Sonic can attack. When he does attack them, they will move out of the way, allowing Sonic to go further on to other places. Some tentacles will destroy some areas nearby. This could hinder Sonic to going further if they are destroyed, but if he is quick enough, he will have less trouble. The tentacles will also destroy objects that will actually help Sonic some. Some tentacles create force fields that may be used as roads or block the way. If Sonic wants to get through them, Sonic will have to destroy each of the tentacles creating the force field, like the snakes in the Perfect Dark Gaia fight in the 360/PS3 version of Sonic Unleashed. Sonic also comes across boulders that roll down hills or around slopes. Sonic must dodge them to avoid being hurt.

Burning Springs Zone.

In this zone, Sonic comes across a whole area that has hot springs and many things you would see in a place like the park known as Yellowstone National Park. There are many hot and dangerous objects here, and parts of the area look like this:

http://shikha.smugmug.com/Portfolio/Yellowstone-national-park/i-539n2Qm/2/S/IMG_8841-10-S.jpg

And this:

<http://1.bp.blogspot.com/-wHzwSqNkUZE/TjJBTe56fgI/AAAAAAAAE9k/HPm-AxJjGEA/s1600/DSC04805+Hot+spring.jpg>

Sonic is trying to track down Eggman himself. To do this, though, he will have to go through this area and make it through all of the hot things here.

In this level, there are clouds of really hot steam. The steam from the air will harm Sonic if he touches it. There are

actually grey steam clouds that are harmless and gray colored that Sonic can jump onto as platforms. Many sections have hot water. Needless to say, the hot water will harm Sonic, causing him to lose his rings. Some sections have hot water that Sonic can go into, losing each ring every second. To make the waters safer, Sonic must hit a cooling switch that will temporarily cool down the water.

At the same time, there are mud pits to be found in this level. When Sonic steps onto these pits, he will sink into them. If he sinks all the way to the bottom, he will lose a life. Some mud also shoots from the mud, and the airborne mud will harm Sonic if he touches it. Sonic can push large rocky boulders into the waters or mud, and they will make a great stepping stone for Sonic to use to cross dangerous areas. There is hot water coming out of the ground that, if they were cooled down by switch, can be used to get to high areas. Otherwise, they will harm Sonic. Sometimes, Sonic will have to move a rock blocking the gusher out of the. There are also vents that act like the pipes in Chemical Plant from Sonic 2, and Sonic can spin through these vents, unharmed by the heat.

Gigantic Library Zone.

This whole zone takes place in, as the name would suggest, a gigantic library of some kind. This library, like many others, is home to many kinds of books as well as some DVDs and audio that could be checked out. The library looks something like this:

http://31.media.tumblr.com/tumblr_m91qp3UmYY1ren3pzo1_1280.jpg

And this:

<http://4everstatic.com/pictures/674xX/buildings/large-library,-stairs,-hdr-169805.jpg>

Eggman is here looking for a specific book that contains a map that will help him find an artifact he needs to get into a specific temple, and it is up to Sonic to go in and stop him before he gets it.

As expected, there are large stacks of books to be found. Sonic can knock some of the books off of the stack, which will make them shorter and thus be able to be used as platforms for Sonic to jump on. There are giant books in the

air that Sonic can use as platforms. Some of them will drop shortly after Sonic lands on them, so he should make sure to jump off quickly before that happens. Also, there are some ladders that Sonic can move and climb on to reach higher places he could not get to on his own.

Other areas have moving shelves with books on them. If he decides to do so, Sonic can jump on these shelves to reach higher areas or obtain items in the air. Some of the books will open, releasing different objects that may help or hinder Sonic, depending on what genre it is that the book is based on. In some areas, Sonic comes across portals to worlds within books. Though these are actually optional, they will lead Sonic to many items he can collect that are within the worlds. Sonic must avoid some obstacles in those worlds, though. In other areas, there are library cards to be found that are hidden in different areas. Sonic can use them to get into rooms or hallways that he could not get into without the cards. So they can count as alternate routes. Sonic also crosses across big globes in some rooms. Running on those globes will spin the room around, which could be helpful or burdening to Sonic.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=ArewlgpGUOo>

Treetop Village Zone.

As the name of this level would imply, the level takes place in a village that is high in the treetops. Sonic does go on the ground occasionally, but for the most part, he is up in the tree top village. The village looks something like this.

http://img2.wikia.nocookie.net/__cb20071231032636/starwars/images/4/4a/Ewok_village.jpg

And this.

http://static.tvtropes.org/pmwiki/pub/images/Ender_Resized.jpeg

This level also resembles the scrapped level, Wood Zone from Sonic 2, as shown here.

https://www.youtube.com/watch?v=pRgt_LkAPY8

As Sonic chases Eggman, he finds himself in this place. Can he make it out alive?

In this zone, there are horizontal ropes. Like the ropes in Kingdom Valley of Sonic 06, Sonic can bounce on these ropes, which can be useful in reaching high areas. There are also vines Sonic can swing on, and he may have to use these to cross long gaps that he could not cross on his own. Sometimes, if Sonic falls off the village, he may be caught by a rope net that should be right below him. Even though these nets may save Sonic from falling into a bottomless pit, walking on these nets will not be that easy. There is a spring near the nets Sonic can use to get back to the village.

Look very closely and you'll see this guy swinging around.

<http://www.getcartoonwallpaper.com/wp-content/uploads/2014/04/Tarzan-4.jpg>

There are also stilts in the village that hold platforms up. Sonic can break these stilts, which will lower the platform. From there, Sonic will be able to get onto the platform when it is reachable. There are also ladders in the village Sonic can climb, to either go to higher parts of the village or to safely climb down some areas. There are some wooden planks that, when Sonic steps on them, will send Sonic flying. They can send Sonic to other areas of the level, while others can be quite a burden in some way. There are large, metal cans on a rope, and if Sonic jumps into the can, the rope will pull it upward, taking Sonic to a higher level. There are also rope bridges Sonic can cross. Sonic must beware that some of the planks are missing, and if he is not careful enough, he will fall through the gaps to the bottomless pit below, or a net.

Wacky Playground Zone.

This zone takes place in what appears to be a very, very large playground area. This playground area has both indoor and outdoor sections for Sonic to go through. For whatever reason, Eggman is trying to take the parts of the base to use in building more robots. The playground areas look like this.

<http://www.gametime.com/images/uploads/featured/playground-equipment-full-2.jpg>

And this.

http://lh4.ggpht.com/_LRQyoV_kdvY/S_wvXaKv-I/AAAAAAAAHoo/5r-0MTZil_I/s720/P1000102.JPG

The indoor sections look like this.

http://www.pakuya.com/upload/20111227/Indoor_playground_Children_s_playground_equipment_Large.jpg

Sonic goes through here to go after Eggman and save the playground from being torn apart.

In most areas, the playgrounds have the usual slides. Sonic, as you may have guessed, can slide down these slides. There are also tube slides that Sonic does not slide down, but rather, he spins through them like the pipes in Chemical Plant Zone of Sonic 2. Sonic also comes across swings he can ride on, jumping off of them when the swing has reached a high enough point. At the same time, there are tire springs that Sonic can use to get to higher areas that he would not be able to get to on his own.

Some areas have a merry go round that Sonic can use to change his direction, and there are seesaws with weights Sonic can use to bounce higher into the air. Some areas have a ball pit, which have hidden items under them. There are sandboxes that have been turned into quicksand Sonic can sink into, and there are monkey bars Sonic can hang onto and swing on, like he did with the monkey bar handles from Flying Battery from Sonic and Knuckles. Some specific areas have tic-tac-toe panels, with each X and O spinning around. If Sonic can get a row of 'X's against an unseen player by hitting them at the right time, a group of platforms will appear to go through. In the indoor areas, there are stairs in the form of rollers Sonic comes across. The rollers will make it hard for Sonic to run on them, and jumping on them would be better.

Camp Corner Zone.

This whole area takes place in a mountainous and forest area somewhere in Sonic's world. However, the zone mainly takes place in what looks like a summer camp area. With that said, there will be many camp related things to see in this zone. Such things include log cabins, tents, and many different kinds of activities one would find in a yearly summer camp area. The whole zone seems peaceful at the moment, but Eggman has passed through here, leaving robots that are causing havoc. It is up to Sonic to take them out!

In this camping area, there are logs on hills Sonic can ride on as they go down the hills. This can be useful in destroying any enemies in the way. Also, there are tents and cabins that have hidden goodies in them that can be collected, but Sonic can bounce off the tents to reach higher areas. At the same time, there are actual sections where Sonic will have to climb a mountain. These sections actually go by at a decent pace, but beware, there will be rocks falling, and they will harm Sonic if he hits them.

Some areas have campfires in sections of the woods. They will harm Sonic if he touches them, needless to say. Also, Sonic can find lanterns he can hit to light up the way in the nighttime sections. There are also canoes Sonic goes in, with the action button needed to be pressed to move the boat. At one point, Sonic pedals down a raging river and down a waterfall, surviving afterward. There are sections in the levels where there are archery targets, and arrows may fire from a distance. Sonic will have to avoid these arrows, needless to say.

There are also ropes hanging around. Sonic can climb these ropes to reach higher areas, or just swing on them before jumping off of them. The wooden buildings have noticeably broken planks, and if Sonic steps on one of them, they will come out of the ground and hit Sonic in the face, causing him to lose rings. There are also mud sections where the mud, when Sonic touches it, will cover Sonic in mud, slowing him down. In order to get the mud off, the action button must be pressed multiple times.

There is an unlockable act that Sonic can go through by finding an alternate goal in act 2. The whole act begins on a nature trail with grassy platforms. However, it gets dark when Sonic goes through it, and it will be night time. Here, Sonic comes across spikes on trees, spiked fences from nowhere, knives on the ground and the trees and axes being thrown from nowhere that Sonic must avoid. There are also buzzsaws to dodge as well. As Sonic goes deeper into the level, he will have to fight or avoid psychotic killers in masks trying to cut Sonic apart. An instrumental version of this song will play during the act.

<https://www.youtube.com/watch?v=LWME4d1BRCK>

Tubular Maze Zone.

This zone takes place in an underground area somewhere in Sonic's world. This zone is literally a large network of tubes that are very interconnected. So basically, this is a tube maze we have here. This place does look complicated, with all the tubes and such. However, once one gets used to it, it is actually not a bad place (or level) to go through at all. This zone also has different things that may affect how the tubes work and such. Sonic is tracking down Eggman, but to find him, he has to get through this maze.

The main thing that you see in this course, needless to say, are the numerous tubes. Sonic can spin through the tubes as he goes through this level, and even change directions at intersecting tubes. Some intersections make it so Sonic stops once he is at them. To move on, the player must tilt the control stick to the direction that the player desires to go through. Some of the tubes Sonic goes through are made so that Sonic goes really fast in them, and when Sonic comes out of the tube, he will fly across the area at top speed!

In some of the tubes, there are barriers that will prevent Sonic from spinning through them. To get past these areas, Sonic must find a switch that will disable the barrier, so that he will be able to move on through. Some tubes have moving objects in them. These objects will harm Sonic if he touches them. Before Sonic enters the tube with the moving objects, he must wait until there is a gap between the moving objects before getting in. In other areas of the zone, there are large tubes with a vacuum like force. These tubes will suck Sonic in, and he will be lifted to higher or lower sections of the zone. Some of the tubes in this level are broken, and they may collapse when Sonic passes through them or he may otherwise fall out of them. It is best to steer clear of these broken tubes.

Twisted Dungeon Zone.

This zone, as the name would imply, takes place in an underground dungeon somewhere in Sonic's world. This

place is very creepy, and it can be dark at times here. There are many instruments of torture that can be seen throughout the level. This place also has a few secrets and hidden passageways that can be found, although the paths themselves tend to be very dangerous and difficult to go through. Eggman has lured Sonic to this great place of terror, and now Sonic must find Eggman as well as get out of the dungeon alive.

In this zone, instead of ghosts, there are skeletons that move, and they will try to attack Sonic whenever they see him. Hitting them will cause them to collapse, but they will get back up after several seconds. There are also large spike balls like in Marble Garden of Sonic 3, and Sonic will have to avoid these spiked balls as he goes. There are also rotating machines that have blades attached to them. Sonic must either jump over them or slide or spindash under them in order to avoid these contraptions.

There are also swinging blades throughout the level. Sonic will have to avoid these blades, though he can hang onto the pole carrying and swinging the blade if he is lucky. There are also spiked coffins that appear as Sonic goes. They have hidden goodies inside of them. Sonic can try to get the item, but he must be quick. Otherwise, the coffin door will shut on Sonic, harming him and causing him to lose his rings. There are also switches that are hidden. When found, they will open up hidden passageways for Sonic to go through, though they are dangerous. There are also trap doors that are around. These trap doors lead to a bottomless pit, but may also lead to hidden rooms. Sonic also comes across spiked chandeliers that fall down every several seconds, and Sonic can stand on them. Some areas have rack tables that have switches next to them. When Sonic hits the switch multiple times, not only will the rack get tighter, but it will open a passage in the wall Sonic can go through.

Mechanical Clock Zone.

This zone, as its very name would imply, has Sonic running around and going up a huge clock tower that exists somewhere in Sonic's world. As one could guess, the clock tower has many things mechanical inside of it, and while some may be helpful to our blue hero, others will be a hindrance or obstacle for Sonic to overcome. At the same time, there are many time altering elements in this zone that Sonic can use to his advantage. It is said that Eggman has a new weapon here, so it is up to Sonic to go and find the weapon and smash it!

In this zone, there are swinging pendulums to be found all over the level. Some of these pendulums are electrified, and they can cause Sonic to lose his rings if he touches them, so it is best to steer clear of them. Some pendulums are safe to touch for Sonic, and they are even able to be used as platforms, though they may push Sonic around, which can be quite a hindrance. There are also clock hands around that can be used as platforms. To move them,

Sonic must push on a switch that will make the hands move.

In some areas, Sonic comes across big bells. Hitting these bells will cause them to drop rings for Sonic to collect. Sonic also comes across gears that spin that Sonic can jump on. There are also elevator platforms Sonic comes across that Sonic can ride on. In some areas, there are blue switches to be found. When Sonic steps on one of these, they will cause time to slow down for a short time, which can be useful in terms of getting past obstacles that move really fast. There are red switches that can stop time completely for a short time. Some areas have yellow switches that causes time to rewind, and this could be helpful for Sonic in many of ways. Some areas even have green switches that can fast forward time, causing objects Sonic needs to traverse on to come faster than before.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=zfL5NoUMvbU>

Grand Museum Zone.

This whole level takes place in what happens to be a museum in Sonic's world. This museum is of different kinds, for it is a history museum, a science museum, a technology museum, a prehistoric Earth museum, a biology museum, painting museum and even a movie museum! There are different things here that will actually pay tribute to Sonic himself. Many things within this fine museum may help or hinder Sonic as he makes his way through here. Sonic will have to go in here to stop Eggman from stealing a map he needs to find an ancient artifact.

In this level, there are many paintings to be found. These paintings come to life, and can come out at platforms Sonic can use to reach higher areas. They may otherwise harm Sonic if he is not careful. There are pots and statues to be found throughout the level. Hitting them won't break them, but they can let out rings or other hidden goodies Sonic can use. There are also some animatronic statues to be found through here. These animatronic statues can throw Sonic upwards, which is useful in reaching higher routes.

There are huge, hanging models above in the museum. When he is able to reach them, Sonic can run on these models to reach another area. Some models will fall when Sonic nears them, so it is best to watch out and keep

moving! Some areas of this zone have moving bones Sonic can jump onto in order to get to higher areas more easily than it would be without them. Some sections have IMAX theaters Sonic runs through. He will have to watch out for the 3D effects that pop out from the screen and could harm Sonic if they hit him. Sonic comes across wax structures. They melt due to Eggman turning up the heat, but they can help Sonic reach alternate routes if he is fast enough. Some exhibits will throw spears or shoot, and those objects may harm Sonic if he is unlucky enough to get caught when they are being thrown or shot. There are also coffins that will unleash a robotic mummy when Sonic nears them. Sonic can ignore them, but should he fight them, they will take three hits to destroy.

Additional Info: Something like this would be the music.

https://www.youtube.com/watch?v=_tgTfWwQzTc

Stadium Storm Zone.

In this zone, which has been taken over by Eggman himself, Sonic goes through a whole sports complex made up of different arenas and stadiums, and even a pool! There are stadiums and arenas for American Football, Soccer/Football, Baseball, Basketball, Tennis, Swimming, and a Track and Field where there are pole vaulting and hurdles for Sonic to overcome. Why Eggman has taken over this sports complex is a mystery, but it is likely that he took it over to make some traps for Sonic when he comes here.

Now, most of the areas have a score competition system. While they are optional, if Sonic completes any of them, he will be awarded points and even rings for his efforts. There are track and field pole vaulting areas that Sonic can use to gain items in the sky, and earn some points. In the baseball sections of the level, Sonic finds huge baseballs that he can roll around to crush nearby foes. Sonic also must be careful to avoid any baseballs in the sky that are falling down, which could hurt Sonic if he is hit.

In the American football sections, Sonic comes across launchers on the ground that look like objects used to kick off the ball at the beginning of such games. Sonic will be launched high into the air when he touches them, collecting items in the air. There are also blocking sleds that move and try to block Sonic. The soccer/football fields have rocket balls that launch into the air, which Sonic can hit and get onto to reach higher ground. In the tennis sections, Sonic comes across balls that shoot dangerous tennis balls at him.

In the indoor sections of the level, there are basket ball courts, with horizontal hoops in the middle of the court that can propel Sonic when he jumps through them, while gaining points in the process. In the hockey sections, Sonic will skid on the ice, and he must watch for multiple pucks coming his way. There are also swimming pools with diving boards that can launch Sonic high into the air where there may be goodies before coming down into the water. Back outside, there lacrosse nets to be found that can swing Sonic around and launch him in a different direction at a great distance. There are also different kinds of hurdles that Sonic can optionally get over to gain points.

Wild Warehouse Zone.

As the name implies, this whole level takes place in a warehouse area. This warehouse place is much bigger than your usual warehouse, for it is very, very huge! At the same time, the warehouse contains goods and crates that hold different objects Sonic can use, or otherwise things Sonic will have to watch out for, for they could be rather dangerous to him. Eggman has taken over this warehouse, and is storing some robots in it, robots he may use later. It is up to Sonic to get through here and chase Eggman out of this place!

In this level, there are many forklifts to be found. Sonic can ride on top of these forklifts, or the forks in the machines to reach higher areas. There are also many crates to be found here. Some of them might have goodies Sonic can collect, or enemies that pop out and may attack Sonic if he is unlucky enough. Some of the crates may explode when Sonic nears them, so he must steer clear from these crates if he doesn't want to get hurt. There are also the usual conveyor belts Sonic can run on as he goes.

In other sections, there are platforms that rise to a higher level whenever Sonic steps on one of them. Sonic can use these platforms to reach higher ground and areas he could not reach on his own. There are also plenty of cranes to be found. When Sonic presses a nearby button, and remains still, the crane will come, pick up Sonic, and lift him to another area of the warehouse. Some platforms hang in the air as they are suspended by ropes. Sonic can jump onto them, but some of them may fall to the ground once he steps on them. There are rolling objects in this level as well. Sonic is able to push the rollers and make them move to knock down obstacles in the way or at least destroy any enemies in the way. At the same time, there are freezer rooms in this giant warehouse. The floors in these freezers are slippery, and there are ice blocks Sonic is able to break.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=ExNQy5CeRfI>

Surface Tension Zone.

This zone takes place in an alternate dimension with a sunset sky in the background. It appears to be in the air, and in this level, most of the structures Sonic runs on, or at least sees in the sky, are based off of Calabi-Yau manifolds or minimal surfaces. With that said, most of the objects Sonic runs on look like this.

<http://i.imgur.com/lXb6O2D.png>

And this.

<http://i.imgur.com/SvwZMUy.png>

And this.

<http://i.imgur.com/VIkCoJE.png>

So, I guess you can say that this is a rather unusual place to go to. Eggman is setting up a dangerous weapon to use in this zone, so it is up to Sonic to go and stop him from building it.

In this zone, there are many holes to be found. In some areas of the level, holes will form in the ground, causing Sonic to fall through if he is not careful enough. At the same time, Sonic comes across pits with a black hole in them. There is a suction force that tries to pull Sonic into the pit, and if he falls in, Sonic will die. So with that said, Sonic must keep on running to avoid being pulled into the black hole. There are also ring vents in the air, which

Sonic can jump through to move through various parts of the level.

In some cases, the surface of these structures will alter themselves. Some of them move like waves, and others form roads, or change position of the path they form. At the same time, Sonic has to deal with gravity in this level. Gravity, in some sections of the level, will change its direction, and with that, Sonic will have to run on the walls and ceilings of the surfaces he runs on. Sometimes, when Sonic falls off, he will float in the air due to a mystical current, and he will have a chance to get back onto land. If Sonic falls off again, however, he will fall to his doom, for the current won't be there to help him. There are also portals that are colored blue in this level that transport Sonic around. There are also platforms that appear or disappear, though when they disappear, their outline is still present and visible. Sonic will have to use timing to make it through these platforms.

Maniac Mall Zone.

As the name of this very level would suggest, this level takes place in a very large shopping mall that exists somewhere in Sonic's world. There are also outdoor sections, and not indoor sections. The outdoor sections of the level are mainly shopping outlets that are very close to the main itself. There are many stores to be found in this place, but there will be no time for shopping. Eggman has taken over the mall, and is making the prices of everything super high. It is up to Sonic to go and kick Eggman out and get the prices lowered again.

In this level, there are plenty of fountains to be found. Most of these fountains have water gushers. When Sonic touches a water gusher, he will be sent flying upward to a higher area he could not reach on his own. There are also hanging spheres that act as platforms for Sonic, and he can use these spheres to reach higher ground he could not reach on his own. There are also poles to be found throughout the level. Sonic can swing on these poles, usually to make a high jump or change his direction.

There are also escalators in this mall. Sonic can run up or down them. If Sonic goes up an escalator going upward, the escalator will propel Sonic high into the air as he is running. There are also elevators in this level Sonic is able to use to get to one floor to another. There is also breakable glass, but breaking them will set off an alarm. Sonic won't get into trouble, but he will lose 20 rings for each piece of glass he hits. In the department stores, there are plenty of mannequins to be found. These mannequins are actually robots who will attack Sonic. In the food court, there are chili dogs lying around which will give Sonic 10 rings for each one that he eats. Music stores will have turntables that Sonic can run on, and toy stores, have trampolines Sonic can bounce on. There are also sports stores with bouncing balls that will harm Sonic if they hit him.

Junk Junction Zone.

This zone takes place in a hybrid between a junkyard and a landfill, which is located somewhere in Sonic's world. This place has both garbage sections and machine parts sections that Sonic will have to go through. There are many areas that look like this.

http://img3.wikia.nocookie.net/_cb20140117082239/someordinarygamers/images/4/4a/Junkyard.jpg

And this.

http://www.teachengineering.org/collection/cub_/lessons/cub_images/cub_enveng_lesson05_figure1.jpg

Apparently, this landfill/junkyard area is owned by Eggman himself. Sonic must traverse through here as he goes to stop the doctor.

In most areas in this level, there are mechanical cranes around. Sonic can use these cranes in order to get to higher areas he could not get to on his own. There are also mechanical crushers crushing the metal in the junkyard sections. These crushers will crush and kill Sonic if he is right under them, so he should be careful. Some areas have giant magnets around, and they will be used to pull metal upward. Sonic can hang onto the metal on the magnet to get to different areas of the junkyard.

In the landfill areas, there are big tubes in which garbage is going through. Sonic just has to go through an opening in order to be able to spin through the tubes and get to other parts of the landfill areas. In some other sections, there are slides with garbage going down them. Sonic can slide down these slides just like how he was able to slide down the water slides in the classic Sonic games. So it would be best to stay away from these barrels. There are also incineration sections in this level as well. These sections have molten metal in them, and they can be harmful to Sonic should he fall into them. At the same time, there are conveyor belts that Sonic can run on, slowing him down or speeding him up depending on the direction they go in

Additional Info: This would be the music.

<https://www.youtube.com/watch?v=ayPrqhqZko4>

I call this one.

Paint Park Zone.

Inspired by a game called Splatoon, as well as the Sega game, Jet Set Radio, this is a paint themed level. Taking place in the city, Eggman's robots and machines are splattering paint and making graffiti drawings all over the city. This is just a distraction for Eggman to be able to steal some money from one of the biggest banks in the city. As mentioned before, this place is a city with paint being splattered everywhere and graffiti being sprayed on the walls. Can Sonic stop the robots and get to Eggman at the bank on time?

In this levels, there are cars that drive by. Sonic will have to watch out for the cars as he goes through this town of paint. In some sections, there are paint rollers that roll around. These rollers will push Sonic around if he is close enough to them, even pushing him off the edge of areas if he is not careful enough. There are also some cans of paint that Sonic can drop into. These paints will take multiple spindashes to get it off, though being covered in paint may be helpful in blending in and sneaking past enemies unnoticed.

There are some paint sprayers that spray upward into the air. Sonic can use these sprayers to be launched high into the air. On the graffiti walls, Sonic is able to walk on certain sections of the graffiti on the wall. There is also graffiti on the street that have images of springs and fans, which can actually propel Sonic upward like a real fan or spring would do. Sometimes, from the graffiti or just plain paint, objects will come out of the walls. Some of these objects will hurt Sonic, though others can help Sonic in the form of things such as platforms and other things. Sometimes, there will be paint or graffiti on the walls, which Sonic can actually go through, finding hidden routes in the process. There are paint cannons that shoot paint at Sonic that must be dodged, and "paint quicksand pits" that will kill Sonic if he completely sinks into them.

Lush Desert Zone.

In this level, Sonic goes through a desert area. However, unlike most deserts in past Sonic games, this desert is set atop some water springs. With that, this desert is much more lush and has more plants than other deserts out there may have. The desert and its plants kind of look like this:

<http://i.imgur.com/xPhm5Hc.png>

And this.

<http://i.imgur.com/6lVUzI8.png>

There are even waterfalls and many oasis areas to be found throughout this lush zone. As Sonic chases Eggman down, he comes across this area. Sure seems peaceful and pretty, but there are also dangers to be found.

In this zone, there are plenty of cacti to be found. These cacti will harm Sonic if he touches them, so it is best to steer clear of them. Some cacti will shoot its spikes from them, so watch out. There are also wooden bridges that extend over large gaps. Sonic can cross them, but beware: the bridges will crumble once Sonic steps onto them, so it is best to keep moving. There are also plenty of palm trees to be found around here. Some of them have coconut bombs that fall from the trees when Sonic runs near, so he should watch out.

Some plants (mainly the purple ones) are poisonous, so if Sonic is to touch them, he will be affected, and will lose one ring per second until the poison wears off, which should not take long. There are also waterfall sections with rocks Sonic has to climb around the waterfall. Sonic shouldn't touch the waterfall, though. Doing so will cause Sonic to drop down back to the ground. There are also shallow rivers, though they have strong currents. If Sonic is not careful, the rivers will carry Sonic off the stage, causing him to lose a life. There are also some areas where there are holes covered by sand. Sonic can get down these holes through an air bounce or stomp, finding hidden rooms or alternate routes. Sometimes, there will be slightly strong winds, which will push Sonic around, maybe

into a trap if he is not really careful enough.

Additional Info: This would be the music.

https://www.youtube.com/watch?v=EYZA9_q4NFk

Danger Dam Zone.

As the name of this zone suggests, this place is located in a very wide dam that exists somewhere in Sonic's world. The dam itself is large, and looks something like this.

http://2.bp.blogspot.com/-S-o0Q4Ui8Tc/T0pWv0LpS4I/AAAAAAAAAnU/wyEA09cQK4M/s1600/100_0198.JPG

Only the dam is much, much larger, and there is water flowing from the top of the dam itself. There are also indoor sections of the dam itself, and they usually contain electric generators and different things. Eggman happens to own this plant, and Sonic is going in to find the bad doctor and stop his plans!

In many sections of the level, there are water slides that function like the water slides in the Labyrinth Zone in Sonic 1. Sonic will slide down these slides to get to different areas of the dam. In some of the outdoor sections, large amounts of water comes from above. Not only will they hurt Sonic if they hit, but they will destroy the ground Sonic is standing on, so Sonic must be quick. In both the outside and inside sections, there are water grates blocking the way. Sonic must knock a barrel into the grate to destroy it and move in.

Inside the dam, there are many electric generators to be found. Sonic must not touch them, for they emit electricity that can harm Sonic, causing him to lose his rings. There are also pipes to be found throughout this level, and Sonic can spin through them in order to get to different sections of the level like in Chemical Plant Zone in Sonic 2. There are also red wheels to be found here. Sonic can jump onto or homing attack those wheels to cause a massive water gusher to come from the ground and send Sonic high in the air. This is useful for reaching high

routes. On the outside areas of the levels, there are doors that block the water from going through. Hitting a switch nearby will cause the door to open, sending the water and Sonic to a lower location of the level. On the outside areas, there are water wheels that can change Sonic's direction of movement whenever he runs into one of them.

Edit: Something like this would be the music.

https://www.youtube.com/watch?v=fny_X2xxWoY

Classroom Mayhem Zone.

This whole zone takes place in what seems to be a huge building that has many preschool and kindergarten rooms, as well as some daycare rooms. All of them seem to be really beyond huge for preschool/kindergarten/daycare rooms. The rooms may look like this:

<http://interiorbuz.com/wp-content/uploads/2014/08/Interior-design-for-colorful-preschool-room-ideas-.jpg>

And this.

http://renomomsblog.com/wp-content/uploads/2014/03/daycare_play_rug.jpg

In the building, the toys seem to have come alive, and are causing havoc. Sonic must find out what is going on. Little does he know that those toys are actually robots made by Eggman himself!

Side Note: For the duration of this level, Sonic's voice will be replaced by the voice heard first in this video.

<https://www.youtube.com/watch?v=2VxBdkUbgk0>

In this level, there are many toys, aside from the robots acting like toys. There are giant toy trucks that roll around the area. Sonic can ride these toys if he chooses to do so. There are also airplane toys around that Sonic will be able to hang onto to get to higher areas he can't reach on his own. There are also apples on the teachers' desks. If Sonic attacks it, it will split into two and contain an item, normally a key, which is needed to get to areas in the level that are otherwise blocked off and just unreachable.

In other sections of the level, there are education items to be found. They are mostly optional, but if completed, Sonic will be given rings. There are numbers, words and letters in the level that Sonic is able to carry. There are also questions on the blackboard, and if Sonic brings the correct number, word or letter to the blackboard with the right question, he will be given rings. Sonic also has to deal with animations jumping out of a drawing or painting that may help or hinder Sonic in some way. In some occasions, Sonic is able to go into the drawings and paintings themselves and traverse the worlds in them. Sonic's appearance turns to paint or crayon depending on which picture he is in. There are also areas outside the building, and they contain swings Sonic can use to launch himself to higher areas, or slide areas that Sonic can slide down. There are also sandboxes with robots hiding in them.

Additional Info: Something like this would be the music for one of the acts.

<https://www.youtube.com/watch?v=hAx60LwYWBA>

Glowing Jungle Zone.

This level takes place at night time, and is set in a jungle area somewhere in Sonic's world. Now, to take note, almost everything in this jungle is bioluminescent, and with that said, there are plenty of glowing plants here. With that said, the jungle will mostly look like this.

<http://1.bp.blogspot.com/-OKZYpgQpP2g/UmfXFzcPbYI/AAAAAAAAE4k/isrdVS7vXYQ/s1600/Avatarland2.jpg>

Only brighter and slightly more colorful. There are even water sections with bioluminescent plants and coral in them. They will look like these underwater sections.

https://www.youtube.com/watch?v=g_qE00izlW4

Only with more light and bioluminescent colors. Sonic will have to go through here to find and defeat Dr. Eggman.

In this zone, there are many leaves, some glowing green and others glowing orange. Sonic can stand on some of these leaves, though they will bend under Sonic's weight, causing him to fall after standing on them for too long. Also, there are vines that are glowing light blue and dark green. Sonic can swing on these vines to maneuver around the area. Sometimes, the leaves will be like a bungee cord, and with that, Sonic will go down, and be thrown upwards whenever he uses these bungee vines.

Also in this level, there are purple or red glowing mushrooms Sonic comes across. Some of them are very large, and Sonic can jump off of them and bounce off of them. There are blue glowing rings made of bright spores. If Sonic goes through them, they will reveal a spring, which Sonic can use to get to an alternate route. There are glowing, pink flower platforms Sonic can use to get around. In the underwater sections of the level, there are jellyfish. Sonic can bounce on their tops, but if Sonic touches their underside, he will lose any amount of rings he has. Also, there are big logs floating around in the water. Sonic can ride on these logs, and use them to get across the water should he (or the player) not want to go into the water for any reason.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=kK77cVFEOul>

Frantic Farm Zone.

In this level, Sonic goes through the countryside areas of his world, and by countryside, I mean a lot of farming areas. That's right! Sonic goes through the farm areas in this level! Sonic may not be much of a farmer to begin with, but the areas the farms are in are quite pretty to go through. There are horses, cows, pigs, chickens and other animals to be found throughout this whole zone. Eggman has been kidnapping the livestock of this area, probably to turn them into robots. So it is up to Sonic to go and save the livestock of Eggman.

At the same time, there are horses to be found. Though they are optional, Sonic can ride the horses to jump over objects. Unlike jumping over them on foot, Sonic gets if he jumps over him on a horse. There are giant hay

platforms that float around for Sonic to use. There are also hay mazes Sonic will go through. Sonic also goes through the crop fields in this level. In the crop fields, there may be hidden goodies to be found if Sonic looks carefully enough. There are also pumpkin patches with pumpkins Sonic can break open to find hidden items. He should be careful, though. Some of the pumpkins are bombs that can harm Sonic.

In some sections of the level, a number of cows and bulls will break out of a barn, and they will stampede on through. Sonic will have to outrun the bulls and cows, dodging obstacles along the way. There are also sheep Sonic bounces off of like in Windy Hill from Sonic Lost World. There are also tractors with a super engine that makes them fast, so Sonic must dodge these if they head his way. In other areas of the farms where the pigs are, there are mud pits Sonic will sink into if he tries to run over them. Though Sonic can't die by going completely under in these pits, they can still slow him down.

Additional Info: Something like this would be the music.

https://www.youtube.com/watch?v=9yZu_vunzEE

Lunar Temple Zone.

This zone takes place at a temple located somewhere in Sonic's world. This is a moon kind of temple, but even with that being the case, this level also takes place in the afternoon and at sunset, when the moon is actually still

showing, even though it isn't night time. The third act takes place at night. There are doors and switches to be found, and these objects can be used to change the phase of the moon. When the moon is at full phase, the platforms and other objects will be bigger. They will get smaller at gibbous phase, smaller at half phase, smaller at crescent phase and very small at no moon phase. Chasing after Eggman, Sonic comes across this temple, where the mad doctor has made traps for our hero.

In this level, there are doors Sonic can run into and switches Sonic can hit to change the phase of the moon. As stated above, changing the phase of the moon will cause things in the level to get bigger or smaller. They get to their biggest at full moon and smallest at no moon. There are blue platforms around here that are affected by the change in the phase of the moon, and climbable ropes that get shorter and longer depending on the moon phase as well. There are also moon meteors coming from above, and Sonic should dodge them to avoid getting hurt.

In other areas, there are lasers firing "moon beams" that can harm Sonic if he is hit. These beams get bigger or smaller depending on the moon phase. There are also elevator like mechanisms around the level, and Sonic can use these elevators to get to higher ground. There are even elevators that lead to secret rooms if Sonic can find them. The areas the elevators can go up or down to depends on the phase of the moon. There are some boxes that are in semi-dark rooms with moonlight coming from one opening in the ceiling. If Sonic pushes those boxes to that light, it will unlock and give Sonic some items. These boxes only appear in the night act. The phase of the moon also determines the water level, with a full moon phase flooding most of the temple. There are also bridges Sonic comes across that get shorter or longer depending on the moon's phase, making it harder or easier to reach the other side. If Sonic can't reach the other side, he will have to resort to using the lower path instead.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=Cs8wiYfvP1g>

Movie Madness Zone.

This whole zone takes place at a movie area somewhere in Sonic's world. This city is based on the city of Hollywood, and has many movie lots, many movie studios, many theaters and many films being made. This is the kind of place where the stars can really shine! There is a walk of fame and all that to be seen, but Sonic will be

going through the many movie lots, movie theaters and movie studios found in this city. Eggman is somewhere in this place. The reason is not clear, but now's the time to find him and chase him out!

In this level, there are many cameras to be found. Sonic can go into the lens of one camera and come out of another, basically teleporting. Some areas have screens Sonic can optionally go into, going through different movies and avoiding the obstacles that are in them. At the end, Sonic can reach a hidden area with goodies or alternate routes to take. At the same time, there are large, black clapboards. Sonic can grind on their edges, and when he reaches the end, the clapboard sends Sonic flying into the air. There are bungee cords Sonic can use to reach high areas as well.

Sonic also comes across projectors that create different, 3 dimensional platforms Sonic can use to get to higher areas. Sometimes, there will be a crane that holds a camera. Sonic can run on these cranes to reach higher areas he could not get to on his own. In the theater sections, Sonic can go through the rows of different seats, finding some items if he is lucky enough. In the back stage areas of the theater, there are props that Sonic is able to use in some way. There are also costumes Sonic can put on to get to areas he could not get into without said costume. Some areas have realistic looking walls, but they are actually fake. Sonic can knock them down to reveal a whole new route he can choose to take. There will also be fire like explosions when Sonic goes into the filming areas of the movie lot, which he will have to avoid, or else he will get hurt. There are giant, spinning movie reels here as well. Sonic can jump onto them and run on them as they spin

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=TIaAAlnSBVA>

Energy Complex Zone.

This zone takes place at one of Eggman's bases/factories. In keeping with is using animals as organic batteries, Eggman is using small animals to power the whole facility. But that is not all. Eggman is also using larger animals such as wolves, deers whales and elephants. On top of that, he is even using unconscious humans to power the facility as well, much like in the Matrix movies. In other words, Eggman has hit a new all time low. So it is up to Sonic to go into this facility and free every living thing that is being used as energy within it.

In most areas of the level, Sonic comes across pods filled with living things. Some of them may have a switch that Sonic can press to free the animal inside of it. Sometimes, the animal can help Sonic out, and they may even let Sonic ride them at certain sections! Be careful, though freeing certain living beings will cause some doors and paths become blocked up with the energy to power them. There are also elevator platforms that go up slopes that can be hard to run up. These elevators make getting up the slope easier than before.

In some areas, there are jars with green liquid and hold mutated animals in them. Sometimes, the mutants will break from the jars and attack Sonic. Sonic must hit them once to neutralize them. There are areas where there is a crane picking up jars or pods. Sonic can hang onto the crane to be lifted into higher ground or to alternate routes. In other areas, there are laser shooters from the ceiling that Sonic comes across. These lasers will shoot down at Sonic when he nears them, making him lose rings if he is to be hit. There are also spider like robots that grab Sonic, but will carry Sonic across large gaps safely without doing anything to harm him. Sometimes, globs of green energy will bounce around, and they can harm Sonic. They can be destroyed with a jump or homing attack.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=AzBxs09FKxg>

Portal Connection Zone.

This level takes place in a series and network of interdimensional portals that can be accessed from Sonic's world. In this level, there are many floating rocks to walk on. Also, the portals often lead to interdimensional voids Sonic will have to go through. The voids look something like most of the pictures here.

<http://i.imgur.com/30odn4V.png>

And here.

<http://i.imgur.com/DLCgE5F.png>

The very portals themselves look like most of the pictures shown here.

<http://i.imgur.com/qn2R2hc.png>

Sonic chases Eggman through this series of portals and voids. Sonic just has to make sure that he doesn't get lost in here.

In this level, there are many rocks, rock roads and rock platforms that Sonic walks on. Sometimes, there will be rocks coming down from above, like meteors. Sonic will have to dodge these meteors as he goes through the level. There are also rocks that Sonic can do a homing attack on, or jump on to cross some paths. There are also blue mini portals to be found. Sonic will be transported around the whole place once he goes through one of these portals. Be careful, though, for it is easy to get lost with these mini portals.

In other areas of the level, there are creatures jumping around the voids or portals that come from different dimensions. These creatures usually tend to harm Sonic, but Sonic can run on the backs of some of these creatures if he is able to get onto them. In the voids, there are energy beams that float around. These beams can hit Sonic, harming him and causing him to lose rings. There are also vortexes in the lower sections of the level that will kill Sonic if he touches them, even if he has rings or a shield. In some other areas of the level, there are gravity sections to be found. Sonic can go onto the walls and ceiling like rocks of the levels, because the direction of gravity changes when Sonic jumps onto them.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=37v3xUdBnf4>

Clear Castle Zone.

This zone takes place in a nearly invisible castle somewhere in Sonic's world. This castle is located somewhere in a rocky desert valley, but it is so clear and so nigh-invisible, that even to the naked eye, it is hard to locate. Even everything inside the castle is invisible on the outside! Many things in this castle are either clear or near invisible. Some invisible objects have parts that are visible, like this.

<http://i675.photobucket.com/albums/vv119/Bekkiehere/Optical%20Illusions/imagesCA80KQ2C.jpg>

And some other objects are like mirages and are easy to see through, like this.

<http://rack.2.mshcdn.com/media/ZgkyMDEyLzEyLzA0Lzk0L21lcmNIZGVzcm9sLmFIUS5qcGcKcAl0aHVtYgk5NTB4NTM0lwplCWpwZw/a8433f47/9bb/mercedes-rolls-out-invisible-car-video--1eb88d095b.jpg>

And some objects are clear as glass (though they are not made of glass), like this.

<http://www.domesticoshop.com/media/catalog/product/cache/2/image/9df78eab33525d08d6e5fb8d27136e95/k/a/kartell-invisible-mesa-table-2.jpg>

Sonic goes through here as he goes to chase the evil Dr. Eggman.

In this level, Sonic comes across invisible objects that can be seen through. To take a better look at them, Sonic can knock a can of paint into the object, or objects, to see what and where they are and use them in some way. Sonic can also use searchlights that are around in this nearly invisible castle. These searchlights will spot invisible objects that Sonic cannot see on his own. There are also near invisible objects that have mirage like waves within them, making them easy to spot and for Sonic to use as platforms or other things.

Sonic is also able to spot invisible platforms by using the shadows that lie underneath them. Most other things are as clear as glass, though they are made by something that is not glass. Sonic comes across rolling balls in this level, and they will run over him if he is in the way, causing him to lose rings or else die if he does not have any, so it is best to steer clear of these spheres. There are some big platforms that are on wheels that can be found throughout the level, and Sonic can push these platforms to run over enemies. There are also sound wave bombs to be found

in this level, and Sonic will get hurt if he detonates them by attacking them. They can be detonated by a switch when far away, and can cause structures to break, leading to new routes.

Office Obsenity Zone.

This whole zone Sonic goes through happens to take place in a series of office buildings somewhere in Sonic's world, or for a better term, an office park. These offices have different things inside of them, such as cubicle spaces, big office, big old meeting rooms, lounges and other things to go through. There does not seem to be anyone present in the office for some reason. Eggman has breached the security here, and is trying to steal some secret files from the office, so it is up to Sonic to go and stop him.

In the cubicle spaces parts of the zone, there are giant staplers to be found. Sonic just has to jump on one of these staplers and they will launch Sonic upward, which is useful for getting to higher areas or, in some cases, get to higher areas. In the lounge sections of the level, there are bookcases with coffee jugs on top of them. These jugs will fall when Sonic nears, burning him if the coffee in the jugs touches him and makes him lose rings. There are also office chairs Sonic can push to knock over enemies in the way.

In some of the meeting room sections, there are charts displayed on a computer built onto the surface of the table of the room. The columns will rise when Sonic steps onto the computer, which will help him to reach higher areas, vents Sonic can spin through, or obtain goodies. There are file cabinets Sonic can use as stepping stones when each drawer opens, and at the same time, there are water coolers with jugs that explode whenever Sonic runs near them, harming Sonic if he gets hit by the blast that occurs. There are also photocopiers in this level as well, and if Sonic is pushed into the photocopiers by the badniks, a robotic clone of Sonic will come out and attack him. Although the robotic clone can be destroyed, it is very fast, and can be hard to hit.

Mill Motion Zone

This zone, as its name would imply, takes place in a sawmill area in a forest somewhere in Sonic's world. Naturally, as you'd expect, this mill is located in a forest area, and it has many dangerous things in it. The previous people who worked at the mill have been chased out by Eggman and his robots, and now he is cutting down more trees than the previous workers did and is trying to destroy the entire forest so that he will be able to make his base on

what is left to the forest. So it is up to Sonic to go in and drive Egg out.

In the sawmill, as one would expect, has metallic buzz saws all over the place. Needless to say, these buzzsaws will harm Sonic if he touches them, or they will even kill him if he has no rings. In some other sections of the level, there are logs suspended by a rope. Sonic can ride these logs as platforms, as some of these logs are move to the left or right while suspended in the air. There are also large, swinging metal axes throughout the level, and like the buzzsaws, Sonic must avoid them if he does not want to get hurt.

There are some platforms on stilts that Sonic can stand on or use as platforms. However, these platforms are fragile, and the platforms will fall and collapse if he stands on them for too long. There are also wooden spiked pillars to be found, and needless to say, these spikes harm Sonic if he touches them, so he must be careful. There are also logs on water that Sonic can ride. He just has to make them roll so he can roll across the water, though the water will not kill him if he falls off. Sonic must also run from bulldozers tearing up trees that is able to keep up with Sonic, like the GUN truck from Sonic Adventure 2. Sonic also comes across conveyor belts, which he can run on like he has before.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=R18xJEr6O2U>

Elemental Eminence Zone.

This zone takes place at an old set of ruins somewhere in Sonic's world. Not that these are not just ordinary ruins, but ruins with different themes. These ruins are composed of four sections, and the sections are each representing one of the four classic elements. In the first section, the ruins are Earth based, while the next section is based on the element of Fire. The section after that is represented by the element of Water, and the last section is represented by the element of Air. Eggman is apparently searching for something here. It is up to Sonic to go and find out.

In all sections, there are ruin type objects to be found. There are giant pillars Sonic can push to make bridges, and there are spears that come out of the ground that will harm Sonic if he touches them. There are also platforms to

be found that Sonic can run on to make them move. At the same time, there are broken parts that will fall and crush Sonic if he is not careful enough. There are also levers in this level that Sonic will have to push. Doing so will cause a nearby door to open, allowing for Sonic to go through and move on.

The level itself starts in the Earth themed section. In this section, there are rolling stones Sonic will have to avoid, and there are mud pits that Sonic falls into, needing to jump repeatedly to get out. There are also crystals that Sonic can bounce on, and flowers that act as platforms for Sonic to use. In the Fire section, there are flames everywhere, as one might have guessed. There is also a lot of hot lava, which will harm Sonic if he touches them. There are also fireballs and lava gushers Sonic will have to avoid.

Look very closely and you'll see this guy using the powers of the elements.

http://img2.wikia.nocookie.net/__cb20130628234119/493titanollante/images/d/d3/Drawing_of_Aang.png

In the Water themed section of the level, there is, as you'd guess, lots of water. On the ground, there are water gushers that can send Sonic upward to reach high places. There are also parts where water sprays from the walls, pushing Sonic around, and there are water slides to go down too. Sonic will also have to avoid some water waves. In the Air sections, there are tons of clouds that Sonic can use as platforms, and there are strong winds that will push Sonic backward or to the side. Sonic also can use tornadoes to reach higher areas.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=CVi4VJ8yDpQ>

Bright Nightclub Zone.

This zone, as the name would suggest, takes place in a large nightclub at night. In this nightclub, there are many lasers to be found, and so much music to be heard. The nightclub kinda looks like this.

http://www.disco-designer.com/INSOMNIA_LED_CLUB_LIGHTING_DESIGN.jpg

And this.

http://th09.deviantart.net/fs70/PRE/i/2013/296/5/4/nightclub_part_2_by_mrainbowwj-d6rjete.jpg

And this.

<http://www.spin.com/sites/all/files/130722-Night-EDM-Vegas.jpg>

This is quite a bright and laser filled area here. There is no time to party, though, for Eggman is trying to take over this large nightclub, probably to make money off of it. So Sonic has to stop him.

In this zone, there are lasers almost everywhere. Some of the blue lasers can actually harm Sonic if he touches them, so he will have to watch out for them. There are other green lasers can act as poles for Sonic to either climb or hang onto. Some of these poles, mostly the horizontal ones, are able to go upward, lifting Sonic to higher places he could not get to on his own. There are also laser platforms that appear and disappear every few seconds. Sonic is able to use these platforms to get to higher areas.

There are also fog machines around the level. These fog machines can make it harder for Sonic to see where he is going, and at the same time, they can blow Sonic around the nightclub. There are also bumpers shaped like stars in this level. Sonic will bounce off of them whenever he touches one of them. There are also sound speakers around the level, and these speakers, when they emit noise, will blow Sonic away, so it is best to be careful around these speakers if you do not want to waste any time. The red panel, when lit, sends Sonic upward. The blue panel, when lit, acts like a dash pad, and the green panel, when lit, will make some platforms appear Sonic can go on. There are also blocks of light Sonic can use as platforms. They change color every time Sonic steps on them

Additional Info: Something like this would be the music for Act 1:

<https://www.youtube.com/watch?v=GDpmVUEjagg>

For Act 2:

<https://www.youtube.com/watch?v=kLojMGNEJ1M>

Act 3:

<https://www.youtube.com/watch?v=jtQC8ChpUeg>

Breakneck Boneyard Zone.

This level Sonic goes through takes place at a place somewhere in the desert valley somewhere in Sonic's world. This whole area is notable for its bones of dead animals and other things. That's right. There are bones just about everywhere in this level, on the ground, on the cliffs and even on the ceiling of some rocky structures around here. There are also village huts to be found here. Eggman is apparently looking for something here. Whatever it is, Sonic will have to go find him here to find out.

There are, as the name implies, bones to be found everywhere. There are many structures made of bone here, and Sonic can use them to get across areas with the homing attack, or otherwise just jump on them to cause objects to collapse, which will open for newer paths or will make areas easier to get to. There are also spine like bones on the ceiling of some areas of the level. Sonic is able to grab onto these spine like objects, and he can also move back and forth to swing across some areas as well.

In other areas of the level, there are bone spikes to be found. Needless to say, these bones will harm Sonic with their spiked ends if he touches them, so he has to be careful. Also, there are catapults in the shape of bone hands, and when Sonic steps onto one of these, they will launch him forward, crossing long distances. Some other bones are pushable, and when Sonic hits these with enough force, these bones can be useful in speeding up Sonic,

allowing to go very fast without the need of a dash pad. There are also living skeletons that attack Sonic, but he can temporarily knock them out by attacking them. There are also giant bones hanging in the sky. When Sonic nears them, they will cause fall from the air, and if they land on Sonic, they will crush him, and Sonic will lose a life. There are also skeleton jaws of animals that will bite Sonic if he nears them.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=Rq4nGCRigxs>

Sticker Shack Zone.

This whole zone takes place inside a large building somewhere in Sonic's world. This is not just any place, however, for it is a facility with lots of stickers everywhere! That's right! There are stickers on the floor, stickers on the walls, and even stickers on the ceilings as well. In fact, the many stickers that are in this place happen to be the main gimmick of this very level here. Eggman has been seen coming through here, and apparently, he is hiding something in this place. It is up to Sonic to go and check out what it is he is hiding.

In this level, there are many stickers to be found. In some areas, there are sticker puzzles. These puzzles are optional, but if Sonic interacts with one of these, he must place some stickers on the right parts of the door in order to make it so the door will open, leading to alternate routes. Some stickers around here are actually able to grant Sonic new powers, or at least heighten his abilities. Some stickers around the area can make Sonic run faster or jump higher. They do wear off after an amount of time, though.

In other areas of the level, there are some walls with stickers on them. When Sonic nears them, he can use his homing attack to peel the sticker off of the wall, revealing an item box or a switch Sonic can press to activate something. In some areas, Sonic will touch a machine that will actually turn Sonic into a sticker, and as a sticker, Sonic can fly around and jump and stick to other walls throughout the level, and he is also able to interact with other stickers of objects as if they were actually the real thing, some of them helping Sonic while others harm him. Sometimes, Sonic may step on the sticky side of a large sticker, requiring multiple jumps to get out of them. Some

stickers are 3D, and can be used to climb high walls in the area. There is plenty of tape to be seen around here, and Sonic can walk on the tape if it is wide enough, or at least bounce off of it like a rope.

Damp Swamp Zone.

This zone, as the name implies, takes place right at a swamp area that exists in Sonic's world somewhere. There are many trees to be seen in this level, and there is lots of water to be found, some Sonic will have to walk in as he goes through. There are barrels around, and there are walkways to be seen that Sonic will spend most of his time on as he goes. There are also crocodiles to be found Sonic is going to have to avoid. This swamp acts as a path to Eggman's new base, so it is up to Sonic to make it through here and make it there.

In this level, there are barrels that act as platforms, and these barrels sometimes act as a means to get across the water with a paddle. Sonic also rides on logs throughout the level, much like in Sonic and the Secret Rings' Dinosaur Jungle, where Sonic had to ride a log by then. At the same time, there are crocodiles, and their backs actually act as good platforms for Sonic to stand on. But Sonic should be sure to get off quick, or else the crocodile will move and attack Sonic with its big jaws!

There are also cattails that are large that can be found throughout here. Sonic can climb on these cattails, usually to be able to get to higher ground. Some areas have lily pads to be seen. Sonic can bounce on these lily pads to be launched up high in the air, like the lily pads in Tropical Jungle of Sonic 06. Sometimes in the level, there will be fog around. The fog can make it hard for Sonic to see where he is going, so he must act with care as he goes through that fog. There are also vines to be found, which Sonic can use to swing across areas that may be dangerous otherwise. In some sections of the level, Sonic will have to run from a giant alligator that will chase him as he goes, much like in Lost Jungle of Sonic Heroes. There will be obstacles that will try to hinder Sonic as he goes, so he must maneuver around him as he tries to outrun the giant alligator.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=eaiCGzVA-8U>

Valley Meltdown Zone.

In this zone, Sonic goes through a snowy valley that exists somewhere in his world. However, this place is not completely snowing, for the sun is out, and the ice and snow that exists in this valley is starting to melt. That's right! This is a valley of melting snow! The snow and ice can be used to get around or overcome obstacles Sonic has to go through, and overcoming those obstacles could allow for access to alternate routes. Sonic will have to go through here as he goes to stop the evil Dr. Eggman.

The area somewhat looks like this.

<http://fc02.devianta...anblueice68.jpg>

http://upload.wikime...g_in_Pirita.JPG

In this level, there are mirrors that can deflect sunlight. Sonic can use these mirrors to redirect sunlight to some of the ice, causing it to melt and be able to go through different alternate routes behind the ice. There are also frost machines that can be used to keep some ice and snow from melting, or even increase the amount of snow and ice in them. Sonic can use these to overcome obstacles or just use them as platforms. There are also sections of snow that Sonic can dig through in order to reach otherwise inaccessible areas.

In some other areas, there are sheets of ice that Sonic can bounce off of in order to go higher into the air. There are also icicles that Sonic can hang onto like in Ice Cap of Sonic Adventure 1. These icicles are melting though, so Sonic must traverse these icicles if he wishes to take the high route of the area he is in. In some areas, Sonic can go snowboarding, but when he does so, he must avoid the areas of the ground that does not have snow by jumping over them, or he will simply tumble and fall. Some melting snow can also fall from above, causing him to be covered in snow. If Sonic is under that snow, he must jump multiple times in order to get out of the snow itself. There are also ice platforms on the water that melt as Sonic stands on them, so if they melt completely if

Sonic is still on them, he will fall into the water.

Something like this would be the music.

<https://www.youtube.com/watch?v=4gul0vES7Mg>

Hotel Havoc Zone.

This zone, as its name would suggest, takes place in a hotel area that exists somewhere in Sonic's world. This is a grand resort hotel, with pools, many many rooms, and room service. The hotel is quite beautiful to look at, from the inside and the outside. The food in this place is rather delicious as well. However, there is no time for Sonic and friends to check a room right now. The evil Dr. Eggman has taken over this hotel, and is charging ridiculous prices for the guests who want to stay at the hotel, so it is up to Sonic to drive him out.

In this level, there are many elevators to be found. These elevators take Sonic to other areas of the hotel, and they are quite fast at doing so as well. Sometimes, Sonic will have to take the stairs. As he does, Sonic will have to dodge luggage that is being thrown down the stairs as he goes, so it is best to watch out. There are also different key cards to be found. If Sonic finds one of these key cards, he can use it to open a nearby door that will lead into a room with hidden items that Sonic will be able to collect.

Look very closely and you'll see this guy laughing.

<http://i.ytimg.com/vi/Lq1kE154FDA/mqdefault.jpg>

And you'll see these two looking for a princess.

http://upload.wikimedia.org/wikipedia/fi/d/dc/Hotel_Mario_Scene.PNG

In other areas of the level, there are laundry areas where hotel cloths are being washed. Sonic can run on the conveyor belts in the area when he is here. There are also rolling carts Sonic can ride on, knocking over enemies in the way. There are also ice machines that will shoot out ice at Sonic, harming him if he is hit. Sometimes There is also a kitchen area Sonic comes to. In the kitchen area, he must avoid all the pots and knives that will be falling from above. Outside the hotel is a large pool. This pool is especially huge, and it may have items at its bottom Sonic can collect. There are also water gushers around the pool Sonic can use to reach high items.

Dirt Highway Zone.

This whole zone takes place in a highway made of dirt somewhere in Sonic's world. However, this road frequently leads Sonic into motocross arenas that have lots of dirt. With that said, the dirt road does look something like this:

http://hdwallpaper.freehdw.com/0001/nature-landscapes_hdwallpaper_dirt-road-in-sem-rumo-brazil_8232.jpg

And the motocross arenas look like this.

<http://wrenchmoto.com/wp-content/uploads/2013/05/Screen-Shot-2013-05-07-at-5.01.44-PM.png>

<http://www.schaefertracks.com/images/sandbox-arena/amsoil-sandbox-arena-1.jpg>

With that said, there is lots of dirt to be seen in this level. Sonic will have to go down the road and arenas in order to find and take on Dr. Eggman.

In the dirt road sections, there are lots of mud pits Sonic will sink into if he steps on one of them. Being fully submerged beneath the mud pits will cause Sonic to die, so it is best to stay out of these pits. The dirt in some sections may rise above the ground, creating a wall that will block Sonic's way until he jumps through it, much like

the sand walls from Sandopolis Zone from Sonic 3 and Knuckles. Some of the hills on the roads and in the arena will dissolve into flat surfaces when Sonic steps on them, and if they are dissolved fully, higher areas can't be reached.

In the arena sections of the level, there are many tires to be found. Sonic can jump on the tires in the arena to reach floating paths or otherwise higher areas. Sometimes, there will be tunnels under the ground. Sonic is able to spin through these tunnels and move through them like how he would move through the spin tunnels in Green Hill Zone from Sonic 1. There are remotely controlled motorcycles as well, and Sonic will have to watch out for these motorcycles or else they will harm Sonic and cause him to lose rings. In some areas of the level, there are fire blowers that can be found in the arenas. Needless to say, Sonic will get harmed by these flames if he touches them. In some other sections of the level, on the road and arenas, giant monster trucks come out of nowhere, and will chase after Sonic, all until a certain point of the level

Construction Chaos Zone.

This takes place in a grassland area that exists somewhere in Sonic's world. Now, in the middle of these very grasslands, there is a large construction site. That construction site is the very place Sonic is going to run through. There are many dangers to be seen in this construction site, and one wrong move could be your last. It would seem as if Dr. Eggman is trying to build himself a fancy castle on these meadows, one that could pollute the entire area. With that said, it is up to Sonic to go in and stop the construction.

There are plenty of buzzsaws to be seen in this level. These buzzsaws cut wood, but they can also harm Sonic if he touches any of them, so he must be careful not to touch them. There are also bulldozers that drop dirt from above. With that said, the dirt will fall onto Sonic if he is not fast enough, and he will be immobilized by the dirt. He must jump multiple times to escape the dirt. There is also falling metal coming from above, and they will harm Sonic if he is hit by them, so he must be careful when running around.

In other sections, there are flat elevators around. Sonic can use these to get to higher ground. Enemies will fall onto the elevator to fight Sonic, but he does not need to defeat them in order to move on. There are also cement pits in some areas of the level. Sonic will sink into the cement if he falls them, so he must make sure to jump out. He will have to jump multiple times to get the cement off. In some other areas of the level, Sonic comes across cranes that he is able to use to get to higher areas he could not reach on his own. There are some large tubes

around that roll through the area. Sonic can go into the tubes and run in them as they are rolling through the area. There are also some metal beams that collapse under Sonic's weight or fall down towards Sonic. Sonic must be careful otherwise not get crushed.

Additional Information: This would be the theme of the zone.

<https://www.youtube.com/watch?v=1R2beLNLLpc>

Looney Lab Zone.

This zone, as its name would imply, takes place in a laboratory somewhere in Sonic's world. Of course, it is correct that it is none other than Dr. Eggman himself who has created and owned this lab, and he seems to be using it to back up his plans for world domination as always. This lab has plenty of neat gadgets to be found, as well as dangerous traps and obstacles that will get in the way of Sonic and his friends. Alas, there is no time to fret, for Sonic and friends must make it through here to stop Dr. Eggman.

In many areas, there are electrical poles that create electricity that can harm Sonic fans, and they can also block paths, requiring Sonic and friends to destroy a nearby machine to move on. Some electricity may need to be activated to make some platforms function. There are also pits of chemical water that is pink. Sometimes, it is purple, and it will cause Sonic and co. to float on top of the surface of the liquid. There are also plenty of spin tubes to be found that are like the pipes from Sonic 2's Chemical Plant Zone.

There are also cranes working on machines, and Sonic and co. can let the cranes lift them to higher areas of the level. There are also beams of red light that Sonic and his friends will come across. Touching them will cause them to shrink, like in Metallic Madness Zone 2 from Sonic CD. These rays will be needed to get through different areas of the level, and perhaps some alternate paths. There are also chemical bubbles Sonic and friends can stand on as well as chemical tubes that explode. There are also flames coming out of the floor, harming Sonic and the crew if they touch it. There are also sections of nuclear waste pools to be found. Sonic and co. must be careful not to fall into the nuclear pools. There are also conveyor belts, gas rooms that drain rings, and switches that stop time itself

for several seconds, allowing for some good platforming.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=3z2Q8maJTOo>

Hideous Hive Zone.

This level takes place in what happens to be an alien hive and nest that exists somewhere in Sonic's world. No one knows for sure how this hive and nest got there in the cave it is in, but Eggman is apparently here to try and collect alien DNA for his plans. Not to mention, this place is a shortcut to Eggman's base, so Sonic and his friends must go through this alien place. There is plenty of slime and plenty of eggs all around, and all of these can be actually harmful to Sonic and company, so they must be careful.

In this zone, there are eggs around the hive-nest to be found. Some of these eggs will have aliens hatch out of them. These aliens will then proceed to attack Sonic and his crew. There is also lots of slippery slime around the level, and Sonic and his friends will slide on this slime as they run on it. There are some slime ropes around that Sonic and the team can jump onto to bounce themselves to higher areas. The level also has webs with alien cocoons, with the webs being able to be used for climbing for Sonic and the gang.

In other sections of the level, Sonic and his friends will come across some deadly gas. The gas will drain Sonic and co.'s friends one by one the longer they are within those gas clouds. There are also alien worms that pop out from the ground, and they will try to attack Sonic and his friends. The crew can ride on these worms, as some of them can fly through the air. The level also has pools of acid to be found that is dangerous to Sonic and his friends, and there will be pillars of acid coming out of these pools. Sonic and the gang also comes across alien tentacles that will try to grab them and throw them around the room. However, some of the tentacles can be used as grind rails. Some other sections have a green, bouncy gel substance Sonic and co. can bounce off of in order to get items that are high in the air.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=RSm22cu707w>

Happy Park Zone.

In this zone, Sonic and his friends go through what happens to be a theme park of some kind. The theme park has no roller coaster rides, but there are some rides, and some shows. It looks like some kind of city neighborhood of some sorts. However, this theme park is defined by the one thing that makes up the whole park: Animatronic robots. That's right! There are tons of animatronic robots here, making it much like Chuck E. Cheese and other similar places. Eggman has taken over this park, so it is up to Sonic and co. to drive him out!

On the "streets" of the animatronic park, there are robots driving vehicles. The vehicles can harm Sonic and company if they run into them, so they have to watch out for them. The crew can ride on these vehicles, though. There are also balloons everywhere, and Sonic and his friends can bounce off of them, sometimes to reach higher places. There are also wheels to bounce off of as well. Some of the animatronic robots are big, and can pick up Sonic and friends and throw them to higher places, which can be helpful.

There are different animatronic robots that push walls, pop up from the ground or operate elevators, which can help or hinder Sonic and his friends in some way. The level has levers that can be touched. Once touched, it will activate some animatronic robots that will do things to change the level around, which is useful for opening alternate routes. In the showrooms of the park, there are hot spotlights that can burn Sonic and friends if they touch them, and there are balls that fly around the room, harming Sonic and friends if they are hit.

Look very closely and you'll see these guys in the showrooms.

http://art.ngfiles.com/images/321000/321636_theraspberryfox_five-nights-at-freddy-s-day.png

The level has plenty of different other robots that use weapons, such as blades, bombs, hammers, guns, maces, and other kinds of weapons Sonic and his friends must watch out for

Substation Shock Zone.

This zone takes place in an electrical substation area that exists somewhere in Sonic's world, or at least a series of substations. In case you do not know, a substation looks something like this.

http://www.enova-automation.com/images/amatasub2_big.jpg

There are also roads with electrical towers to be found that Sonic and his friends will have to traverse on. They can also be called transmission towers. Those very electrical towers will look something like this.

<http://powermylifetx.com/wp-content/uploads/2013/02/Transmission-Lines1.jpg>

There is lots of electricity to be found in this level, and Sonic and his friends are going to have to be careful when going through here. It is unknown if Eggman owns this place or not, but Eggman has been seen around here, so it is up to Sonic and his friends to find him.

In this zone, there are many electric fences to be seen. Needless to say, these fences can harm Sonic and his friends if they touch them, so they should best steer clear from them. There are also small electricity generators that are like the ones in Scrap Brain Zone in Sonic the Hedgehog 1. Their electricity can also harm Sonic and his friends, so they must be avoided. There are also many wires to be found. Sonic and company can bounce on some of these wires or otherwise, they can grind on them if they wish.

There are some electrical generators in the substation areas that will explode when Sonic and the crew near them, so it is best to be careful around them. There are also floors of electricity much like the ones in Death Egg Zone of Sonic 3 and Knuckles. Sonic and the gang must avoid these floors as well as the electricity bolts that emerge from those floors. There are also sections where there are floors much like the infamous floor from Sonic CD's Wacky Workbench level. Sonic and friends can bounce off of these floors to get to higher places. There will be puddles of water on the ground that are electrified by electricity every few seconds. They won't make Sonic and co. lose all of their rings, but they will lose five rings from each shock. Sonic and company can also swing on hanging wires as if they were vines, but they should not touch the tip, for it emits strong electricity.

Dark Destination Zone.

"One does not simply walk into Dark Destination Zone."

This level takes place in a barren wasteland. This wasteland is very dark, and all of the rocks seem to be colored black. The clouds are dark, and there is lightning coming out of them. There is also polluted water, and some black smoke coming from the ground via Eggman's machines (not by volcanic activity). This area is much like Mordor from Lord of the Rings, only without the lava, volcanoes and anything red and orange. Sonic and his friends have learned that an Eggman base is around here, so it is up to them to find it.

As said before, Sonic and friends see smoke coming out of the ground via Eggman's machines. Standing in the clouds will cause Sonic and company to lose rings every second they are in the smoke, so it is best to steer clear from these clouds. There are also lightning bolts coming down from the sky, and they are marked by a blue light before they hit. Sonic and co. must avoid these lightning bolts. There are also polluted rivers to be found. Touching the polluted water will damage Sonic and friends, causing them to lose rings.

Look very closely and you will see this guy trying to find a certain ring.

<http://images2.fanpop.com/image/photos/14000000/Gollum-Smeagol-smeagol-gollum-14076818-960-403.jpg>

There are also areas of the level covered in dark fog. They will not drain Sonic and crew's rings, but they will make it hard to see, which could cause Sonic and the crew to get lost or run into something that is dangerous. There are also large canyons with strong winds above them. Sonic and his friends will have to ride the winds to be able to get across the canyons without falling into them. There are also large, tall rocks to be found. Hitting them will knock them over, and Sonic and friends can then cross them like a bridge. In some areas of the level, there are beasts that are vicious when the moon is showing. These beasts are dangerous, and the only way to get past them is to activate a nearby device that will create clouds to hide the moon, turning the creatures into rather cute, small beings. The created cloud does not last long, so Sonic and friends must move quickly.

Additional Info: Something like this would be the music for act 1.

<https://www.youtube.com/watch?v=WH3eYtU9-BU>

And something like this would be the music for act 2.

<https://www.youtube.com/watch?v=q1v9A3ymnR0>

Cruise Control Zone.

In this level, Sonic and his friends have to ride a cruise ship to reach another area of Sonic's world, since the Tornado is broken down a bit at the moment. This cruise ship has everything in it; a mall, a spa, some water slides, a jogging track, a nightclub, an exercise place, a pool, a basketball court, and much more. However, unknown to our heroes, Eggman has managed to sneak some robots onto this ship, and traps for Sonic, his friends and the innocent people on the boat, so it is up to Sonic and crew to stop the robots and get rid of the traps.

In the basketball courts of the cruise ship, the hoops are a bit too tall. Still, if Sonic and his friends go through one

of the hoops, they will gain some rings as points for going through them. There are also the water slides on top of the ship. The water slides kind of work like the water slide in Lost World in Sonic Adventure 1, only there are enemies to watch out for as the crew goes. In the tennis court areas, there are big tennis rackets that will block Sonic and co. from exiting the area, so the crew must be quick to get by them.

In the ballroom areas of the ship, Sonic and friends find disco spheres in the air, and they can launch the gang into the air to collect aerial goodies. There are also casinos with dice platforms and slot machines that can be hit to let out rings. In the spa areas, there are tubs of hot water that will burn Sonic and friends if they touch them. There are also libraries with books that can be used as platforms. But these books can open up, knocking Sonic and his friends off of them if they are not so careful while on them. In some sections, Sonic and co. go off the ship with diving gear, and go through the water around the ship, collecting rings and avoiding any mines as well as sea animals such as sharks.

Aqua Amusement Zone.

This zone takes place at a theme park that exists somewhere in Sonic's world. This theme park is actually water themed, and because of that, one can expect to find water elements all over the level. There are plenty of pools and slides and other amusement park things to be found in this level, and though Sonic can't swim, he and his friends still have to make it through this level. Why? Because Eggman has been spotted at this park, and is most likely up to no good. So, it is up to Sonic and friends to stop him.

In this zone, as one may suspect, there are many different water slides to be found. Some of these water slides are like the water slide in Lost World of Sonic Adventure 1, but in some of the slides, there are bombs Sonic and his friends will have to move around. There are also plenty of water gushers on the ground that will propel Sonic and his friends upward when they are over them. In the water, there may be water currents that will push Sonic and friends across the water itself, and they will have to maneuver around obstacles as they go.

There are also plenty of roller coaster rides Sonic and friends can go on, and they are much like the roller coaster rides in Asteroid Coaster in Sonic Colors. Some of these coasters even go in the water itself. Some areas have river raft rides Sonic and his friends will have to go on. They can move the raft by standing on one of its edges, making it

go left when they stand on the left side and so on. There are large water pools around that have actual, large waves forming in them that will push Sonic and his friends back if they touch it. In other areas of the level, such as the playground areas, there are water spraying guns that can spray and push Sonic and his friends, knocking them off of a platform if they are not careful enough. There are also large water buckets that can drop water that can push Sonic and friends downward if they are hit by it onto the ground below.

Cathedral Clatter Zone.

This level, as the whole name would suggest, takes place in a giant cathedral that is located somewhere in Sonic's world. This level has many religious things in it, and it is much bigger than your average cathedral in the real world. Sonic and his friends will have to go through this cathedral, and the reason as to why that is the case is because it is said that Eggman has stored a secret weapon that he plans to use to destroy a nearby city. With that said, Sonic and friends go to investigate and disarm the level.

In this level, there are plenty of stained glass windows to be found. Some of them can lead to different rooms while others lead to the outside of the cathedral. Some of them even lead to hidden routes if Sonic and his friends are able to find such windows. There are also giant pianos that Sonic and his friends can walk on. Hitting certain keys on the piano in the right order may just open up a nearby alternate route. The pipes of the piano can act as spin-through tubes, which Sonic and his friends can spin through to reach other places.

In other areas of the level, there are giant chandeliers that rise towards the top of the cathedral and then smash down, crushing Sonic and his friends if they are not careful, much like the chandeliers in Marble Zone from Sonic the Hedgehog 1. Sonic and friends can ride on these chandeliers, though. In the higher areas of the cathedral, there are big bells, and Sonic and his friends can touch them to release rings they can collect. At the same time, some rays of light in the cathedral may pull Sonic and friends upward to higher areas. Even more areas of the level have statues. Some can be broken to find hidden items, while others can spit fire that will harm Sonic and his friends if they are not careful.

Slum Skirmish Zone.

In this level, Sonic and his friends go through what appears to be a slum area, or an area that is not only part of a town, but is also worn down and rather poor. This area is quite a poor place, and Sonic and friends will see shanty houses and such. The slum area kind of looks like this.

<http://upload.wikimedia.org/wikipedia/commons/c/c9/MathareValleySlum.jpg>

And this.

<https://lebbeuswoods.files.wordpress.com/2008/01/slum-mumbai1a.jpg>

And this.

<http://s.ngm.com/2007/05/dharavi-mumbai-slum/img/dharavi-industry-615.jpg>

Eggman is here, and it appears he is trying to rip off the people of the slum area, so Sonic and his friends must go and stop him.

In this level, there are plenty of glass windows to be found. Sonic and friends can break through these glass windows, sometimes doing so in order to reach areas that are otherwise not accessible. In many parts of the whole level, there are structures around that Sonic and the crew can break through, while others can be knocked down. There are even roofs that can be broken through as well. Some of the houses are very fragile, so whenever Sonic and friends jump onto one of them, they may collapse under their own weight.

In some areas of the level, there are bouncy planks of wood. Sonic and the gang can use these planks in order to reach higher areas that may have hidden goodies. In the level, there are also plenty of large trash cans to be found. Sonic and friends can knock them over or send them into large enemies in order to knock them down on their backs. In other sections of the level, there are worn out cars going along. These cars can harm Sonic and crew if they ram into them, although some of these cars actually are ride-able for Sonic and the crew. There are also lines of cloth around that Sonic and his friends can swing on. Also, there are pipes filling pots hanging from above with hot water, which dumps downward every few seconds, burning Sonic and friends if they are not careful.

Fabulous Festival Zone.

In this zone, Sonic and his friends are in a kind of festival, which is taking place in a city that exists somewhere in Sonic's world. This festival is very colorful in so many ways, and the theme seems to be based on a mix of a Mexican Fiesta and a Mardi Gras festival. There are colors all around, and there are different things going on, including a parade to be seen. There is lots of fun to be had in this festival, but there is no time for that now. Eggman has been seen going into this festival, and it is up to Sonic and company to find him and see what he is up to.

In this festival level, there are many balloons to be seen. Sonic and his friends can bounce off of these balloons, much like in Carnival Night Zone in Sonic the Hedgehog 3. These balloons can send the gang upward. There are also large kites Sonic and friends can grab onto. Doing so takes them high into the air, where they can grab different kinds of goodies. At the same time, there are different masks to be found, and each mask gives Sonic and co. special powers, like firing energy beams, intangibility, invisibility, super jumping and more. Bead ropes also appear, and Sonic and friends can grab onto and swing from these.

There are also plenty of fireworks to be seen. Sonic and his friends can grab onto these fireworks missiles and ride them into the air, jumping off of them and diving to the ground below after. Other areas have large drums as well that Sonic and his friends can bounce off of as well, though they won't bounce as high as they would with the balloons. There are also hanging objects Sonic can homing attack to get across large areas. If one of Sonic's other friends are being played as, you can just jump onto these objects. Other areas have costumes that Sonic and crew can dress up in. They will need to wear these to get into different, alternate routes. In the parade sections of the level, there are many floats to be seen going down the road. Sonic and the gang can interact with the objects on the floats in different ways. There are balloons to bounce off of as well. There are also different pinatas to be found. Sonic and his friends can break the pinatas to obtain different goodies that may be inside of them.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=mbZH2-bnOXg>

Pleasant Palace Zone

This whole level takes place in and out of a magnificent palace located somewhere in Sonic's world. This palace is amazing in many ways, and it is so pretty. On the inside, the palace will look like this.

http://www.eurocarb18.com/wp-content/uploads/Grand_Kremlin_Palace_Andreevsky_hall_1.jpg

Or this.

<http://russiantraveling.com/wp-content/uploads/2013/02/01.jpg>

Or this.

http://upload.wikimedia.org/wikipedia/commons/c/c1/Grand_Kremlin_Palace_Aleksandr_hall.jpg

And even this.

http://img.izismile.com/img/img2/20091020/palace_of_versailles_06.jpg

Talk about living like a king! Now, Eggman is here to steal some jewels, so it is up to Sonic and the gang to go and stop him before he can take any.

In this level, there are many chandeliers that Sonic and his friends will come across. Sonic and co. can use some of these chandeliers as platforms to reach higher areas, while other kinds of chandeliers will fall from the ceiling, crushing Sonic and friends if they are not careful. There are some areas that have quite a few mirrors in them. These mirrors have reflections that show platforms and items not seen otherwise Sonic and friends can get to. There are also secret doors to hidden passageways, with a switch being nearby.

In the beautiful courtyard areas, there are pretty, large flowers that rise to the air when Sonic and friends step on them, allowing for higher areas to be reached. Also, there are water fountains Sonic and his friends can use to get to higher areas or get to items in the air that even flying alone could not be able to obtain! There are also thorny bushes around the courtyard of the palace and, needless to say, they will harm Sonic and his friends if they dare to even try and touch one of those thorny bushes. Inside the castle again, there are carpets that have waves going through them every several seconds, knocking Sonic and company off their feet if they are hit by one of them. In other areas of the palace, there are crystal objects to be found, and Sonic and his friends can bounce off of these crystals, breaking them. They can be used to obtain items in the air.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=ArewlgpGUOo>

Rocky Retreat Zone.

This zone takes place in a resort area that exists somewhere in Sonic's world. Now, this is not really a tropical beach kind of resort, but rather, it is a resort that is on the mountain range near a mountain town. That's right! This is a mountain resort here! The resort itself is somewhere near a mountain town, which Sonic and his friends will have to travel through as they go through this level. Eggman is here, and while it is currently unknown why he is here, it is up to Sonic and his friends to find him and chase him out.

In this level, there are plenty of ski lifts to be found. Sonic and his friends can ride these ski lifts to reach higher areas while optionally collecting items along the way. They will have to dodge badniks along the way, however. At the same time, there are hot springs in the area, and touching them will harm Sonic and his friends. But they can press a nearby switch to temporarily turn down the temperature to get items in it. There are also windmills Sonic

and his friends can touch, which will redirect Sonic and friends to another direction.

The lower areas do not have snow, though the higher areas do. In the higher snowy areas, Sonic and friends can snowboard down the mountain. Then, Sonic and friends snowboard from the mountain to down the mountain town streets like how Sonic used a board to go down the streets in City Escape in Sonic Adventure 2. While snowboarding, Sonic and his friends may be chased by avalanches, and in the mountain town areas, there are lots of cars Sonic and his friends will have to watch out for. Also, there are plenty of cabins and lodges and mountain hotels Sonic and his friends go into. At the same time, Sonic and the gang can press a switch to extinguish a chimney fire, and go in to to be launched to the roof, where there are items to collect. In some areas, Sonic and the crew will have to outrun rolling boulders that will chase them.

Atomic Assault Zone.

This takes place in an area where an Eggman base is located. However, this is just not any base there is, but a base located somewhere at the subatomic level. That's right! This level takes place in the subatomic world! It is unknown why Eggman has set up a base here, but Sonic and his friends have to make it through the atomic dangers that are littered throughout this level. There are many things that only can be seen at this scale, and plenty of them are dangerous. With that, Sonic and his friends must go through with care.

In this platform, there are many atomic rings in the air, and Sonic and his friends can go through them. Doing so will cause structures to either break up or become formed for Sonic and his friends to traverse on. There are also electron clouds to be seen, and they are capable of harming Sonic and his friends if they touch them, so they will have to watch out here. Some atoms in this level are capable of being broken with a touch to create smaller platforms, which may or may not be convenient for Sonic and his crew.

Look very closely and you'll see this guy traversing the world.

<http://static.comicvine.com/uploads/original/8/80376/1772958-antman.jpg>

In other areas of the zone, there are many atoms that grow bigger and get smaller over several seconds. Sonic and his friends can fall off of them when they change size, so they must be careful when going through here. There are also orange atom orbits that Sonic and his friends are able to hang onto. Some atoms will collide with each other, causing an explosion that could harm Sonic and the gang, though they could also damage some things to open hidden routes. There are also swinging, charged particles that can shock Sonic and the gang as well as atoms that will bounce around, and can be used as moving platforms to get around.

Stockpile Strife Zone.

In this level, Sonic and his friends go through what happens to be a stockpile area that exists somewhere in Sonic's world. The stockpile consists of many kinds of dirt, rock and sand, such as salt and other things. The stockpile looks like this.

<http://www.thorglobal.ca/data/blog/20121207-t190-large.jpg>

And this.

<http://www.wastormwatercenter.org/files/gallery/eog4zbGR6zEpT7mJ.JPG>

As well as this.

<http://dalegreencompany.com/wp-content/uploads/2014/06/city3-dale-green-company.jpg>

Apparently, Eggman is here, and he and his robots are trying to steal some of the materials that are here. So it is up to Sonic and the gang to go and stop him before he and his robots can steal anything from the stockpile.

In this level, Sonic and the crew can dig into the piles of earth that are all over the place. With that said, they can find items that may be well hidden in the piles of earth. Some areas have cannons that will blast dirt, and the blasted dirt can harm Sonic and his friends if they are to be hit by it. Because of this, they should be careful when around these cannons. There are also large cranes to be seen. Sonic and his friends can hang onto the cranes and be lifted to higher areas, usually being the top of one of the piles they come across.

Some areas have shovels laying on the ground with rocks on them. Sonic and company can hit the shovel with a jump attack to send the rock up and fall back down, catapulting Sonic and friends as it hits the digging part of the shovel. There are also large dirt plow machines to come across, and if Sonic and the crew are not careful, they will end up being buried by the dirt the machine moves. At the same time, there is dynamite to be found, which will go off when Sonic and his friends go in it, so they must be careful. Some areas have huge silos. These silos, once Sonic and crew go into them, will start to fill up with dirt, and Sonic and company must race to the top of the silo before the dirt fills up and they get crushed by a ceiling. There are also conveyor belts that move dirt that Sonic and his friends are able to run on.

Bamboo Bonanza Zone.

In this zone, Sonic and his friends go through what happens to be a bamboo forest somewhere in Sonic's world. That's right! This is a bamboo forest here! In this forest, there are many bamboo features to be seen, though whether or not this bamboo forest exists in an Asian-like country somewhere in Sonic's world or not is unknown. There are also structures made entirely out of bamboo around here. Eggman has been seen going through here, so it is up to Sonic and friends to go after him to see what he is up to.

In this zone, there are many bamboo corner poles to be seen. Sonic and his friends can swing on these corner poles to build up speed, much like in Mushroom Hill Zone of Sonic 3 and Knuckles. There are also large, horizontal poles that Sonic and his friends are able to swing from to reach higher areas. There are also bamboo baskets on ropes. Sonic and friends can jump in one to be lifted to a higher area. There are also structures made of strong bamboo, but a few hits will make the structure fall down and be more accessible.

Look very closely and you'll see this girl doing some training.

<http://www.cornel1801.com/disney/Mulan-II-2004/characters/Mulan.jpg>

There are also areas where bamboo is on the ground, having been sharpened to the point that they are spiky. Needless to say, these spiked bamboo are harmful, and they will hurt Sonic and his friends should they touch one of these. There are also bouncy ropes to be found that Sonic and his friends can jump on, much like in Kingdom Valley from Sonic 06. At the same time, bamboo levers can be seen and interacted with. Pulling a bamboo lever can cause some structures to come into existence Sonic and the gang can traverse through. Some areas have bamboo huts as well, and if Sonic and company go into one of these huts, they will find hidden items, or at least a switch that will activate something. Also, some bamboos hang from the air and swing, which Sonic and co. can hang onto like a vine.

Holo Harmony Zone.

This zone takes place in some kind of large, technological building. And this is technological, as the whole place is filled with many different 3D holographic images all around. With that said, Sonic and his friends encounter horizontal projections from a projector as well as other things that are holographic. With this said, there are many kinds of perils to be found here, and Eggman seems to have control over this place. Whatever the reason for that is, it is up to Sonic and friends to take down Eggman and chase him out!

In this level, there are green spheres to be seen. By jumping onto these spheres, Sonic and friends are able to be launched upward like they were using a spring, which can be useful in terms of getting to high place. There are also holographic "conveyor belts", and Sonic and friends can run on these, going faster or slower depending on what direction the belt is moving in. There are also holographic crushing pillars that will kill Sonic and friends if they are under them, so they must be careful when around these.

There are also holographic objects in the level that are deactivated. In order to activate them, Sonic and friends must find and press three nearby switches. Doing so will activate the holographic objects, which can then be

interacted with. There are colored platforms that frequently turn on and off, and they lead to alternate routes. Getting past these carefully will have its rewards for the crew to have. There are also invisible holographic roads that partially turn visible when Sonic and friends step on them. The crew must be careful in getting past these. In other sections of the level, there are projected 2D images that Sonic and friends can run on. There are some parts of the images that, when touched, will either open up new routes, destroy some enemies, or even freeze time.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=3z2Q8maJTOo>

Fluorescent Fever Zone.

In this zone, Sonic and his friends go through a large building somewhere in Sonic's world. This building is dark, and has lots of black light, showing many glow and the dark colors, meaning you'll see lots of this.

<http://i.imgur.com/xgXCuBp.png>

As well as this.

<http://i.imgur.com/gaX0aV7.png>

As well as this.

<http://i.imgur.com/O4hl8Q1.png>

So this is one of those glow in the dark areas, and Eggman has taken it over for whatever reason, mainly because there is an item Sonic and friends need to stop Eggman, and he has set traps to prevent them from getting it.

In this level, there are glowing pillars around that Sonic and friends come across. They will fall over when they near the pillars, so they must be careful when they are around them. At the same time, there are laser guns on the ceiling firing lasers right at Sonic and his crew. The gang must make sure that they dodge the fire from the guns or they will lose their rings. There are also light bulbs that Sonic and friends can touch to light the way, though they are pretty much optional as they can go on without it.

In other areas of the zone, there are glowing force fields that will block the way for Sonic and his crew. They will have to find a nearby machine and destroy it in order to move on through the level. In other areas of the zone, there are big rings to be found that change shape every few seconds. If the crew can jump through them all while all rings are of one particular shape, they will get more rings as a reward. There are also water pools to be found here that are illuminated, some with breakable doors in them that lead to hidden routes. Also in this zone, there are paint cans that Sonic and friends can hit to send flying at enemies. Some paint may fall on members of the crew, and can make it easier for badniks to spot them. Sonic and co. must jump into a pool of water to get the paint off.

Extreme Evacuation Zone.

This zone takes place in a rural area somewhere outside of a big city nearby. However, the city has been attacked and destroyed by Eggman and his robotic forces, and because of this, the inhabitants of the city have fled and are now in a series of evacuation centers in the rural area. There are lots of tents, sleeping bags and cubicles here, as well as many people who have lost their home in the city because of Eggman. It seems Eggman might plan to attack the evacuation centers next, so it is up to Sonic and his friends to stop him.

In this level, there are tents outside to be found. Sonic and friends can bounce off the top of these tents, though they don't go that high. There are also large fire engines with a switch that is nearby. Hitting the switch will cause the ladder on the fire engine to rise, and Sonic and his friends can use the ladder to reach higher areas or obtain

any kind of hidden goodies. Also, there are ambulances that move around the area, and these ambulances can hurt Sonic and his friends should they be hit by them.

Inside the evacuation centers themselves, there are pipes that are in the walls, and Sonic and crew can spin through these pipes to get to higher areas or even secret rooms in the evacuation center. Sonic and the gang also come across springy hammocks that they can push inside or outside the evacuation centers, and after being pushed, they can send Sonic and friends across an area, which is useful for getting through areas quickly. In the evacuation centers, there are also items on the ground Sonic and co. can collect. They can then bring the items to people and trade them for rings or other items. Some healing bottles also lie around, and the crew can carry them to sick or injured people and heal them with it, gaining points to the total score of the stage.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=Qzf9N1IrdRY>

Border Blasphemy Zone.

The setting for this zone takes place in between two cities. Between these two cities are border patrol gates and ports of entry, meaning that the cities are on two different countries from each other. There are also border checkpoints further from the border. So this is basically a border patrol level. However, Eggman has taken over this area, and is determined to use it to keep Sonic and his friends from getting further to his base. Sonic and co. run on both sides of the border, but the stage is usually along a long wall.

In this zone, there are traps along the walls of the border. There are turrets that will pop out of the ground and shoot Sonic and his friends, so they have to be careful around these. There are also visible land mines Sonic and his friends will have to dodge as they move along, and there are bombs that shoot out of the ground, floating downward with parachutes until they hit the ground

There are also some breakable gate doors around the level that Sonic and friends can break down to go further,

with other doors requiring a switch to be pressed in order to be opened. There are razor wires on top of the walls that will hurt Sonic and crew if they touch them, and there are fences that are electrified, which, of course, makes them painful to touch. There are also toll gates where Sonic and co. must pay at least five rings to get to a secret area. This could lead to a hidden route or an area with items the crew can collect.

In the city sections, there are cars and trucks that move around. Some cars and trucks can be hit to release smuggled robots that will attack Sonic and his friends, so he must be careful around these. There are also barricades that break when Sonic and co. hit them while speeding through, but they will slow them down or even harm them at times, so it is best to stay away from these. There are some gates that start closing when Sonic and the gang near them. If Sonic and co. can make it past them, they'll get to go through another route. If the gate shuts before they get through, another route must be taken, for the gate door cannot be broken.

Sunny Skatepark Zone.

This level, as one could easily guess, takes place in an overly large skatepark somewhere in Sonic's world. Here, there are many ramps, hills and other things that a skateboarder, BMX rider and such would be able to ride through on a good day. Now, because this is a skatepark, this level lacks one certain thing: automation. That's right! There are no dash pads and automation around here. You will have to move Sonic and his friends yourself to get around this whole area. Sonic and friends happen to come across here as they look for Eggman.

In some areas, there are skateboards lying around the area. Sonic and his friends can ride the skateboards like how Classic Sonic rode one in City Escape in Sonic Generations. When the characters hit something, the skateboard is lost. These skateboards are optional, but could actually add to the fun factor of the level. There are also giant balls rolling through the level as well, and touching these spheres can cause Sonic and his friends to get hurt, which will, of course, result in a loss of rings, so they have to be careful.

In other areas, there are poles sticking up on the ground to be found. Sonic and his friends can swing on these polls to redirect themselves like the poles from Sonic Free Riders (though the Kinect is not needed to use them this time.) There are also holes in the ground that, when Sonic and crew get near them, will sprout fire that can harm the crew, so they have to be careful not to run into the fire here. Also, some ramps have lights on them, and

depending on what light is glowing by the time the crew run on it, they will be launched a further distance, with blue lights sending the crew the furthest while red lights send them the least furthest. Some other areas of the level have spinning, circular panels on the ground that can redirect Sonic and co.'s movement as they run over it.

Hassle Hospital Zone.

As the name of the zone would suggest, this takes place right in a hospital area somewhere in Sonic's world. With that said, the hospital is mostly futuristic in design, and is pretty state of the art, too. For that matter, the hospital itself looks like this.

<http://i.imgur.com/l5fFztT.png>

And this as well.

<http://i.imgur.com/yhdlptK.png>

There seems to be some special equipment in this hospital, one that has caught Eggman's interest. Because of this, he is after the equipment, which means it is up to Sonic and his friends to go and stop him before he can get to it.

In this zone, there are injection needles around the area that Sonic and his friends may step on. These needles will not only harm Sonic and crew, but they will make them rather sleepy, making them hard to control. Sometimes, Sonic and crew might get poisoned, but if they do, there should be large healing items around. They just have to hit the healing item and they will be cured. There are also thermometers that are attached to something that can be heating. Heating the object until the thermometer reaches its peak will cause an item to come out for Sonic and pals to use.

In other areas of the zone, there are therapy areas with different items. Sonic and his friends can swing on the swings there and bounce on some large, rubber balls around. There are also weight scales to be found. If Sonic and

friends get to a high enough position, and jump on the scale, a door will open nearby, allowing access to an alternate route. Some other areas have X-Ray machines that can be turned on. If done so, and if they go behind the X-Ray machine, Sonic and friends can obtain items that are not visible otherwise. There are knee jerk reflex hammers that fly around, and they will be able to hurt Sonic and friends if they are hit, so they must be careful. Also, large objects that look like shock paddles. When Sonic and friends hit these, they will not lose rings, but be bounced or sent flying at great lengths, which is useful for breaking doors or ceilings.

Ludicrous LCD Zone.

In this zone, Sonic and friends go through a world created by Eggman that looks like an old handheld game. Not just any handheld game, though, but games that look like the ones made by Tiger Electronics and the Game and Watch games made many years ago. So the stages will look like this.

<https://www.youtube.com/watch?v=bfMvve1ivY>

And this.

<https://www.youtube.com/watch?v=raJv6N0kSv4>

With that said, everything moves like the objects in the games, but they are actually 3D, unless Sonic and friends go in 2D mode. There are also backgrounds for this level. Sonic and friends go through here as they go to stop Dr. Eggman.

In this level, there are rolling balls that move just like the ones in the electronic games mentioned above. Despite how they move, these balls will harm Sonic and friends if they are to touch them, so they must make sure to avoid these spheres. There are also bombs falling in the sky that move the same way, and they will also harm Sonic and friends if they touch them. Most areas of the level have platforms that move around and appear and disappear, which may be needed to cross gaps or any kind of obstacle.

Some areas have a catapult. When Sonic and his friends touch it, they will be sent flying through the air to another section of the level. Other areas have turrets that shoot at Sonic and the gang, and they move faster than other objects, so they must be aware of that. Also, moving faster than other objects are cars that can hit Sonic and his friends, damaging them if they are hit. There are also black and white trampolines in the level, and Sonic and his crew can bounce off of them to reach higher areas they could not reach otherwise. There are electric machines that act as platforms, but spew electricity every few seconds, which Sonic and the gang must be careful about when using these machines as platforms.

Additional Info: The music would be similar to something like this.

<https://www.youtube.com/watch?v=D6fkkVMsrAA>

Magic Mania Zone.

This zone takes place in an area full of things you'd see in a magic show. In other words, this is a magic show themed level. There are indoor structures that look like the areas from 0:05 to 1:09 here.

https://www.youtube.com/watch?v=sHp_dxyLJas

These areas have red curtains as well. And the outside areas are like these, complete with the castle in the background.

<https://www.youtube.com/watch?v=pMOQp1cl2g0>

Only there are no bumpers, pinball elements and some of the neon signs. There are lots of magic show elements and things to be found here, but there is no time to enjoy the show. Eggman is here, and it is up to Sonic and his

friends to find him and defeat him!

In some areas of the level, there are giant boxes with saws next to them. If Sonic and friends get caught in one of these, the saw start cutting and will not stop until it touches the character, harming them. They must spindash or boost to break out. There are also stacks of giant cards. Jumping on them will cause them to fly as Sonic and crew run on them, just like in Sonic 4's Casino Street. Also, there are giant hats that badniks come out of, though there may be rings and other items coming out of them sometimes.

In other areas, there are boxes Sonic and the gang can enter, just to come out of another box further ahead, just like in a magic show. There are also tables to be found that actually float in the air, which will make them rather good to use as platforms to stand on. Sonic and friends also encounter blocks that appear and then disappear out of thin air that can be used as platforms. In other areas of the zone, there are cups that have cups with balls in them that move around. If the player decides to do so, they can pick a cup, and if they get a blue ball, a secret path opens up. They only get one try, though. There are giant crystal balls that Sonic and friends can run on to make them move, bowling over enemies in the process. There are sections of the ground where harmful fire comes out that has to be dodged.

Cold Park Zone.

In this zone, Sonic and his friends go through a park that, as the name suggests, is cold and icy. However, this park is much like that Harbin Ice Festival that happens every year in China, with all the icy sculptures there. Not to mention, the pretty colorful lights. That's right! There are lots of colorful lights to be seen, as you can see here.

<http://i.imgur.com/OJnKN9L.png>

And here.

<http://i.imgur.com/1c75k3m.png>

So yeah, this place is very pretty. However, Eggman has chased the visitors out of the park and is trying to turn this place into a base. So Sonic and his friends must naturally go and stop him before he succeeds.

Being an ice level, there is lots of slippery ice to be found. The ice will cause Sonic and the crew to slide across it, which can make things tricky for the group. There are also ice blocks to be found around here. Some of them can be pushed around for different purposes, while others can be broken with a jump attack from the crew. Some sections contain rolling balls of snow. These balls can harm Sonic and his friends, though some can be pushed around, which is useful for destroying obstacles and badniks.

Other areas of the level have this moving spotlight from above. The spotlight tends to move away from Sonic and the gang, but, should they come in contact with it, they will be granted more speed and strength for quite a while, which can allow for accessing alternate routes. There are also doors and walls that are breakable, but can only be broken if the walls are lit up, and they light up every 5 seconds. Some paths are illuminated, but will turn off and on frequently. Only when they are on will Sonic and the gang run on the paths. At the same time, there are also spikes on the ceiling of the tunnels. These spikes will fall while Sonic and his band of friends near them, harming them if they are hit.

Inflatable Leisure Zone.

In this zone, Sonic and his friends go through a theme park. However, it is not just any theme park, but one filled completely with inflatables, like the inflatable playsets kids can bounce on. There are many inflatable things in this park, as well as indoor inflatables called luminariums, which look like this on the inside.

<http://www.architects-of-air.com/var/uploads/cache/filemanager/67/acc6de25c8c39793e9d7ffcdd768d301/architects-of-air-amococo-blue-tree-credit-annette-unser-300-1.jpg>

And this.

<http://www.bbc.co.uk/staticarchive/d560a963994246656ed6526160e2813f6b0e9393.jpg>

And this.

http://i.telegraph.co.uk/multimedia/archive/01894/colour-sculpture_1894723i.jpg

Sonic and friends go here to stop Eggman, who has taken control over this place and is trying to make blimps here.

In this zone, Sonic and his friends come across balloons. Sonic and the crew can bounce on these balloons, which pop after being touched. Some balloons can't be popped, and can be bounced on as many times as one wants. There are also Inflatable playsets, some in the appearance of a castle, that Sonic and friends can bounce on, and they jump higher when the jump button is pressed while landing. There are also large, inflatable slides to slide down.

There are also quickly inflating "seesaw" objects in this zone that will send Sonic and the crew into the air if they stand on one end. One end inflates while the other deflates, and the other way around again and again. In the luminariums, there are bouncy walls Sonic and his friends can wall jump on, and there are areas where there are exploding balloons that will explode when the crew gets near, harming them if they are hit. There are also playsets with ball pits that hide items in them the crew can find, or an underground passage hidden. Enemies might be under there as well, however.

Crazy Market Zone

An unusual type of zone in any Sonic game, this whole zone takes place in a giant flea market. That's right! Sonic and his friends go through a flea market, which has been taken over by Eggman and thus, made the prices of everything go up too high. No one knows why he has taken over this flea market or what he plans to do with it, except maybe making more money for his schemes. There are tons of items to be seen, and there are even indoor areas that are like bazaar markets as well. No time for shopping, though. Sonic and friends must stop Eggman!

The tents of this area are very bouncy, and Sonic and co. can use them to reach higher places. In fact, pressing the jump button while landing will send the crew even higher, which is useful for getting aerial items. There are also small, hanging bells the crew can ring. They may not seem to do much at first, but if you ring all the bells in a certain area, an alternate path will open to explore. Also, there are drums that Sonic and friends can jump on. They also can cause shockwaves that destroy nearby enemies. There are piles of junk to be found in some places of the zone. Sonic and friends can "dig" into them and move in them, finding hidden items that may hide in there or pop out of another side of the place.

Sonic and his friends can break items while here, though it is not recommended because doing so will mean you have to "buy it", and they will lose a number of rings depending on the object. Some areas have crates with a lock on it. Finding the key to open it will lead to hidden items, or hidden entrances to secret places in the zone. If Sonic and friends knock certain items out of a certain area, that will be considered stealing, and an alarm will sound as large amounts of badniks appear to overwhelm you unless you move the item back to its spot.

Additional Information: This would be the music for the level.

<https://www.youtube.com/watch?v=l1FVBZENTeg>

Seasonal Fields Zone.

In this level, Sonic and his friends go through a magical grassland and forest area. The reason why it is magical because there are four different sections the gang goes through, and they each represent a different season of the Earth. One section is based on Spring, another section is based on Summer, another section is based on Autumn, and the last section is based on Winter. It is so pretty here, but there is no time to see the sights! Eggman and his goons are here, and may destroy this wonderful place! So Sonic and his friends must stop him!

Starting in the spring sections of the level, there are giant flowers that bloom, and whenever Sonic and his friends jump on one of these, they will be sent flying upward, which can be rather useful for reaching higher places they could not get to before. Other areas include clovers Sonic and friends can collect. Collecting the clovers can open up some hidden passages. There are also seeds Sonic and friend can knock into the air to make big trees grow. They can climb up it, but they must be careful; the leaves may be sharp!

In the Summertime area, there are vines on the walls to be seen. Sonic and his friends are able to climb on these vines to reach higher places that they would not get to on their own. Also, the river bed will be dry and have no water, and there are many things in the dry riverbed Sonic and his pals can collect. There are also strong winds to push Sonic and friends along. In the autumn sections of the level, there are sections where Sonic and co. can ride on the falling trees, and there are some sections where leaves cover holes Sonic and his friends can walk on. Standing on them for too long will make the gang fall into the holes. There are also sections where there are pumpkins, and Sonic and his buddies can kick them into enemies or break them to find items.

In the wintertime, there are sections where there are large snowdrifts blocking the way, and Sonic and friends must spindash the snow to get rid of them. The water in the rivers of the area are now frozen, and with that, Sonic and his pals can walk on the frozen ice, though it is going to be quite slippery for the whole crew to walk through if they go onto the ice. At some parts of the section of the level, there are icicles that harm Sonic and co. from above when they fall, though some big ones can be used as platforms to get across areas of ice spikes.

Additional Info: Something like this would be the music.

<http://tindeck.com/listen/pcen>

Artistic Wonder Zone.

This zone takes place in a special kind of area in Sonic's world. It is unique because it is an art themed level, with paint brushes, erasers, crayons, paint and many other things to be seen around there. Yep! This is all art we are talking about! Now, Eggman seems to want to take over the zone to make his own art, and naturally, it is up to Sonic and his friends to go and stop him before he can do so. There are many colors and pictures to be found, and yet, there are many dangers and perils to be seen.

In this level, there are giant paint brushes that have paint on them, and these paint brushes can paint a road in the area that goes into the air that Sonic and his pals can run on to reach other areas of the level. There are also paint cans Sonic and the crew can hit to spill paint, which sometimes reveals invisible platforms Sonic and friends can go onto to reach higher places. Some of the pictures in this zone actually project outward in a 3D way, and the projected images can help or harm Sonic and his friends in some way.

Look very closely and you'll see this person painting food that becomes real for a certain pink puffball.

<http://vignette1.wikia.nocookie.net/kirby/images/e/e5/Adeleine.png/revision/latest?cb=20110412081240&path-prefix=en>

There are giant erasers that move back and forth. They erase a road as they move, and they un-erase it when moving in the opposite direction. There are giant pools of thick ink that are like the oily waters in Oil Ocean Zone of Sonic 2, and Sonic and friends can jump into these pools harmlessly, but die if they sink completely in it. Some areas have glue on the ground that Sonic and his friends get stuck on, requiring the player to press jump multiple times to escape. There are also giant pencils that are quite spiky, and touching them will cause the gang to lose rings due to how sharp they are. Some other areas have paint gushers that can send Sonic and the others into the air, allowing them to reach higher places.

Cloth Valley Zone.

This takes place in some weird kind of valley somewhere in Sonic's world. Most of the whole level is entirely made of cloth itself! That's right! This is a cloth themed stage! There are many kinds of different clothing materials here, as well as grass and even a small village made of fabric. There are also fields with plants that are used in making clothes themselves as well as some animals. Eggman has decided to use the cloth from this area to to make a whole new set of clothes, so it is up to Sonic and friends to stop him before he steals it all.

In this levels, there are large beads to be found. Sonic and the crew are able to kick these beads by running into them, and they can be hurled into enemies to destroy them. In some areas, there are structures with a string sticking out of them. Sonic and friends can pull the string to reveal areas the group can then go into. They may lead to hidden routes or otherwise hidden items to collect. At the same time, there are large needles on the ground as well, and these needles will hurt Sonic and friends if they are not careful enough to avoid them.

Look very closely and you'll see a green dinosaur with a red saddle and red shoes that is made of yarn eat up some of the animals.

Some areas have scissors to be found, and needless to say, these scissors harm Sonic and friends if they touch them, so they are best to be avoided. There are also spinning wool cylinders that have a string Sonic and friends can grab onto and hang onto as they use it to go down to areas below or use it to tie up enemies and make nets to send the crew at high speed. Also, there are plenty of giant yarn balls that Sonic and friends must run away from as they go. They'll get run over by the yarn ball if they are not fast enough. There are large thumbnails that can be used as cannons, and there are zippers the gang can pull to access other routes in the stage. Some giant pieces of cloth may drop down on Sonic and the gang, and if they fall on them, they will slow down, and have to move to get out of the cloth.

Bountiful Cosmetics Zone.

This zone is a mix between a large cosmetics department store and a large beauty salon. Yep! This is a cosmetics themed level here! There are cosmetics products all over the area, as well as things you would see in a beauty salon. A lot of the products in this area are huge, and are interactable to Sonic and his friends. The gang is here because Tails needs a specific formula that he needs to complete a device to stop one of Eggman's machines, and Amy believes that formula, which is rare, can be found in this store.

In this level, there is cosmetic powder on the ground. Sonic and friends can pound the ground with the powder to reveal hidden doors or obtain hidden items the powder covers. There are hands with makeup pads that slam down every few seconds. These hands and powder pads will crush Sonic and co. and instantly kill them, so it is best to stay out of the way. At the same time, There are moving clippers in the area the crew can jump into, and they take the group to higher areas as they hold them.

There are also large sprayers that can make Sonic and friends slow down for some reason, but they are harmless otherwise. There are also creamy liquids Sonic and his friends sink into like quicksand, getting killed if they go below, and there are Brushes that clean the ground, and will push Sonic and his team around if they are in their way. There are also lipstick objects here as well. The paint part of the lipstick moves in and out of the container fast, and can send Sonic and his friends flying upward. There also come elastic eyelash brushes that Sonic and his friends can use to fling themselves very high, usually in the opposite direction. There is artificial hair Sonic and his friends walk and bounce on as well, and the level also has areas where there mirrors that can be bounced off of, or broken if hit enough times.

Lava Dormancy Zone

This zone takes place in an area of Sonic's world that happens to be a volcano. However, this is not just any volcano, but a dormant volcano that has not been active for years. There is still lava on the inside of the volcano, but on the outside, in the crater, there are plants and trees and even a lake for Sonic and his friends to go through. Sonic and his friends will have to get through this level as they go to defeat Eggman, whose robots have been seen in this volcano, and it is apparent that they are up to something.

The outside of the volcano looks like this.

<http://www.lovethepics.com/wp-content/uploads/2011/06/Jeju-Island-Halla-Mountain.jpg>

On the outside, there are vines Sonic and friends can grab a hold of, using them to swing around the area if they please. Some vines, however, will make Sonic and friends trip, or worse, they can tangle them, causing trouble for the gang. At the same time, there are trees to be found, and Sonic and friends can knock these trees down in order to make new passageways or destroy structures. There is also lava rock that Sonic and his crew can break to reveal holes that may have hidden items or patsh within them.

In the lake, there are bubbles that Sonic and friends can bounce off of, much like the bumpers in the carnival and casino levels in past Sonic games. There are also gushers underwater that send Sonic and his pals upward, which can be used to reach higher areas they could not reach before. Now, Sonic and friends eventually go into a magma chamber, and inside, it looks like this.

<http://www.catersnews.com/uploadedimages/31072012439163519.jpg>

And this.

<https://www.extremeiceland.is/images/Photos/CavingTourIceland/Inside-the-Volcano/thrihnukagigur-giant-vault-iceland.jpg>

The walls are pretty colorful, but there are still small pools of lava in the area that can harm Sonic and co. if they are to touch them.

Sometimes, there may be fire balls coming out of the lava, and of course, Sonic and his friends will be harmed if they touch these fireballs.

Leisure Club Zone

In this level, Sonic and his friends go through what happens to be a country club somewhere in Sonic's world. Yep! This is a country club! The country club itself has many activities to be had, and they include things like tennis, golf, horseback riding, pools and other things. Though they are not actually part of the club, Sonic and his friends are allowed in because Eggman has taken over this country club. He has set some traps for the crew, and is inviting them in the area in order to try and get rid of them once and for all.

In the golf course areas of the level, there are giant golf clubs that swing around, which can harm Sonic and his friends if they get hit by the swing. There are also so holes in the ground that lead to tunnels Sonic and friends spin through, and sand that can slow Sonic and the crew down, so it is best to stay out of them for good measure. There are also, in the tennis sections, stretchable nets that Sonic and friends can bounce off of, and there are giant racquets that swing around that Sonic and co. must dodge.

In the horses area, there are horses that move around a field with bars and poles to jump over. Sonic and friends, though they do not have to, can ride the horses, and jump over obstacles on them to earn points. They can even jump off of the horses to reach items in the air. In the pools section, there are diving boards in this area that Sonic can bounce off of, and there are also bubble gushers that push Sonic and co. around while they are in the pool. Sonic and friends eventually go into the overly large clubhouse at some point during the level. In this area, there are bouncy pieces of furniture Sonic and his friends are able to bounce off of, and there are areas with chandeliers that Sonic and his friend can attack, releasing rings and maybe some other items that the crew will be able to obtain.

Gigantic Vacuum Zone

In this zone, Sonic and his friends will have to go through another one of Eggman's machines. It is not just any machine, but a giant vacuum cleaner! That's right! Sonic and his friends go through a giant vacuum cleaner! Eggman has made this machine because his base has too much polluted air for Eggman to breathe in, so he is

sucking the air in a clean forest area to fix that. He is also sucking snow, dirt and trees into the vacuum. Sonic and his friends, naturally, have to go into the area and stop Eggman.

In this area, there are vacuum tubes to be seen. Sonic and his friends can spin through these tubes like they could spin through the pipes in Chemical Plant Zone in Sonic 2. There are also strong winds that Sonic and friends come across. They turn on and off, but will blow the crew away unless they have a hold of something like a pole. When they turn off, they are able to continue going onward. Also, there are sections where there is suction sucking Sonic and his friends into spikes, so they will have to be careful around these.

There are sections of the vacuum cleaner that have tornadoes. These tornadoes have the ability to carry Sonic and his friends up to higher areas of the level, which is, in most cases, necessary in order to go through the level. There are also spiky cog wheels that are dangerous to touch, so Sonic and the gang are better off not touching these cog wheels. In some areas, there is poisonous gas that fills some areas. These clouds of purple gas will cause Sonic and friends to lose one ring each second the longer they are in. They will have to find a switch that will clear the gas to continue. Also, there are areas with trees, dust, snow, rocks and other things piled on top of each other. Sonic and his buddies can spindash or stomp to dig through the piles, find rings and items that are hidden in them.

Additional Info: The Spaceballs from the movie of the same name would be proud.

Badnik City Zone

In this level, Sonic and his friends come across a city run by a large group of badniks. Now don't be alarmed! These badniks are actually GOOD badniks. They have escaped from Eggman's grasp long ago and now they have built this city for themselves. They are not only actually nice to Sonic and his friends, but they have also replaced the animals inside of them with golden rings. Eggman has found out about this place, and has sent his robots to attack it, so Sonic and his friends must help defend this place.

Note, the badniks will all be of colors different from Eggman's robots, so it shouldn't be hard to tell which ones are which.

The friendly Buzzbombers fly around, and Sonic and his friends can be carried by the Buzzbombers to higher places in the area, which is quite useful. There are also Balkiries (The bird badniks from Sky Chase from Sonic 2) That drop

items for Sonic and co., and Slicers (the grasshopper robots) cut down trees with their arms in order to clear the way for Sonic and his friends. Burrowbots also dig holes and tunnels in the ground, and these tunnels can be used as alternate routes by Sonic and his friends if they wish to go in them.

There are also Flashers (the light bug badnik from Sonic 2's Mystic Cave) in dark areas that light up the way for Sonic and his friends, making maneuvering through caves much easier. There are also green Eggpawns that will try to open doors with items or hidden routes in them, though Sonic and his friends are going to have to protect them from the robots working for Eggman in order for them to open such doors. At the same time, there are seesaws with Orbinaut heads that jump on them to send Sonic and co. up when they step on them. There are also wheels Sonic and friends can spin on to make platforms appear out of the ground.

Cactus Forest Zone

In this zone, Sonic and friends go through a desert area with cacti all around. However, most of the cacti are actually huge, to the point of even being the size of very tall trees! Yep! They are that big! This effectively makes it a forest of some sort. Sonic and friends walk on the cactus trees, but most of them are very safe to stand or even walk on, though the sides may have spikes that could hurt our heroes. Eggman has been seen passing by here, and his robots have been seen as well, and Sonic and his buddies must follow him.

In this area, some of the cacti have spikes that shoot out like projectiles in the air. These spikes, needless to say, will harm Sonic or any of his friends if they get hit by these spikes. There are also small cacti that puff up whenever the heroes get anywhere near them. This can be very unexpected, and some are even very large when puffed up, so it is best to stay alert. There are also fragile, spikeless parts of the cacti that Sonic and his friends can break through, going inside of the cacti to find hidden items, though they are mostly required to get through the level.

The level also has cactus traps of a dark green color, and they will snap shut and hurt the heroes if they are to step onto them. Some of the spikes get longer and longer once Sonic and friends near them, though the group can swing on the spikes to reach other areas of the level. There are also giant balls of cacti that act as cacti mines. Sonic and his friends do not want to jump into these cacti if they don't want to get hurt. The level also has spikes that go in and out of the cactus arms, and it is only safe when the spikes are not out, of course. There are also cacti that grow from the ground, and can harm Sonic and friends if they are not careful while it grows in their way.

Concert Madness Zone

In this zone, Sonic and his friends go through a concert area on their way to stop Eggman. Yes, this is indeed a concert area. With that in mind, they are here because they have to go through here to get to Eggman's base, not to mention Eggman has taken over the concert area, kidnapped the people and replaced the people with his own robots. But, that will not be for long, as Sonic and his friends are here to save the day. With that said, Sonic and friends have to go through here and get the concert back on track before the night ends.

The stage looks something like this.

http://euphoric.net/wp-content/uploads/2014/06/20140603_213231.jpg

And this.

<http://www.theblaze.com/wp-content/uploads/2015/05/edge-falls-4-e1431720154865.jpg>

And this.

<http://i.imgur.com/DhOJ2m.jpg>

All linked together to create a long stage, but with multiple paths.

Musical notes fly through the air in this stage. Sonic and friends can jump onto the musical notes, which causes them to bounce into the air like a bumper. Some red musical notes may harm Sonic and his friends. There are large loudspeakers to be found, which will blow Sonic and his friends away if they are not careful, or upward if they are below them, which allows for getting to upper areas easily. At the same time, there are spotlights from above that will fall as Sonic and friends near them, harming them if they are hit.

On the long stage, there are platforms that will be lifted high into the air from the stage itself. Sonic and his pals can ride on these platforms to reach other platforms in the air that may have items for them. Lasers are shot from around the concert area, and while they are normally harmless in concerts, they will harm Sonic and his friends if they are hit by them, so they must watch out and avoid the lasers as they go. There is also a sea of robots acting as a mosh pit, and they can carry Sonic and friends around, with the group being able to find items out there. Oversized pianos are also found in this stage, and Sonic and his friends can bounce off of the keys to reach higher areas or cross long gaps, or get items. There are also explosions that usually act as special effects, but must be dodged, and there are fog machines that spew fog that will blind the way.

Game Showdown Zone

In this zone, Sonic and friends simply go through a series of game shows. Of course, they're game shows. They consist of the usual questions and answers that are usually involved in game shows, but there are also obstacle courses from certain game shows, which make up a lot of the level, though there are still a lot of questions and answers games to be found. In this zone, Eggman has taken over the game show, and is planning to make his own game shows that are rather unfair. With this, Sonic and friends must stop him.

In the obstacle course sections of the zone, Sonic and friends run on conveyor belts that are scattered throughout the area, which will either speed up or slow down Sonic and his friends depending on which direction they are going in. Sonic and his buddies also get to swing on ropes that are throughout the level in order to cross large gaps that they may find. There are also giant crushers that go up and down. If Sonic and his friends go under them when they fall, they will be crushed and thus, lose a life. In some sections, there are doors with minigames Sonic and friends can optionally go in to win rings. These include basketball like games, jumping games, shooting games and other kinds of games.

In the game show sections where there are questions to be answered, there will be three panels for each question, and though they are optional, Sonic and his friends can win rings if they guess right. They just have to stand on the right panel to answer the right question. There are also roulette wheels Sonic and his friends can spin, which can give items and rings depending on what the roulette lands on. There are also sections with three doors, each with an item or enemy waiting for Sonic and co. if they choose. Only one door of each three is chosen. There are also boards and letters hanging that Sonic and friends can hit. If the correct letters are hit, they will pop up on the board, revealing a full word if all the correct letters are hit. If a wrong one is hit, Sonic and friends get shocked and lose rings.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=A4H0hX6dKG4>

Attribute Stadium Zone

In this level, Sonic and friends go through an overly long arena. However, this is not just any arena, but a Sonic Heroes themed arena! Now don't worry. There is actually no teamwork involved in this level. Instead, the stage transforms into three different settings depending on the formation. There is one setting for the speed formation, one for the fly formation and one for the power formation. Eggman built this arena, and is watching Sonic and friends as he tests their skills with the arena.

Sonic and friends can hit switches to change the setting of the arena.

In this level, Sonic and friends, as said above, go through different forms of the stage. In the speed formation setting, there are plenty of speed pads, including blue ones. The blue ones speed up Sonic and friends faster and faster if they manage to hit the blue pads in succession. Also, there are fast crushers that await Sonic and his friends, and they must be quick to get past them to avoid being crushed. Sonic and friends also go through areas with guns shooting at them, in which they must keep on running to avoid being hit.

In the fly formation setting of the arena, there are plenty of strong winds to be found. These strong winds, whether blowing on a flying or jumping character, will blow them off course, which could be a frustration to go through. There are also wind tunnels in the area that jumping or flying characters can ride to fly at higher speeds, which is useful for getting around real easily. There are also rings that, if the player gets through without touching the ground, will unlock alternate paths. These rings are best traversed with flying characters.

In the power formation setting, there are large obstacles in the way that strong guys like Knuckles can break with one punch. They can be broken with other characters, too, but they will have to hit the obstacles multiple times to break them. There are also heavy objects the characters can carry. The heavy objects will slow some characters down, but the power characters like Knuckles can carry them with no trouble at all. There are also objects that can be pulled out of the ground, though the strong ones can pull them out the fastest. They can unlock alternate paths.

Boardgame Chaos Zone

In this zone, Sonic and his friends go through what happens to be a board game area. This board game has elements that come from different board games, but the main thing to look out for is the dice, or die that is found in this level. There are many different kinds of rewards and other things to be seen in the level, and it will all depend on Sonic and friends' luck. Eggman has built this area, and he has built it on some beautiful valley. It is time for Sonic and friends to take it out!

In this level, there are game pieces that move around the area. When they near Sonic and friends, they will start trying to attack them. A single attack from the crew is enough to temporarily knock over these game pieces. There are also card platforms around in this level too. Sonic and friends can jump onto these platforms, but will fall off whenever they tilt downward. There are also roulettes in this level, and the roulettes can give Sonic and friends rings depending on where the roulette lands.

The main feature is the die that hangs in the air in several parts of the area. Sonic and friends do move on any spaces when they hit these, but when they hit a block of dice from below, a row of spaces will appear at the bottom of the screen, and where Sonic and friends are "at" is marked red. The red mark will move depending on the number landed when the dice hits. The spaces that the red mark can land on have varying effects, and can be helpful or harmful to Sonic and friends as they go. Sonic and friends move independently from these actual spaces. Some spaces give a number of rings to Sonic and co., while others give them invincibility power ups, speed up sneakers or shield power ups to the characters. Some spaces even open up alternate routes for the crew. However, there are negative effects. Some spaces make enemies appear, which will attack Sonic and friends, while others will activate traps, drop bombs or fire missiles that Sonic and friends will have to avoid, or else they will lose rings when hit.

Peril Planetarium Zone

In this zone, Sonic and his friends go into a planetarium somewhere in Sonic's world. They are not there to see the sights, however, but to find Eggman, as this turns out to be one of Eggman's bases, and the stars won't be shining

for Sonic and the gang! The top part of the planetarium is very dark, like most planetariums, but it glows and shows constellations and planets in them. These are very pretty to see, and it would be worth watching if this wasn't an Eggman base.

In this zone, there are constellations everywhere. Sonic and his friends are able to walk on these constellations, and they only need to get to them by using a kind of spring that will send them up there. There are also shooting star objects, but Sonic and his friends must watch out for them; they will actually harm Sonic and crew when they touch them. There are also plenty of trails that constantly appear and disappear, which makes it so Sonic and co. will have to run on them fast.

There are also holographic projectors on the ground, and they can be interacted with by Sonic and his friends as they go along. Some of the holographic projectors may create images that can harm the crew, though. The level also has many lasers to be seen. These lasers, if they are green, may not harm Sonic and pals, but the red ones will, so it is best to steer clear away from the red lasers, on the ground or above. There are also objects that fall out of the projection on the ceiling, and they can harm Sonic and friends. There are also globes in the planetarium that can be run on, and doing this will change the orientation of the projection on the ceiling above, rearranging things to make things more interesting. There are also telescopes, and though they are optional, Sonic and friends can use them to uncover hidden platforms and items on the ceiling.

Amazing Arcology Zone

In this level, Sonic and friends go through a series of arcologies. Arcologies are "a massive vertical structure, which preserves more of the natural environment, a concept combining architecture and ecology". The arcologies will look like these.

http://farm3.static.flickr.com/2319/2224181397_1dc43eb136.jpg

http://assets.inhabitat.com/files/ultima_1.jpg

<https://steampunkopera.files.wordpress.com/2013/04/a116.jpg>

<http://www.adciv.org/upload/thumb/5/50/Lilypad.jpg/500px-Lilypad.jpg>

In this zone, Eggman is trying to destroy a series of arcologies, so it is up to Sonic and his friends to naturally go and stop him.

At times, there will be portals that will transport Sonic and friends to different arcologies.

In this level, there are many elevators to be found, and needless to say, Sonic and friends can use them to go up to higher areas or lower ones as well. There are also plenty of trees to be found, and they can be swung from the branches and climbed on to reach higher areas. Some of them are even very big in size, bigger than one may think. There are also plenty of water fountains around in the arcologies that can launch Sonic and his friends to a higher area if they are to run into them.

Some areas have magnetic repulsors in them, and these repulsors are able to send Sonic and his friends flying upward, which can be very useful for getting to even more high places. Also, there are generated rainbows to be seen throughout the level, and Sonic and his buddies are able to run on the rainbows to reach the other side. In even more areas of the level, Sonic and his friends encounter solar panels, which, when they step onto them, will cause them to be propelled high into the air, allowing them to reach higher places. There are big flowers as well that rise when Sonic and his buddies step onto them, and they will lift Sonic and company to get items in the air. There are also technological bumpers that bump Sonic and friends around as well as gravity changing floors.

EDIT: Something like this would be the music.

<https://www.youtube.com/watch?v=RkkWqWpf3rl>

Lantern Walkway

Taking place at night, Sonic and friends are by the sea, and they go through patch where there are not only lanterns, but many lighthouses shining lights around the sea. The view is also pretty, and is quite wonderful to look at, but regardless, the area is under attack by the evil Dr. Eggman. With that, Sonic and his friends must drive him out before he is able to damage this beautiful place. They also go through some lighthouses when they run through the level. Some of the lights are rather helpful for Sonic and friends, while others are harmful to them and impeding.

In this level, a flash of light will shine on the main walkway. These lights, when they are touched, will transport Sonic and friends across gaps and areas to another location of the area. There are also plenty of multiple lights, and Sonic and his friends, if they can hit them all at once, will be able to open up a new path, which is, most of the time, optional to go through. There are also giant light bulbs around, and when Sonic and friends hit them, they will break, and depower some machines, which can be useful sometimes in different ways.

In other areas as Sonic and friends go on, they come across giant green light bulbs, which they should not touch. If they do touch these light bulbs, they will be zapped, and this will cause them to lose rings, or die if they have none. There are spotlights in the area as well, and Sonic and friends must avoid these; if they get spotted, they will be attacked by unpleasant gunfire from above. Sonic and pals also have to deal with flares coming down from the sky above, but shot from the canyons below. Sonic and friends also find themselves having to outrun balls of light, which can home in on them and harm them if they hit them.

Additional InformationL This would be the music.

<https://www.youtube.com/watch?v=JBOFXQ5W8p8>

Slicing Slaughterhouse Zone

In this zone, Sonic and his friends go through, unfortunately, a slaughterhouse area somewhere in Sonic's world. Eggman has made this into the base, and while he isn't killing the animals he captures, he may try to have Sonic and friends sliced and diced. The hanging meat does not look like whole dead animals, but like these.

<http://thumbs.dreamstime.com/x/meat-hanging-14317214.jpg>

https://upload.wikimedia.org/wikipedia/commons/d/d7/Meat_on_hooks_in_butcher_shop.jpg

<http://ksrcollege.wpengine.netdna-cdn.com/wp-content/uploads/2012/10/fresh-meat.jpg>

This slaughterhouse is very dangerous. So Sonic and his friends must proceed with caution if they are to make it through.

In this level, there are conveyer belts, and Sonic and friends are able to run on them like they would with any conveyor belt in the factory levels in the past Sonic games. These conveyor belts, however, often lead to shredding machines, and these machines, if they are touched, will cause Sonic and friends to lose a life, even if they have rings or a shield, so they must stay out of them. There are also cutting blades in this zone that will harm Sonic and friends if they get hit by them.

There are some rooms in the level that have hanging pieces of meat. Sonic and his friends can hit these pieces of meat to make them fly into enemies and objects, knocking them over in the process. Some certain pieces of meat can also be broken, which will release items inside of them. However, they can also release enemies that will attack as well. At the same time, there are some sections where there are steam pipes that emit harmful steam that can make Sonic and friends lose their rings, or kill them if they don't have any. In some of the bigger rooms of the zone, there will be knives that fall from above, and they will harm Sonic and his buddies if they are to be hit by these falling knives, though some knives stuck to the wall can be bounced off of to reach higher places.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=CFRsMztuM30>

Foul Flesh Zone

In this zone, Sonic and friends go through some plains and caves somewhere in Sonic's world. However, other scientists, not including Eggman, have altered this place, and now, the whole area looks like an area made

completely out of flesh. That's right, this is a flesh like area (with skin, muscles, bones and other body parts), with the caves looking like the inside of the body! Eggman has lured Sonic and his friends into this zone, and with this zone's strange features and a few tricks up his sleeve, the mad doctor plans to finish Sonic and his friends once and for all.

In this level, there is hair on the walls of the area. Sonic and his friends can grab onto these hairs, and climb up them to reach higher areas in the level, though Knuckles in particular does not need to do this, since he already can climb. Sonic and friends also come across large stomach like objects, and these stomach objects spit out acid every few seconds, and the acid can hurt Sonic and his friends. There are also objects that look like part of a neural system, and the "nerves" are electrified, and could shock Sonic and co. if they touch them.

In other areas of the level, there are giant eyeballs that float around. These act as bumpers, and Sonic and his buddies can bounce off of these eyeballs. However, they can do so for a limited amount of times, for they get sore at some point. There are also large bones Sonic and friends can walk on, and these bones are also capable of flinging Sonic and his friends into the air. There are also giant hearts that Sonic and friends can bounce on, just to lower platforms. However, jumping on them too much will cause it to go out, making passages blocked and forcing Sonic and friends to take other, longer routes. Other areas have lung like objects, and these lungs will blow air through a pipe, which will shoot Sonic and friends upward to higher routes if they are over them. There are also large, hanging intestines Sonic and friends can hang onto, and they can swing on them, too.

Fountain Frenzy Zone

In this zone, Sonic and his friends go to a gigantic park where there are lots of fountains to be seen. The fountains here are just marvelous, and quite great to look at. The fountains look like these.

<http://www.globalconstructionwatch.com/wp-content/uploads/2008/07/dubai-fountain2.jpg>

<http://www.vyperlook.com/wp-content/uploads/2010/07/image004.jpg>

http://usercontent2.hubimg.com/5369709_f520.jpg

<http://www.bykoket.com/blog/wp-content/uploads/2013/07/10.jpg>

Eggman seems to have some kind of presence in this level, as his robots are present. Whatever the reason it is why they are here, the heroes, led by Sonic, must go and take these robots out before they do any kind of damage to the fountains.

In this zone, there are many fountains that squirt water all over the place. These fountains can send Sonic and his friends into the air, which can be quite bothersome at some times, actually, but helpful in other situations as well. Sonic and friends also come across water guns that push the group around, which is why they should do their best to stay out of their way. There are also sudden blast of water, which will push Sonic and friends far away, possibly even off of the stage itself.

Some fountains form an arc of water that stretches across a long distance. Sonic and his friends can ride these water arcs, and use them to get to other places they could not reach on their own. The crew will also end up finding bubbles in the air. The heroes are able to get inside these bubbles, and ride them as they float through the air, allowing them gather items that are high up there. There are some structures that lead to alternate routes, but the water fountains will knock them down, making them unusable unless Sonic and friends are quick. Sonic and friends can also find uncollectable rings, and they can knock them into fountains to get items in return.

Funky Funhouse Zone

In this zone, Sonic and friends go through, as the name says, a funhouse somewhere in Sonic's world. In this funhouse, there are many dangers to be had, and a lot of fun things to go through as well. This isn't really safe for anyone now, as Eggman has taken over this place, and is planning to convert it to his liking to make it a part of the Eggman Empire. Naturally, it is up to Sonic and his friends to take it back. It won't be easy, but it has to be done, and Sonic and his friends have the courage to do this!

In this level, the floors are moving, much like a conveyor belt. Sometimes, the floor will move from one side to the other, and can affect Sonic and friends' forward movement in a way. There are also floating balloons, though they are quite explosive, so Sonic and friends must be careful around them. The blue balloons are safe to bounce off of, though. Sonic and friends also go through areas with swinging balls, which can be harmful to our heroes if they don't get past them safely.

There are also sections where there are giant, rotating barrels to be found. Sonic and his friends can go through these barrels, so with that, they can run up them or across. There are also moving stairways that turn from stairs to slides every several seconds. With that, Sonic and friends must climb up the stairway before it turns into a slide and makes them go back down. There are also ventilators in the area. Some can be used to reach high places with the air it blows, but others can keep Sonic and friends from jumping high.

There are also hammers that slam the path every few seconds, and Sonic and his buds will have to dodge these hammers to avoid getting flattened. There are also many footboards to be seen. Some go up and down, some go left or right, and others send the crew upward like the floor in Wacky Workbench from Sonic CD. There are rotating disks to stand and run on, trap doors that will send Sonic and friends to a previous area if they fall through, and mirror halls that can be easy to get lost in. Some of the mirrors are breakable, which will lead to alternate paths the crew can take. There are also fans that send Sonic and company into the air, which can be useful for getting hidden goodies.

Dyson Damage Zone

In this level, Sonic and friends are in outer space. Eggman is building a Dyson sphere, called the Egg Dyson, a spatial superstructure around the sun. So with that, Sonic and friends have to go around a Dyson Sphere under construction; around the FREAKING SUN! That's right! Sonic and friends are around the sun in this level, and of course, it is very hot. The inside sections are cooler, but Sonic and friends will have a hard time dealing with the heat in the outdoor sections unless they can get the cooling objects that float around the level.

In this level, while in the outdoor areas of the level, Sonic and his friends must collect certain cooling objects to stay cool, or else, if their heat meter reaches the max, they will perish. Sonic and his friends will also have to watch for solar flares around the sun, which will instantly kill them, regardless of having any rings or even a shield with them. In the indoor sections of the level, energy is being transferred through pipes, and is hot for Sonic and his friends to even touch.

Some sections of the level have giant balls of fire. These balls of fire shoot "solar lasers" at Sonic and his friends, and they will get hurt if they are to be touched by them. There are also sections of the level where there are suction pipes that suck Sonic and his friends into them, throwing them into the sun if they fall through them, so great speed is needed to avoid this. Some areas have hallways with sides Sonic and his friends must hide behind as a giant laser keeps firing down the hall! There are also walls of heat generated in some of the areas of the Egg

Dyson, and Sonic and friends will have to find switches nearby in order to turn them off. Sonic and his friends also must avoid cannons firing at them, and there are blue energy fields that teleport Sonic and his friends around the level.

Additional Information: Something like this would be the music.

https://www.youtube.com/watch?v=gPMRDC_XkSo

Nonexistence Realm Zone

In this zone, Sonic and friends, as well as Eggman, have entered a strange realm. As it so happens, this is a nonexistence realm, one for things, places and people who have long been erased from existence. Now, Sonic, his friends and Eggman have not been erased from existence, but they see magical items, different people, different places from different areas of history (and alien stuff too) in this world. Also, when Sonic, his friends and Eggman leave this place, they will not remember it. This all takes place on a floating set of rocks in a large void. Some things look realistic, while others look cartoony and whimsical.

In this level, there are different kinds of buildings, and there are different vehicles as well that could run over Sonic and his friends if they are not careful and are in their way. There are some floating gemstone crystals that hang in the air. Whenever Sonic and his friends are near them, they will fall down to try and hurt them, meaning speed is needed to avoid these. There are also lost inventions with platforms Sonic and his friends can use to get to higher places.

There are dark crystals Sonic and his friends can touch in order to make a bridge appear, and thus make a path for them to walk on. There are also machines Sonic and friends can ride, like the jet sled from Huge Crisis from Sonic Rush. They will push Sonic and friends at high speed across long gaps. There are also weird objects that look like a ball of light to be found, and Sonic and his friends can hang onto them, just to ride to other areas of the level they cannot otherwise get to. Sonic and friends also come across portals they can use to get around the area.

Vehicle Village Zone.

In this level, Sonic and friends go through a village that is somewhere in Sonic's world. This isn't just any village, for it is a village made entirely out of different vehicles. That's right! This place is made of cars, car parts, fire engines, giant cargo airplanes, whole cruise ships and even military carriers! This is definitely a place that is unique in its own way. However, Eggman has come along, and he has started terrorizing the place. Naturally, it is up to Sonic and friends to drive the mad doctor and his minions out of here!

In many areas of the level, there are stairways that turn into ramps every few seconds. Sonic and friends will slide down these stairs when they are ramps, so it is important for them to climb the stairs quickly. There are also multiple car exhaust pipes that let out smoke on the roofs. The longer Sonic and friends are in the smoke, the more rings they will lose, so they must not stay in these smoke clouds. Also, There are jets that blow strong winds, which will blow Sonic and friends away or upward depending on their position.

Some vehicle houses have choppers from a helicopter to generate wind, but they will also harm Sonic and his buddies if they touch the blades, which is not good. There are areas with large fire trucks that are parts of buildings, and some of them have ladders that extend to the air. Sonic and his friends can climb these ladders (quickly) to reach areas high above. Sometimes, there will be engines from vehicles that serve as a power source for some buildings, but some of them might not be on. To activate them, Sonic and friends must hit them to make them go, which will activate machines and alternate routes. The crew also comes across the items used to make hot air balloons float, which of course sprouts fire the crew must avoid.

Insect Insanity Zone

In this zone, Sonic and friends go through some fields and forests somewhere in Sonic's world. However, this is not just any area, but one with many insects, primarily bees and ants. However, these bees and ants are friendly, and not only do they form shapes together to form bridges and towers that Sonic and friends can use, but they also are strong enough to support their weight. These are perhaps the friendliest insects ever to be, but don't hurt them or otherwise, they will attack!

In this level, the ants and bees can form shapes together, just to make a bridge or other structure that Sonic and

his friends can use in some way, like crossing large gaps that they could not cross on their own. There are also many towers Sonic and friends come across that are ant made, and they can be climbed to reach higher sections of the level. Sonic and friend also can be carried by the bees to other areas of the level, though some members of the crew, like Tails and Amy, will be nervous when being carried.

There are also ants building structures out of dirt, and not only are they tall, but they are being built quite fast. Sonic and friends can go onto these structures, but they must not hurt the ants while doing so. There are also bombs that are laid out through the level, though if Sonic and his buddies can lead the ants to them, they will carry the bomb and get rid of it. There are also wild animals that will attack Sonic and friends, but leading the bees to them will make the bees chase them away. Some bees, like the fish in Aquarium Park Act 6 of Sonic Colors Wii, can form a shield around Sonic and friends to protect them from harm, but will only protect from one hit.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=F519kULnIVU>

Crater Confusion Zone

In this level, Sonic and his friends go through a series of craters somewhere in Sonic's world. Now, these craters actually have some alien material in them, and have other energy sources that came from outer space. Of course, they were part of meteors from the sky...well, at least by the time the meteors hit Sonic's world, anyway. Sonic and his friends go here because the evil Dr. Eggman is scooping some energy sources from these craters, and they must intervene and stop him.

In this level, Sonic and his friends come across crystal shards on the ground, which can be sharp and harmful, or be broken to reveal collectable rings. There are also radioactive rocks in the level that can harm Sonic and friends if they are to touch them. These radioactive rocks also explode sometimes when the crew gets near them, so they must be careful around them. There are also some unstable platforms that look like they come from a quarry, and they may collapse when Sonic and friends step on them.

There are also meteors from the sky that fall from the sky, and they can hurt Sonic and his friends if they are hit.

However, these meteors are small, and do not come in many numbers at all, so they shouldn't have to worry about these meteors. There are also pieces of space ships from outer space, which are electrified, and could hurt Sonic and company, though they can walk on some parts of the ship. There are also lasers being fired from ground. Some hurt, while the red ones are grindable.

Liquid Complex Zone

In this level, Sonic and his friends go through what happens to be a liquid storage plant that is somewhere in Sonic's world, tanks, vats and all. It is not just water that is stored here, but different kinds of chemicals, though they are not produced; just stored. Some of the chemicals can be harmful, but for the most part, the other liquids are pretty safe. Sonic and friends come here because they know Eggman is running this plant, and they think there is something suspicious going on here.

In this level, there are many pipes to be seen. Sonic and his buddies can spin through these pipes to get to certain areas of the level. In some areas, the pipes lead to an intersection of pipes. In these intersections of pipes, Sonic and friends can choose to go in one of four different directions, each leading to an entirely different area. There are also pipes that are breakable to Sonic and friends. Breaking them will cause the area to flood with either water, a safe chemical or a harmful chemical.

at one point, have to outrun a falling water tower, which is similar to the falling, giant totem pole in Modern Green Hill Zone in Sonic Generations 3DS. Some areas have switches that, when pressed, will drain the liquid in some areas allowing for the crew to go down into the liquid empty sections. Sonic and his friends also come across waves of liquids coming their way. These waves of liquid will push Sonic and friends away if they are touching them, but a single attack can break through the waves. Water gushers all fill the level, and these water gushers, like those of the past, can launch Sonic and friends to higher areas.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=LseIASI1Pbk>

Negative News Zone

In case you have not guessed, this level has Sonic and friends going through a news station somewhere in Sonic's world as well as many locations where news is being shown at. That's right! This is a news station we are talking about here! Now, Eggman is attacking several areas in the city, but Tails has made a way to go to those places quickly. They will need TV monitors to do this, and the crew decides that there is no better place to go to than a news station! So Sonic and friends go through here and use the monitors to get around the city.

In this level, there are many cameras to be seen. Sonic and friends can travel through the news station by jumping into the front lens of the camera, which will teleport them through wires around the news station. There are also many light fixtures above the area that are set to fall, and they may crush Sonic and friends if they remain under them as they fall, so they must watch out. There are also satellite dishes around the level that can, when activated, open doors around the news station.

There are, as said before, many TV monitors in the news station, and Sonic and friends can teleport through different news scenes in the blink of an eye thanks to Tails' device. They just have to pick any news scene, though there are only three that can be gone through in each act. In some scenes, Eggman's goons are attacking parts of the city, all with his robot army attacking the innocent civilians as the news cameraman records all of this and reporters reporting the news. There also may be cars flipping around having been knocked into the air by Eggman's robots that Sonic and his friends will have to dodge, or fires that Sonic and friends will have to avoid while moving through the scene.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=uAFA5LowU2k>

Amazing Art Zone

In this zone, Sonic and his friends go through what happens to be a gallery of art installations somewhere in Sonic's world. The art installations look like these:

<http://i.imgur.com/M9glcta.png>

And these.

<http://i.imgur.com/xMq0Vuq.png>

And these.

<http://i.imgur.com/CJtHKf3.png>

And these.

<http://i.imgur.com/OcLvqzJ.png>

As you can see, these art installations are quite amazing. There is no time to stop and look around, though. One of the installations is powered by an object Eggman wants, so it is up to Sonic and friends to stop him.

In this level, there are luminous trees that glow with bright lights, and Sonic and his friends can swing from the "branches" of these trees, maybe allowing them to be swung into higher places or items in the air. Also, there are uneven pillars that, when Sonic and friends stomp on them, will cause some of them to go down and some of them to go up, which is useful for reaching higher areas. There are also plenty of nets in some areas, and Sonic and his buddies can climb on the nets to get around.

There are also long strings of doll hair in some areas of the level, in which Sonic and his friends can run on or climb on. Some of the hairs may get loose from being tied up and fall, though. There are also cubes that spin in different directions, sometimes stopping, which allows Sonic and his friends to jump on them and use them as platforms to get across areas. There are also plenty of pillars that rise from the ground whenever Sonic and his friends near them, which will send them high into the air when they step on them. There are also colorful moving blocks in the air that also widen or shorten, but can still be used as stepping platforms.

Native Casino Zone

This level is a mix between a desert themed and casino themed level. This is not just any casino level, though, for this happens to be a Native American casino we are talking about here! That's right! Sonic and friends go through a Native American casino! It has all the casino games one would play, plus it has many Native American designs to it. Eggman is trying to take over this casino to make a "quick buck" by ripping off players, so it is up to Sonic and friends to go and stop them.

In the outside areas of the casino, there is plenty of quicksand to be found. Sonic and friends will sink into the quicksand when they stand on it. Sonic and friends will perish if they are completely pulled under the quicksand, so they must make sure not to get consumed by the quicksand. There are also spiky cacti to be found that, if Sonic and friends touch them, will obviously make them lose their rings, and there are also blocks in and out of the casino that turn colors every time they are touched before disappearing.

There are also the usual casino bumpers inside and outside the casino, and these bumpers...well, like in past games, they just bounce Sonic and friends around. There are also the usual slot machines Sonic and friends can go into. These slot machines, like last game, have jackpots that, if the crew gets all three of them, will cause them to win 100 rings. They must watch for the Eggmans, though. Getting three of those will cause Sonic and friends to lose potentially all of their rings! There are also totem poles that Sonic and friends can go up or down to get to other areas, like the totem poles in Tropical Resort in Sonic Colors DS. There are also cads Sonic and friends can touch to collect rings or lives, or just stand on like on Sonic 4: Episode 1's Casino Street Zone.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=FRr9wEMoj3A>

Blackout Burst Zone

This whole level takes place at nighttime in the city, and Sonic and friends must go through the rooftops of the city.

However, the city is in the middle of a blackout, or at least a blackout that goes on and off again, having lights on at one moment while having lights off at another. This is because Eggman is screwing with the city power here, as an attempt to stop Sonic and friends from proceeding forward. The blackout plus being on rooftops means that things will be dangerous, but Sonic and friends can't stop now.

In some areas of the level, Sonic and friends come across machines that can "pump" electricity into things. Sonic and friends can stand on them to pump electricity, and that will make the part of the area they are in have lights and electricity for a short amount of time, even during the blackout! At the same time, Sonic and friends go through areas where there are mechanical platforms that move from building to building, but they will not move if there is a blackout, so they will have to use the catwalk the platform runs on.

There are also the usual elevators in this level that go up and down when Sonic and friends are in them. However, the elevators will not work when the lights go off, and when this happens, Sonic and his pals must go up or down using the surrounding platforms that are near the elevator. Other areas of the level may be blocked by electric fences that will harm Sonic and friends if they touch it. However, if the lights are out, then the crew can just simply smash through it to get to other areas. Some cranes may pick up Sonic and friends when they are nearby. However, if the lights go off while they are being carried, they will be stuck unless they jump repeatedly to get free from the crane.

Snowman Valley Zone

In this level, Sonic and friends go through a winter wonderland of some sorts. However, this winter wonderland has many huge objects, and it so happens that those huge objects are giant snowmen! That's right! Sonic and friends go through a land filled with giant snowmen! Sonic and friends will run on platforms and roads that may encircle the snowmen or on the snowmen themselves. It appears Eggman wants to build a base here, and he looks like he wants to destroy the snowmen to build it, so it is up to Sonic and friends to stop him.

The snowmen's scarves are very elastic, so not only are Sonic and friends able to hang onto them, but they will be able to be launched high in the air when the scarf bounces back. The snowmen also have pipes in their mouths. Like the scarves, Sonic and friends can be able to be launched into the air by entering the pipe. Sonic and friends also go on the hat areas of the snowmen. The hat can be stomped to crush objects that are underneath it, but beware, the hat's edges are sharp to the touch.

Sometimes, on the roads around the snowmen, the snowmen will blow air from their mouths. Sonic and friends must wait until the snowman they are on stops blowing and quickly move, or else the snowman will blow Sonic and friends off the road and into the ground below! Not all snowmen have this ability, though some of them can shoot coal pieces from their faces at Sonic and friends as they go. If Sonic and friends are hit by the coal pieces, they will end up taking damage. Needless to say, a lot of the areas in this level are covered in ice, which means it will be slippery for Sonic and friends to walk on, so they must be careful, especially to not fall off in high areas. On the ground, there is water that is so cold, that if Sonic and friends were to touch it, they would end up getting harmed from frostbite.

Vicious Vents Zone

In this zone, Sonic and his friends go through a series of vent areas in a building somewhere in Sonic's world. Now, these vents are actually quite big, and they have loads of room for Sonic and his friends to move and jump around in. There are some sections where it is rather narrow and there may not be much room to maneuver in. In this level, Sonic and his friends are trying to get into a building, which happens to be owned by Eggman, and they decide that going through the vents is the best course of action.

In this level, there are fans everywhere that blow Sonic and the gang around. Some of them could be a rather big hindrance to the team, but some of them can be useful for getting to higher areas in the level quickly. There are also clouds of poisonous gas around that will drain Sonic and friends' rings one by one until they run out, which is the point where they would die. There are shutters nearby, and should Sonic and friends find one of these shutters, they can move it just to let the gas out of the vents.

Some of the walls in this level are actually quite breakable, and Sonic and friends can break through them to access hidden areas that may even contain alternate routes for our heroes to travel through if they wish. In some sections of the level, there will be spinning blades that don't blow Sonic and the crew away, but will be sharp enough to harm them should they get close to them. Some narrow vents in this level act like the pipes from Chemical Plant Zone from Sonic 2, and Sonic and crew can spin through them. Some fans in this level will suck Sonic and company into them if they are near them. If they are pulled into the fans themselves, they will lose rings or even die, so they must be careful and avoid getting into these fans.

Slime Funhouse Zone

This level takes place in some kind of funhouse in Sonic's world. This is not just any funhouse, but a funhouse that has lots of slime of different kinds coming out of different places. In case you have not guessed, the slime here is actually much like the slime frequently used by Nickelodeon in their shows. That's right! I am talking about that kind of slime! There was a show at the funhouse going on until Eggman's robots started attacking, so it is up to Sonic and friends to go and stop them before they do any damage!

In this zone, green slime can be seen everywhere in this level. There is also slime on the floors of this funhouse, and Sonic and friends can slide on the slime just like how they would slide on ice in winter themed levels. Some areas of the level have slime guns that will shoot slime, and this slime will push Sonic and his friends towards a specific direction that they are firing at. There are also large balls of slime that jump around the area, and Sonic and friends can get hurt by these slime balls if they are hit.

There are also pools of slime to be found through the area. The slime here is safe, and there may be hidden items in it that Sonic and his friends can collect in the slime pools. They can't breathe in these pools for long, so they will have to go and collect whatever items are in the pool quickly, or they will lose a life. The pools sometimes have diving boards by them, and Sonic and his friends can bounce off of these diving boards as well as do tricks before they land into the slime. There is also purple slime to be found in the level that is poisonous, and if Sonic and friends touch these purple piles of slime, they will lose a fraction of rings from their ring count, or die if they don't even have any rings at all. There are slides to be found that Sonic and friends can go on, as well as swinging hammers to avoid.

Planetary Travel Zone

In this zone, Sonic and friends, in a few words, go to space. In more words, they not only go through space, but they go through the seven other planets beside Earth that are in the solar system. For Mercury, things will look like this.

<http://en.spaceengine.org/fr/6/2138184.jpg>

For Venus,

<https://upload.wikimedia.org/wikipedia/commons/5/5d/PIA00233- Venus - 3D Perspective View of Eistla Regio.jpg>

For Mars,

https://upload.wikimedia.org/wikipedia/commons/f/fa/Mars_rocks.jpg

For Jupiter,

<http://i.huffpost.com/gen/1210668/images/o-THREE-ALIEN-PLANETS-facebook.jpg>

For Saturn,

http://www.apolloworldgalleries.com/gfx/3d_cyber_murals_III/Surface_of_Saturn-jasper.jpg

For Uranus,

http://rogersesci2012.wikispaces.com/file/view/hoth_landscape_btm.jpg/379699634/280x212/hoth_landscape_btm.jpg

And Neptune,

http://pre09.deviantart.net/5e9f/th/pre/i/2003/43/4/4/surface_of_neptune.jpg

Each has a set of buildings made by Eggman himself. Sonic and his friends wear special gear that protect them from the environments and gravity of these planets, as they go through each planet to stop Eggman from draining

their energy, to the point that they will be destroyed.

Some of the planets in this level have craters, and these craters may have bombs in them, which will go off when Sonic and friends go near. If they explode, and the crew is hit, they will lose rings. However, some craters may contain some items for the crew to collect if they need to. There are also hot, thermal vents that release a gas from them, and touching these gases, despite the gear Sonic and his friends wear, will harm them, so it is best to stay out of the way of these vents.

In the gaseous planets of the level, there are dense clouds of gas that, despite the gear they wear that can only do so much, will drain Sonic and his friends' rings or even kill them, though in some cases, the heroes will have to go through the gas to move on through. Explosions may occur in the air of some of the planets, and these explosions just push Sonic and friends around. They don't harm them, though. The reason why is unknown. Finally, there are rocks that float in the sky that Sonic and friends can bounce off of. There are also Eggman turrets in the level as well that can shoot bullets that will harm Sonic and his friends, and there are sometimes acid pools Sonic and friends have to watch out for. Sometimes, there will be antennas that Sonic and co. can bounce off of.

Cement Lake Zone

In this zone, Sonic and friends go through what happens to be a lake filled entirely with wet cement. Yep! This is a wet cement lake! It has obviously been made by Dr. Eggman. Maybe this is a construction site of some kind, or just another way to pollute the environment like Eggman usually does? No one knows for sure right now, but the bad doctor is here, and he may be up to something. With that, it is up to Sonic and his buddies to go through this lake and take down the Eggman!

In this zone, there is lots of wet cement that surrounds wooden, harbor-like walkways that Sonic and friends run on for most of the level. If Sonic and his friends touch the cement, they will start to sink. If they sink too deeply into the cement, they will lose a life, which is why they must stay out of the cement. Some cement may come out and onto the walkway, and it will push Sonic and friends off of the walkway if they are to be hit by it, so they should make sure they do not get hit by the jumping cement.

There are also turrets that fire cement balls at Sonic and his friends. If one of these balls hits them, the crew will be encased in a block of concrete, and the only way that can be done to escape is by jumping repeatedly until the

block breaks. There are also large, concrete pillars that, if Sonic and his friends push them to knock them over, will create a bridge that they can cross to get to different areas of the level. For some odd reason, though, the pillars do not sink when they are on the wet cement. There are also large ropes in the area Sonic and his friends are able to bounce off of to reach higher places, and there are rolling balls that will try to knock Sonic and friends off of the walkway and into the sinking cement that surrounds it, so they must be careful.

Island Park Zone

In this zone, Sonic and friends are on a beach like area somewhere in Sonic's world. This beach area happens to be an area where there is a carnival on it, much like Coney Island from New York in real life. There are roller coasters to be found, mirror hallways to go through, carousels to ride on and many other things as well. But, there are also beach elements to be found as well. In this level, Eggman has taken over the amusement park, and it is up to Sonic and his friends to drive him out before he turns it into his own fortress.

On the beach sections of the level, there are palm trees that bend when Sonic and friends pull them. If they pull the palm trees for long enough, they can use the trees to catapult them to other areas of the level. The palm trees have coconuts that drop that are harmful, so it is best to steer clear from these coconuts. There are also sections where Sonic and friends get to ride a whale throughout the whole area, which is optional, but should the crew ride them, they can collect goodies on the way.

There are also large waves every so often that come out and hit the beach. When this happens, Sonic and friends must get behind something if they are to avoid being washed away from the land they are on. On the carnival section of the level, there are roller coasters Sonic and friends can ride, and while on them, they can jump out of the roller coaster to get items or tilt the roller coaster to avoid traps. There are also giant ferris wheels that Sonic and friends can climb to reach higher areas, or otherwise collect the rewards that await them at the top. There are also bumper cars in the level that Sonic and his friends can ride throughout the level, though they can't ride them on the beach sand. There are also mirror halls that Sonic and friends can go into, and break windows for alternate routes.

Cold Research Zone.

This level takes place in the arctic areas of Sonic's world. While there is lots of ice to be found there are also lots of scientific research stations to be seen in this winter wonderland. Yep! There are research stations, and Sonic and friends can go into them, which they will have to do for a lot of the level. There are plenty of scientific elements to be seen in this level as well, and polar bears in the background that won't come after the crew. Sonic and friends go through here as they chase the evil Dr. Eggman.

In this level, there is lots of ice, and needless to say, Sonic and friends will slide and skid on the ice as they walk towards it. So they must try to have a bit of control as they go onward. Also, there are air blowers that Sonic and friends come across, that blow freezing air. Sonic and friends will be frozen if the freezing air touches them, so they must steer clear of the gas. There are also heaters in the area, and when a nearby switch is hit, it will melt some ice that could lead to some alternate routes.

There are also boilers inside the research stations. Sometimes the boilers may let out hot steam, and this hot steam is capable of harming Sonic and his friends, which is why they must avoid it. There are also computers Sonic and friends can interact with, and when they do, they will be able to open hidden routes outside the research station. Outside the research stations again, there are vehicles that can be found, and Sonic and friends can push them to knock over obstacles and badniks that may be in the way. The level also has tents that Sonic and friends are able to bounce off of, and this way, they could get hidden goodies that might be in the air. There are also sleds in some hills of the arctic area, and Sonic and his buddies can ride the sleds down hill if they choose to do so.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=d5KzBBY6qAw>

Exercise Craze Zone

This zone takes place in what happens to be an exercise gym somewhere in Sonic's world, mainly outside of Central City. In this exercise gym, there are many different kinds of exercise equipment that Sonic and his friends go through and use as they are here. The exercise gym itself is much larger it is supposed to be, like the unreasonably large Kingdom Valley from Sonic 06 (but this level is not that large). Eggman is in control of this place at the moment, so it is up to Sonic and friends to free this place from him.

In this level, there are dumbbells hanging on the ceiling. When Sonic and his friends get close to them, the dumbbells will fall from the ceiling, and harm Sonic and his friends if they get hit by them. There are also hanging barbells as well, but when they fall, they will crush Sonic and friends to death, so the crew should be careful not to get hit by the barbells. There are also climbing ladder machines to be found in this level, and Sonic and friends can climb them, though they will make movement slow for the crew as they move like conveyor belts.

In some sections of the level, there are giant, bouncy balls to be seen. Sonic and friends can bounce on these bouncy walls, sometimes to get to higher areas that they would not be able to reach on their own, mainly Sonic. There are treadmill machines in this level as well, and Sonic and friends can run on them in order to open doors nearby that the crew will have to get through. There are also cycling machines that Sonic and friends can cycle on, which will make hidden items appear if the crew can cycle long enough without being attacked by any enemies nearby. Sonic and friends also come across weight machines that are usually seen in gyms, and Sonic and his friends can pull the weights to make and attach them to an object so they can get the item under the weight they could not otherwise get to.

Sand Fortress Zone

This level takes place on a beach area somewhere in Sonic's world. However, in particular, this zone takes place in a giant castle made of sand! Yep! It's a sand castle we are talking about! This sand castle is quite sturdy, and is built to survive a lot of damages. Don't let that get to you, though, for the sand castle itself is still breakable, and parts of it can be destroyed by heavy fire, ocean waves and such. Sonic and friends go through here as it appears to be another one of Eggman's bases.

In this zone, there are sand pillars that hold up some structures in the castle. Sonic and friends can break them if they hit them enough times to lower platforms that may lead to alternate routes. Be careful, as this can cause part of the castle to collapse and bury Sonic and friend (which they must jump repeatedly to get out of), and it may destroy some alternate routes for the crew to take before they can get there. There is also sand that rises from the ground to block our heroes, but can be destroyed with a jump.

In other areas of the level, there are pools of wet sand Sonic and his buddies sink into if they step on them. If they sink completely beneath the surface of the sand, they will lose a life. They must jump to get out. There are also some cannons in the level Sonic and friends go into, and this will allow the crew to blast through tough areas of sand and get to other places in the level. Some of the sand is rather cracked, and with this, the crew can break

through the cracks to open up alternate routes or rooms with hidden items. Some of the bridges of the castle may collapse when Sonic and the gang run on them, so they must be quick to get across. Sometimes there will be waves of water from the ocean that come to destroy some the castle. Sonic and friends must be quick to get past the area about to be hit or hide behind a very strong rock.

Drastic Dollhouse Zone

In this zone, Sonic and friends go through what happens to be a series of dollhouses somewhere in Sonic's world. These dollhouses are actually big, like house big, and they have lots of things going on in them. However, it is important to note that in the dollhouse, everything is trying to kill you, maybe because Eggman has tampered with everything in this place. But, that will not scare Sonic and friends away, so they go through here as they go to stop Eggman's plans and save the world.

In this zone, Sonic and friends find cloth hanging above in the ceiling. Sonic and friends can pull on it in order to make things fall down from it, some of them which could be hidden goodies. There are also teddy bears around in this level. These teddy bears will try and jump onto Sonic and the crew, and if they succeed, they will slow Sonic and friends down a lot. They must jump repeatedly to escape from them. The surface of the floor in some areas may be so polished that it is actually slippery, so Sonic and friends can slip on them.

Outside of the dollhouses, there might be giant toy cars coming by, and these toy cars can run over Sonic and friends, and if they do, the crew will lose rings, or lose a life if they don't have any. Sometimes, the doors will open and close by themselves, which can harm Sonic and his friends if they are not careful enough when they run across them. There are also different items on the ceiling of the dollhouses, and these objects fall down when Sonic and friends near them, causing them to hit the ground or worse, hit Sonic and his friends, so they should watch out for them. Some of the stairs are actually motorized escalators tha Sonic and his friends can run on, or stand on since they go upwards. Sometimes, there will be bombs that are thrown through the window, and of course, they must be dodged as well.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=Wz4n25yb1IY>

Gas Gamble Zone

In this zone, Sonic and his friends go through what happens to be an oversized car gas station area somewhere in Sonic's world. Not only is this a gas station, but it is a storage area for many oil and gas barrels to be seen. There is also a car fixing garage to be seen, and at the same time, there is also a car wash to be found in this area. While it is not known as to why, Eggman's robots are trying to steal some of the gas and oil from this place, so it is up to Sonic and friends to go and stop them before they take them.

In this zone, there are oil barrels to be seen, and they can be interacted with. Knocking on one of these barrels will send it flying, causing it to hit structures to destroy them or otherwise destroy enemies. Some can be used as platforms, but the crew must be careful, for some of them can explode. There are also gas pumps that spray gas at Sonic and friends, pushing them around, and there is also oil on the ground that is slippery. Both can explode if exposed to flames.

There are also cars to be seen in this level, and these cars move about the gas station. These cars are able to harm Sonic and friends if they hit them while they are moving, which can be an inconvenience to the crew, other than the cars stopping and blocking some entrances. In the garage areas of the level, there are plenty of car tires. Sonic and friends can bounce off of these car tires to reach items that may be hanging in the air. There are also wrench objects that can throw Sonic and the gang around once they jump into them. In the car wash sections of the level, there are plenty of bubbles to be found. These bubbles will be able to be bounced off of, allowing Sonic and friends to collect the items inside. There are also winds that blow the crew around and car wash mop-like objects that push Sonic and friends around.

Statue Storm Zone

In this level, Sonic and his friends go through what happens to be a statue park somewhere in Sonic's world. It is also a memorial area, which has many memorials of different people from different parts of history all around the world. There are also plenty of secrets to be found in this statue park at the same time. Well, this used to be such a good place, until Eggman and his robots turned this area into a killer death trap for Sonic and his friends, and the group must go through here regardless to find Eggman.

In this level, there are turrets and guns that pop out of the statues. These turrets and guns will aim at Sonic and

any of his friends and fire lasers and energy balls at the crew. These turrets and guns can be destroyed, but if the statue and guns are destroyed, there will be a loss in some points, so the crew will have to be careful. There are also bombs that come out of the statues themselves, and six seconds after they land, they will explode. They will also explode if Sonic and friends touch them.

Some statues are rather big, and have moving hands that Sonic and friends can ride on to reach higher areas like an elevator. Sometimes, however, the hand will throw Sonic and friends off of it, so they must jump repeatedly to avoid being thrown off. Some hidden levers in the level will reveal hidden passageways that are underground. They can be hard to get to, mostly because of their location and enemies around them. Some statues pop up out of the ground, causing Sonic and his pals to fly into the air. Otherwise, they do not do much else. Other statues happen to breathe fire from their mouths, and this fire, needless to say, can harm Sonic and his friends. There are also electric statues that are electrified, and of course, touching them will harm Sonic and friends.

Crazy Capture Zone

In this zone, Sonic and friends are in the middle of a forest and meadow area somewhere in Sonic's world. However, in this area, Sonic and friends see that their small animal friends are being captured by Eggman and his machines! Yes, and he is capturing them to make them all into robots, but I believe you all knew that. Well, with that said, the mad doctor can't get away with this, so it is up to Sonic and his friends to go out there and stop Eggman and free and save all the animals he is trying to capture/have captured.

In this level, there are lasers being fired out from many different angles throughout the zone. Some of these lasers go straight, and some of them bounce off of rocks like a laser. Wherever the lasers come from, Sonic and friends must do their best to avoid them. There are also net traps that fall from the sky. If Sonic and friends get caught in these net traps, they must jump multiple times in order to escape. There is also a cage machine like the one at the beginning of SegaSonic arcade that Sonic and his friends can attempt to destroy for bonus points.

Some of the machines have hands that will swing about and capture some of the small animals in this area. Sonic and friends can destroy these hands for points. There are the ever usual capsules in this level that Sonic and friends can jump on to free some animals. Otherwise, they may release badniks, or act as a spring that can send Sonic and friends flying upward. There are also some holes in the ground that are covered with leaves. Should Sonic and friends fall in, they will have to battle some badniks before they can jump out. Some machines also have a vacuum that sucks the enemies in. They are too small to suck in Sonic and friends, and launch them a distance if they are touching the tube. There are also falling cages that fall from the sky that Sonic and friends must break out

of if they are caught.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=6cnTrBtluVA>

Weird Wireframe Zone

In this zone, Sonic and friends go through a digital world that is completely wireframe! That's right! This is a wireframe area! Now, the layout is mostly light green and dark green, with some red, blue and yellow lines that can be found throughout the zone. This is much like something that is digital art that is in the progress of being made or something like that. Eggman has fled through here after the last battle, and it is up to Sonic and his friends to chase him and stop his evil plans!

In this level, there are rolling wireframe spheres that roll around the level. These spheres can harm Sonic and his friends if they touch them, but if they jump onto one, they are able to control the ball by running on it, which is rather useful in terms of crushing badniks and other obstacles. There are also conveyor belts in the level that Sonic and his friends can run on, and they need to move fast if they are to run off of the conveyor belt, in case they do not want to jump off of it for some reason.

The ground in this level will act like ocean waves at times, and these waves can push Sonic and friends backward unless they jump over them. There are also moving pillars in the level that go up and down as well as left to right and forward to backward. These pillars must be crossed with precise timing, as there are often spikes on the ground that the crew will fall into if they are not careful. Some areas have saw blades, like one used to cut down trees. Sonic and friends will be harmed if they are to be touched by these blades. There are also many landmines in the area that will harm Sonic and his friends if they step on one, and there are open balls that float around the level. If they touch Sonic and friends, they will trap them within them, requiring multiple jumps to get out.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=hNdg5SmAyPQ>

Belief Mansion Zone

This zone takes place in a mansion somewhere in Sonic's world, one that is powered by belief and will continue to exist as long as people believe in it. There is lots of magic here, and many fairytale creatures to be seen in this mansion, and not too many people believe in this place, including Sonic and his friends. But Sonic and his friends are going to have to believe in this place if they want to get through this zone. Eggman has a small base near here, and it is up to Sonic and friends to reach it by going through here.

In this zone, many magical things happen and exist, and there are plenty of magical fairytale creatures like dwarves, gnomes, dragons, elves, fairies, ogres, unicorns, and much much more. Since this place is belief dependent, there is a bar on top of the screen that drains by every second. Sonic and his friends must look around the place for fantastical, magical things to enhance their belief in this place and fill the bar. If the bar completely empties, the mansion will disappear since the crew does not believe in it, and Sonic and friends will have to start over again.

There is lots of magical dust to be seen in this level. The dust, when it falls on Sonic and his friends, will cause them to fly through the air like Peter Pan. They can fly to alternate areas of the level, but only for a limited amount of time. There are also magical elevator platforms that rise when Sonic and his friends either run or spin dash on them. Not only do they go up and down, but they go left to right and forward to backward as well. In the outdoor sections, Sonic and friends can encounter falling stars. These stars will harm Sonic and friends if they are hit. Sometimes the furniture moves, blocking the way until the furniture is destroyed, and there are magic mirrors that act as portals to different areas of the level. There are also bells that drop rings whenever Sonic and friends touch them, and there are fountains with water that can shoot Sonic and friends upward.

Parkour Playground Zone

This zone takes place in, as the name would imply, a parkour playground. It is a place where parkour can be done. Normally, the place looks something like this:

<http://www.hags-smp.co.uk/resources/uploads/news/Article%203,%20picture%20112-040823.jpg>

And this:

http://www.voiceinthedesert.org.uk/archives/images/Parkour_obstacle_course_Trafalgar_Square.jpg

And there are indoor areas, too.

<https://s-media-cache-ak0.pinimg.com/736x/e3/33/05/e33305fec61330fbcbeb383b45ed71f.jpg>

The thing is, the playground is much bigger than any of the parks above. Sonic and his friends will have to go through here as they go after Eggman.

In this level, there are many kinds of walls that can be knocked over to form bridges of some kind. They can also be knocked over to crush boxes or enemies, instantly defeating the latter and allowing for some points. There are also spring platforms that Sonic and friends can jump and stand on. When they press the jump button when the spring is fully compressed, the board sends them flying into the air, up to new areas. There are also seesaws that Sonic and friends come across with a weight that will be sent flying upward and back down when the crew steps on the seesaw. This could be used to launch the crew to higher heights.

Some of the walls have triangular springs on the wall, and these triangular springs will launch Sonic and his friends between walls upward to reach higher areas. There are also ropes that hang from above, and needless to say, Sonic and friends can swing on these ropes, using them to cross areas, mainly areas of spikes. There are also cranes to be seen that Sonic and friends can hang onto. These cranes can pull or swing Sonic and his friends around. The level has many metallic poles in this level, and these poles can be swung on by Sonic and friends, whether they are horizontal or vertical. Some pathways have glowing arrows on them, and Sonic and friends can go at high speeds while running on these pathways as long as they can stay on the pathways, like the paths from the original Spyro the Dragon.

Cyborg Forest Zone

In this zone, Sonic and his friends go through a forest area that exists somewhere in Sonic's world. However, Eggman has been meddling with this forest, and with that, he has turned it into a rather mechanical forest. Rather sad, isn't it? The forest looks like this up to 5:54.

<https://www.youtube.com/watch?v=mOXEG8sJrtQ&t=4m20s>

Only this forest is much more mechanical and deadlier, and there are many traps to be found. Sonic and friends must be careful as they make their way through this deadly forest.

In this level, there are mechanical hands to be found that move across the area. These hands will try to squash Sonic and friends when they are nearby, which means they must be quick if they are to avoid getting squashed. There are also buzzsaws in this level, and like the buzzsaws in Sonic 1's Scrap Brain Zone, these buzzsaws are sharp enough to harm Sonic and his buddies, which is why they should be avoided. There are also razor, mechanical leaves that fall from the trees, which harm Sonic and friends if they touch it.

In some other sections of the level, there are robotic tree poles that Sonic and friends can use to swing to get to higher places, just like the poles of Mushroom Hill Zone in the game, Sonic and Knuckles. There can also be trees that fall over, due to being uprooted by the trees. These trees are capable of crushing Sonic and his friends if they fall onto them, which is why the crew should be quick in making it past the spot before the trees fall onto them. There are also vines in this level, which are also mechanical, and Sonic and friends can swing on these vines if they choose to do so. Some areas have robotic man-eating plants, which cannot be destroyed and must be avoided by the crew. They must be careful, for these plants have a long reach. There are also pieces of wood that shock Sonic and friends when they touch them.

Teleportation Terminal Zone

In this level, Sonic and his friends go through a terminal of some kind. What kind of terminal is it? It so happens

that this is a teleportation terminal here! That's right! This is a teleportation place that is used to teleport some of Eggman's machines around! No Chaos Control required. As mentioned before, this place is being used to teleport different machines around the world for Eggman to use. Hoping to find a way to his base, Sonic and friends go through here with high speed!

In this level, there are teleportation orbs to be found. These teleportation orbs move around the rooms they are in. If they are to hit Sonic and his friends, they will be sent back to the beginning of the room they are in. Objects, such as mini cannons and boxes, are teleported around the rooms they are in, and they can do things to hurt Sonic and his crew when they are nearby, so they have to make sure to be cautious. There are also portals in this level Sonic and his friends can jump into to get to different areas.

Some badniks will be using the teleporters in this level, and some will be coming out of them. They will be doing this on teleportation panels that they stand on. It is important that Sonic and friends do not use the teleportation panel that a badnik is using. If they do, they will teleport and merge with the badnik when they come to the next area. Depending on the badnik, this could have its uses, but the crew will move slower. They must find another teleportation panel and use it to unmerge with the badnik. Some objects can be pushed by Sonic and his friends into the teleportation panels, which the crew themselves cannot go into, but pushing objects into them can clear enemies or make new paths in the next area. Sonic and friends may also need to press a button to activate a teleporter.

Electromagnetic Efficacy Zone

In this zone, Sonic and his friends go through a large area which represents the whole of the electromagnetic spectrum, something that is a part of science, mainly physics. The electromagnetic spectrum is "the range of wavelengths or frequencies over which electromagnetic radiation extends". Here is a showing of the spectrum itself.

<http://www.ska-polska.pl/sites/default/files/imagecache/500wys/lab/spectrum.png>

And everything in this zone represents the spectrum in some way. Sonic and friends go through here to stop the evil Dr. Eggman, who created this zone, by the way.

In this zone, at the beginning, there are radio waves that fly around the area. Sonic and the gang can run on the radio waves like how Sonic could run on the photonic bridges in Death Egg Zone in Sonic and Knuckles. In the microwave area, there are sections where there are microwave lasers that shoot from all around. These microwave lasers, or Masers, are deadly, and can harm Sonic and friends if they touch them. In the infrared section of the level, the whole area is like this.

<http://thumbs.dreamstime.com/z/thermovision-image-house-infrared-showing-lack-thermal-insulation-45291207.jpg>

With the red and orange parts being hot and harmful, and should not be touched.

In the terahertz radiation section, every item can be seen, but however, the items are behind invisible walls, and Sonic and friends will have to go long ways to reach the items. The main path is straightforward, though. In the visible light section, there are light orbs to be seen that can be bounced off of, and there are rays of light that can be moved to activate switches that may be nearby. In the ultraviolet section, there are harmful ultraviolet rays to be found, and they can harm Sonic and friends if they are to be touched. In the X-Rays section of the level, there crew appears completely as skeletons, with some white balls of light that can shock the heroes should they touch them. In the Gamma Ray section, Sonic and friends must avoid gamma ray explosions, which will kill them in one hit, even with rings or a shield.

Advancement Fair Zone

In this level, Sonic and his friends go through what happens to be a trade fair of some sort. It is a trade fair of different things, but it is mostly about science and technology. Everywhere, people showing off their inventions, scientific booths that demonstrate things, and so on can be found, and there are also video game sections and electronics and media sections. Speaking of video games, I hear Sega is at this trade fair in some form. Anyway, Eggman is trying to find and steal an invention he can use, so it is up to Sonic and friends to stop him.

In this level, there are plenty of TVs that project different images from them, and Sonic and his buddies will be able to interact with the images that pop out. However, some of the images may harm Sonic and his friends in a way. There are also vehicles on display that spin around fast. They do not actually move from their spot, but they spin quickly enough to harm Sonic and friends if they are in their way. There are also electronic boxes with goodies in

them that Sonic and friends can collect once they break the boxes.

In other sections of the level, there are platforms that go up and down. Sonic and friends can go ride on these platforms if they choose to do so, and with that, they can reach higher areas. Some sections of the floor spin, so when Sonic and friends step on them, the direction they are moving in will be changed unless they jump over the moving floor, which is shaped like a circle. Sonic and friends also come across plenty of remote controls which can activate light platforms they need to cross an area. There are many different arrangements of such platforms, but only one of them is the correct passage to get through. Some of the machines accidentally fire lasers that harm Sonic and his friends when hit, and there are computers with holographic icons Sonic and friends can touch to open doors further in the level.

Political Panic Zone

In this zone, Sonic and his friends go through what happens to be...a political area. Based rather around Washington DC of the real world, the political place has congress houses, law courts, and even areas that look like the White House itself! There are a lot of political things going on in this stage, well, except politicians and such talking about stuff. You won't see any of that here. Eggman's robots are attacking the city, specifically a few buildings, and it is up to Sonic and friends to go and stop them before they do so much damage.

In the congress housed areas, there are chandeliers that hang above. When Sonic and his friends get near them, they will break off and fall to the ground, crushing Sonic and friends if they are under them by the time they land. So Sonic and the gang must cross past the chandeliers with care. There are also, in the big congress rooms, plenty of bouncy chairs to be found, and Sonic and friends can bounce off of these to get any kind of items that may be in the air, though the chairs do not bounce Sonic and friends that high.

Also, there are solid flags in the area that can be used as platforms. It is possible for Sonic and friends to tear through these flag platforms if they are not so careful. There are also curtain slides Sonic and the gang can slide down as if they were an ordinary slide. Some areas have podiums that, when Sonic and friends go near them, may explode. With that said, Sonic and friends will have to avoid the explosion to avoid getting hurt. Some areas have statues that spit fire or drop bombs when Sonic and friends come by, which can be dangerous. In the courtroom sections of the level, there are giant gavels that slam the ground, harming Sonic and his buddies if they are hit, and there are balance scales Sonic and friends can use as moving platforms to reach higher areas.

TV Tumult Zone

In this zone, Sonic and friends go through what happens to be a TV/Monitor Shop, a really big one at that. There are many different kinds of TVs here to be found, and some of them resemble the TVs from the classic games. Heck! Some even look like the TVs from Sonic 3 and Knuckles even! There are many different things being shown on the TVs here, but there is no time to watch anything now. With that said, Eggman has taken control of the whole TV plase, and it is up to Sonic and friends to drive him out.

In this level, there are many TVs that look like the monitors in the classic games. Some of them even look like how they did in Sonic 3 and Knuckles. With that said, these TVs have different effects. They could open up any nearby doors that lead to alternate routes, or they could otherwise open trap doors below Sonic and friends, among other things. In some areas of the level, there are four TVs, and Sonic and friends must touch them in the correct order in order to obtain a hidden item. Touch them in the wrong order, and the gang gets shocked.

In other sections of the level, there are giant remote controls. With these remote controls, Sonic and friends can hit their buttons to change the channel of each TV. If they get all TVs in the area to be at the same channel, alternate routes will be opened. Some of the TVs in this level will act as portals, and Sonic and friends can jump through these TV portals to get to other areas of the level. Even more certain TVs project images from them. Sonic and friends can interact with these images, though some of them may try to attack the crew, so they must watch out. Some areas have cameras that fire lasers at Sonic and his buddies. These cameras can be destroyed with a simple jump attack. Sometimes, finding a plug to some TVs and unplugging it will cause items to appear, or alternate routes to appear.

Steampunk Town Zone

In this zone, Sonic and friends go through a city and factory that is somewhere in Sonic's world. However, this city and factory is not just of any kind. Rather, it is a steampunk themed city and factory. This place is completely powered by steam. With that said, steam machines are everywhere to be found, from steam cars to steam TVs in windows to steam streetlights. Yep! There is so much steam, alright! Now Eggman has taken over this place and wants to use the technology for his own evil deeds. Sonic and friends must drive him out!

In this zone, there is plenty of steam being blown from pipes, and this steam can change the direction that Sonic and co. are moving in. However, thinner clouds of steam are hot, and they will burn the crew, causing them to lose rings or even die. Sometimes, the crew gets into a fog of steam. While harmless to the heroes, they will make things hard to see as they go through them. There are also steam powered gliders that Sonic and friends can ride throughout the level as they go.

There are also steam cars to be found in this level. Needless to say, they can hit the crew and cause them to lose rings or die, though they can be ridden on as well. In the steampunk factory, there are steam powered conveyor belts Sonic and friends have to run on, with great speed need to run off of these. There are also steam cog wheels that move in a circle that Sonic and friends can stand on. Sometimes, there will be platforms that are sent upward by a burst of speed. Sonic and friends can ride the platforms to reach higher areas of the level which sometimes lead to hidden routes. Some areas have levers Sonic and his friends can push to make doors open or activate machines nearby and there are guns that shoot long blasts of steam that the crew will have to watch out for.

Pollution Cleanup Zone

In this zone, Sonic and friends go through a grassland with trees, a lake and some ponds. All of them have been heavily polluted. However, that will not be for long, as there are machines that are cleaning up the pollution by the time Sonic and friends come along! That's right! This place is in the middle of getting cleaned up! However, a certain doctor named Eggman does not like this, and he is making his robots try to keep the place dirty and polluted. Looks like Sonic and his friends have some cleaning up to do!

In this level, there are machines rolling around with vacuums sucking in pollution. Sonic and friends can get harmed by the machine, especially if the vacuum sucks them in close enough, so they must avoid getting hit by these vehicles. There is lots of sludge on the ground, and the sludge can harm Sonic and his buddies if they are to touch it, so it is best to be avoided at all times. There is also smoke in some sections, and they will drain the crew's rings every second they are in it. These do get vacuumed away, though.

Look very closely and you'll see this guy coming out of a dump ship making a pose.

<http://gamefabrique.com/bigimages/vectorman-2.jpg>

In other sections of the level, you can see trees being vacuumed by machines, though that does not do much for the heroes. There are also machines that spray water around, and these blasts of water, while they can push the pollution away, will cause Sonic and friends to be pushed away, which can be an inconvenience. There are also sweeping machines that push the crew around as well. In the water sections, there are purifier fans that will clean the water when a switch is touched. When the switch is touched, the water will become clean, and it will open up hidden areas underwater. There are also machines with sponges that absorb dirty water that act as bumpers that knock Sonic and friends around. Vortexes from the machines can also lift Sonic and his pals to higher areas.

Additional Info: In some part of the stage, you'll see this happen (up to 0:15)

<https://www.youtube.com/watch?v=OWPteMFkI2k>

Rocket Carrier Zone

In this zone, Sonic and his friends go on another one of Eggman's airships. This time, however, this airship is different. Why? Because it is actually carrying another airship and a rocket. It is kind of like this.

https://upload.wikimedia.org/wikipedia/commons/4/44/Atlantis_on_Shuttle_Carrier_Aircraft_2.jpg

Only that it carries two other ships! And the rocket on top will be the one to reach the space station Eggman's built, with the two airships eventually falling off like these parts.

<http://www.buran.fr/bourane-buran/img/STS-SRB-separation-grand.jpg>

The top rocket will lift off soon, so there is no time to stop and for chili dogs!

In this level, like many other airship levels in the past, there are cannons to be found, and they fire projectiles at Sonic and his friends as they come on by. These cannons are destructible, but should they be able to strike Sonic

and his buddies, they will lose rings, or a life. There are also parts of the ship that move forward from the wall they are in, and they will, should Sonic and friends be in the way, push Sonic and friends off the ship, so the crew must be careful around these areas.

There are also sliders to be found on this stage, and these sliders are objects that will propel Sonic and his friends forward at high speed, like similar objects that were in the past games. There are propellers on the ships that Sonic and friends come across. These propellers will blow Sonic and his friends away if they are near them, or otherwise harm the crew for being sharp. At the same time, strong winds can be found, and these strong winds will try to blow Sonic and friends off the stage, so they must hold onto something before the wind starts blowing. On the top area of each of the first two ships, there will be a countdown section like the countdown missile section in Metal Harbor of Sonic Adventure 2. Sonic and friends must get to the second ship, and later, the rocket, before it launches off of the back of the lower ship. There are also rocket flames Sonic and friends must watch out for.

Duststorm Danger Zone

In this zone, Sonic and his friends are in the middle of a desert city somewhere in Sonic's world. This isn't just any desert city, however, for this is a city that is currently caught in the middle of a dust storm. So Sonic and friends are inside a dust storm, which means the area will look like this.

<http://i2.cdn.turner.com/cnn/2009/images/02/13/84736119.jpg>

And this.

<http://3.bp.blogspot.com/-uhL6rD5nFok/UAtPVycCnzI/AAAAAAAAABak/ATYh--bHUX8/s1600/Dust-Storm-2.png>

There is no time to find shelter, though, for Sonic and friends must find Eggman before he escapes!

In this level, there are large piles of sand flying in the wind. These piles of sand, should they hit Sonic and his crew, will bury them into the ground. In order to escape being buried, the crew must jump multiple times, which will allow them to escape. There are also strong winds that blow Sonic and his friends around, and if the crew is not

careful, they might be sent flying into something dangerous. There are also bouncy cloths in the area that Sonic and friends can bounce on to reach higher areas.

There are also cars trying to make it through the dust storm. They can be a bit hard to see in the storm, but Sonic and friends must make sure not to run into these cars. If they do, they will lose rings, or lose a life. There are also areas of quicksand Sonic and his friends encounter. If they step on one of the quicksand pits, they will sink into it, and if they are completely submerged, they will lose a life. There are also lamp poles Sonic and his friends are able to swing on, usually to buildup speed to move quickly once they let go of the pole. Sometimes, there will be sand gushers coming out of the ground, and these gushers will send Sonic and friends upwards into the air. There are also plenty of tornadoes to be found, and these tornadoes will toss Sonic and friends into deadly things if they are not careful.

Iridescent Quarry Zone

This zone takes place in an abandoned quarry somewhere in Sonic's world. Now, this quarry is not just abandoned because there is no more to mine, but it is abandoned to show the colorful rocks that have been exposed by digging to everyone who visits. The walls of the quarry look like this.

http://3.bp.blogspot.com/-vzcSiKUmSeA/U0wqja9Vo1I/AAAAAAAAAnA/7FsKxPMz9vk/s1600/604_483089228451088_1302509754_n.jpg

And this.

http://1.bp.blogspot.com/-Jhjrfo4JJyo/U0wq_eugSTI/AAAAAAAAAnQ/iNoY8jdlS6A/s1600/9305497018_1eed9cb664_b.jpg

Yep! The quarry is quite so colorful. Unfortunately, Eggman is trying to ruin the beauty of this place by mining for resources. It's up to Sonic and friends to stop them.

In this level, there are the usual mine carts to be found that Sonic and his friends can ride on. While on it, they must dodge obstacles that are in their way by jumping over them. The caves they go into are actually short in

duration. There are also switches that can change the direction of the rains for Sonic and his friends to travel to, or lift barriers that would harm Sonic and friends if they tried to go through it. There are also gemstones that can be broken with a single jump attack, or be pushed around.

There is also dynamite with switches near them. If Sonic and friends can press the switch, they will destroy Eggman's robots and destroy some of Eggman's barriers nearby, which may lead to optional hidden routes. There are also platforms with stilts that will fall over when Sonic and friends step on them. They must move quickly off the platform before it falls to the ground below. There are also drills that can be found. Touching them will make them dig through the ground, causing rings to pop up or small enemies to come up, or other items as well. Some of the rocks explode when Sonic and his friends get near them, and they can harm them if they are to get hit by them. There are also rocks being launched from a distance, which should also be avoided if the crew doesn't want to get hurt.

Forcefield Highway Zone

In this zone, Sonic and his friends go through a city somewhere in Sonic's world. However, it is to be noted that this is no ordinary city we have here. Rather, this is a city made entirely of differently shaped force fields! Yep! All the buildings and roads here are made straight with force fields that vary in color and shape, and they are quite pretty to look at. Not to mention, they are hard to break through. Eggman is here, and he seems to be after the power source that powers this city, so it is up to Sonic and friends to stop him before he gets it.

Some of the walls in this level are rather reflective, so if Sonic and his friends touch the force field walls, they will be bounced backward. This could be useful in climbing high areas that are too high to even fly up to. There are also paths that generate and form as Sonic and his friends run on them, much like the purple paths from Sonic Colors' Starlight Carnival. There are also force spheres to be seen in the level as well. Some bounce Sonic and friends back, others explode harmlessly like a balloon.

In other areas of the level, there are energy platforms that serve as elevators. The elevators will move up or down, depending on where Sonic and the gang are, once the crew steps onto these elevators. There are also force beams that act as fences alongside the road. With that said, Sonic and his friends can bounce off of them harmlessly, but some beams will be fired from other areas, and will try to grab Sonic and friends and pull them off of the stage, which is no good. Some force fields will turn on and off repeatedly, and can be walked on. Sonic and his buddies just have to cross those platforms while they are still on to make it across safely. There are also force fields that

shrink, and such force fields are able to crush Sonic and his friends if they do not make it out from under in time.

Code Clamor Zone

In this zone, Sonic and his friends got through an area made of different green numbers and codes somewhere in Sonic's world, or in a computer in that world. It is just like the movie, The Matrix, and it looks like this.

<http://static1.squarespace.com/static/52f035a3e4b0a96c7b504493/t/532c6afde4b0ede66abd9755/1395419902753/>

And this as well.

http://images.firstcovers.com/covers/flash/m/matrix_code-511880.jpg

A main difference is that there will be coding of other colors as well, with some codes being blue, green, yellow and orange. Sonic and friends go through here as they go to stop Eggman. Sonic and friends are also in normal form while here.

In this level, there are platforms in the air that will dissolve into nothingness when Sonic and friends step on them, so they cannot stand on these platforms for long. The same platforms will regenerate after a few seconds. There are also large, green hands that come from out of the background, and they will try to grab or crush Sonic and his friends as they move along. The heroes must avoid the hand as they go on. The heroes also must dodge spikes that fly all over the screen that could harm them.

In other areas of the level, there are spherical bombs that Sonic and the gang encounter. These bombs will explode when Sonic and friends near them, so they must best stay out of their way. Some giant numbers float around the level, causing explosions when they touch each other. Sonic and his friends are still able to touch and ride these numbers, though. Some code walls are breakable, as well as some of the code platforms. Breaking them may reveal hidden areas as well as alternate routes for Sonic and his friends to go through. Some areas have trap cages that fall from above, trapping Sonic and friends if they are under them. They must attack the cage to break free if

caught. There are also colored panels that change color when touched, opening a route if Sonic and friends can match all the panels to one color.

Magnetic Madness Zone

In this level, Sonic and his friends go through a place with lots of metal, not to mention lots of magnets and magnetic forces to be found. That's right! This is a magnetic type of level! This place is made completely out of ferrous metal, and there are magnetic forces that affect the metal in some way, like crushing, lifting, levitating, and so on. Apparently, this place is owned by Eggman, though some signs point that it was owned by someone else before Eggman came along. He may be planning something here, so Sonic and co. must find out what it is.

In this level, there are metal spheres that roll around. Sonic and friends can ride on these metallic spheres, or they could homing attack or jump on them to reach other areas of the level. There are also large, metal spikes, larger than the ones Sonic and friends are familiar with, and they can be quite harmful if they were to touch these spikes, so they must stay away from them. Also, there are some metal structures that are being torn apart by magnetism, which could open alternate routes over time.

In other areas of the level, Sonic and friends come across large magnets, which not only attract rings, but can somehow push Sonic and friends upward to higher areas. There are also chained platforms much like the ones in Flying Battery Zone in Sonic 3 and Knuckles. There are also magnetic ceilings as well. These ceilings will attract any magnetic objects below, including the chained platforms, which can be used to cross large gaps. There are also energy tanks to be found, and these tanks will explode when Sonic and his friends go near them, so they must beware the explosion as they go. There are also sections of the level where there are magnetic forces that are great, and they will crush all metal that is around it, including paths to alternate routes that Sonic and friends must be quick to get to.

Block Barrage Zone

In this level, Sonic and his friends go through what happens to be a world made entirely made of blocks. That is right! This is a block world! This is not just of the Lego kind of blocks, but it is also of different kinds of blocks. This level is mostly like a gigantic city. Parks, towers, buildings, and all other stuff, which are made entirely of blocks, of

course. Some of these blocks are breakable, and others are very useful. Sonic and his friends go through here to stop the dreaded Dr. Eggman.

In this world, there are falling blocks that fall from the sky, like a game of Tetris. These blocks may not actually move in a Tetris like fashion, but regardless, Sonic and friends must avoid these blocks as they fall, or else they will get crushed and lose a life. There are also plenty of breakable blocks that can be broken, much like the blocks in Marble Zone in Sonic the Hedgehog 1. There are also blocks that shoot out of a cannon nearby, and these blocks will hurt Sonic and his friends if they are to be hit by them.

Sonic and his friends are able to pick up and attach some of the blocks onto other blocks. Doing so will cause platforms to appear, or otherwise, they will cause alternate routes to appear, and thus, be able to be taken by Sonic and his friends. Some of the blocks move through the air or on the ground, and Sonic and his friends can ride these blocks to get to higher areas of the level or across long gaps. There are also collapsing block platforms Sonic and his friends can stand on, and needless to say, these platforms will collapse when they step on them, so they must be quick to jump off of them when they collapse. There are also blocks that jump off of the ground that Sonic and his friends can ride, and there are walls and towers that are breakable, and can be knocked down by Sonic and friends.

Flamboyant Flowers Zone

This zone takes place in a field area in Sonic's world. The field is full of many different kinds of flowers out there. In fact, this whole level is flower themed. There are big flowers, small flowers, safe flowers, dangerous flowers, and so many different kinds of flowers to be seen in this level. Now, since this is a nature level, this beautiful level is targeted by Eggman, who wants to destroy this place and make it into one of his bases, so with that said, Sonic and his band of friends must go and stop him.

In this level, there are tree sized flowers to be found, with falling petals that come off of them. Sonic and his friends can ride these giant petals, and ride them like an aerial surfboard throughout the air as they go. There are also large flowers to be found that will try to eat Sonic and his friends when they step on them, like a carnivorous plant. If they get caught in these flowers, they must jump multiple times in order to break free from them, or else they will lose rings the longer they are in there.

Some of the giant flowers in this level are actually bendable, and Sonic and friends can walk on the bending

flowers as they go on through. Some of the flowers jump into the air and spin, or just spin and float through the air. Sonic and his friends can ride these platforms if they wish, and can ride them to different areas of the level, or sometimes to alternate routes. Some seeds fall through the air. They can be destroyed, but should they land, they will cause flowers to sprout from the ground that can be used as platforms. They grow bigger over time. Some of the big, yellow pollen in this level, should they touch Sonic and his friends, will be able to slow them down, so they must be avoided. There are also sharp flowers that spin that can hurt Sonic and friends.

Radio Ruckus Zone

In this level, Sonic and friends go through a series of radio signal towers somewhere in Sonic's world, owned by Eggman. These towers look like these.

http://3.bp.blogspot.com/_1ysODn_1Nr4/S9dtQadjDBI/AAAAAAAAADLE/eruKNS2_rlc/s1600/forget+cell+towers.jpg

And these.

<http://sl-serco.com/wp-content/uploads/2012/11/radio-tower.jpg>

And there is one giant radio tower, much like the one in Sonic Riders: Zero Gravity. There are also plenty of satellite dishes as well. With these radios, Eggman plans to take over the radio systems and satellites of the planet, so it is naturally up to Sonic and his friends to stop the mad doctor.

In this planet, there are radio lasers that shoot from around the area. These radio lasers are capable of hurting Sonic and friends, and they should be avoided at all times, though a well dodged radio laser could strike a structure and thus lead to an alternate route. On the scaffolds of the radio towers Sonic and his friends go through, there are elevators to be found in the towers themselves, and these elevators can take Sonic and his friends up or down. Sonic and friends cannot control the direction of the elevator.

There are also satellite dishes to be seen as well, and these dishes, when Sonic and his friends jump into them, will

cause Sonic and friends to be transmitted through different parts of the level like a radio wave. There are also walls of energy to be found in this level, and Sonic and his buddies can bounce off the walls like a pinball in order to get up to different areas of the level. Sonic and his friends also come across spinning energy orbs that they can orbit around. They can then then jump at some point to be launched into the air to get to higher ground. Some of the towers have radio energy lines, and Sonic and his friends can run on them like Sonic could in Death Egg Zone of Sonic 3 and Knuckles. Giant blades with sharp fans are also around, and Sonic and friends should avoid these.

Sound Scurry Zone

In this level, Sonic and his friends go through an area composed of many different visual sound waves. No, this is not a music level, as one may think, as this level does not have the musical instruments one would expect from such a level. The level merely has sound waves Sonic and friends can see. With that in mind, the background is like the visualizations one would see on a media player on Windows, something like this.

<https://www.youtube.com/watch?v=QFZBTYFTeto>

And the roads look like these.

<https://s-media-cache-ak0.pinimg.com/236x/85/89/25/85892574bd7c2029a6b21ca18f33033c.jpg>

<https://dn-cache-mauganscorp.netdna-ssl.com/thumbseg/926/926122-bigthumbnail.jpg>

<https://b1.burst.zone/wp-content/uploads/2014/08/ElvisPresley-BurningLove.jpg>

Plus more. Sonic and friends must stop Eggman before he absorbs all of the sound here for his evil purposes.

In this level, there is plenty of visual sound. Some of said sound bounces across the room reflecting off of walls as Sonic and his friends go by. If they touch the sound waves, they will be damaged, and will lose rings or a life, which means they should stay away from these sound waves. There are also spheres in the level that shake whenever

Sonic and friends hit them. Sonic and friends can hit them to make platforms appear that they can use to go up to different parts of the level if they choose.

There is also sound that acts like electricity as well. Of course, needless to say, the electricity will shock and harm Sonic and friends if they touch them. Some blocks stick out of the ground, but if Sonic and his friends stomp on them, they can cause other blocks to pop out of the ground, which can be useful in getting to high places. There are also sound waves that, when fired from a cannon Sonic and friends can fire, can be sharp enough to cut through the walls allowing Sonic and friends to proceed. Some walls cannot be cut through, though. There are also waves of sound that launch Sonic and his friends high into the air whenever they touch them, and there are spherical waves that act like casino bumpers that can bounce Sonic and his friends around when they touch them.

Card Palace Zone

In this level, Sonic and his friends go through a level that happens to be a palace that is made entirely from cards, mostly playing casino cards. This level is made from the ground up to the top roof with different playing cards of different kinds. There are diamond, club, heart, spade and joker cards that make up the place, but believe it or not, this place isn't easily destructible. It is very strong and sturdy and is not able to be knocked down easily. Still, Eggman has taken over the palace, and Sonic and friends must drive them out.

In this level, there are cards that flip to a vertical position and to a horizontal position, much like the cards of Casino Street Zone Act 2 in Sonic the Hedgehog 4: Episode 1. Sonic and his friends must use timing to cross these platforms when horizontal, or when they tilt, they will be sent down to the lower area instead. Some other cards, also from Sonic 4: Episode 1's Casino Street level, are able to be collected by Sonic and his friends, and should they get matching cards, they will obtain rings or extra lives.

There are heart shaped keys in the level as well. They are not needed to complete the level, but should they be collected and brought to the right door, they can open up hidden routes that Sonic and his friends can go through. There are also diamond shaped objects that Sonic and friends can touch to open up a nearby doorway or activate a nearby bridge Sonic and friends can cross. There are some sections of the level where Sonic and his friends actually get to run on cards themselves, flying through the air at a high speed as they run on them. Other certain cards of certain size are very sharp, and should not be touched at all. There are card seesaws with weights that can be used to launch Sonic and friends upwards, and cards in slots Sonic and friends can push into to open up doors.

Stock Surprise Zone

In this zone, Sonic and his friends go through the not so typical environment of a stock market place. You heard right! This is a stock market area here! Most of the level is in the computer's cyber world. Now, it is obvious that Sonic and friends may not be old enough to care for these things, but they could still learn a thing or two if they wish. Many of the 3D sections have 3D arrows and lines that are right next to each other making roads, so there will be plenty of alternate paths. Eggman is trying to make the stock market crash, so it is up to Sonic and friends to stop him before he does so.

In this level, there are plenty of green up arrows. When up, there will be alternative paths that go upward for Sonic and friends to take. However, they can switch to being down in red color. While down, the alternate routes at the bottom of the level will be open to take. Sonic and friends have no control over the arrows' direction unless they touch a small, blue light ball. There are also computers in the main money that can be attacked. Attacking these computers will cause rings to pop out to collect.

Also, there are plenty of charts with arrows next to them, going up and down in the process. With that said, the arrows usually have other arrows that go a different pattern Sonic and friends can take. There are also lots of numbers all around the level, and Sonic and his friends can use these numbers as platforms. Some platforms get bigger depending on the number they show. Also, the level has sections where there are signs of a bear, and that means there will be deadly traps. But if Sonic and friends can find a green button and press it, the bear sign turns into a bull image sign and the traps disappear, and everything gets easier for a short time. There are also spiky likes that harm Sonic and friends if they touch them, and falling arrows from above Sonic and friends must watch out for.

Ley-Line Lunge Zone

In this level, Sonic and his friends happen to be at a power spot, a spot at an intersection of ley lines. With that said, there is plenty of energy flowing around here. However, Eggman has built a base right on this spot, and he is absorbing the energy of the ley-line power for his own evil misdeeds. So, naturally, it is up to Sonic and friends to go and stop him before he causes any kind of damage with the ley-line's power. There are many dangerous traps to be found, so Sonic and friends must be careful around here.

There are lines of energy circulating through the sky that Sonic and friends come across. Should they touch the line, they will be harmed by the power and lose their rings, or a life if they don't have one. There are also ley line energy bolts that come down from the sky. These energy bolts will also harm Sonic and his friends when they are hit by it, so they must watch out for them. There are also explosions of ley-line energy, and they can not only harm Sonic and his friends but blow them away into something harmful.

Some areas of the level, marked with blue ground, actually help increase the abilities of Sonic and his friends, and they can make them run or roll faster, jump higher and farther and hit harder than they would be able to do without this force, so the heroes can be sure to take advantage of this power. There are energy tunnels that act like the pipes of Sonic 2's Chemical Plant Zone that Sonic and his friends can spin through to reach other places. Some machines release an energy wave that will push Sonic and friends back while draining them of their rings as they are in contact with it. Some energy collecting machines act as cannons that shoot Sonic and friends into the air to higher places. There are also cogs to run on and conveyor belts to run on in this level as well.

Ribbon Roadway Zone

In this zone, Sonic and his friends go through what happens to be a road comprised completely of ribbons! Yep! That's right! This is a ribbon themed level! In the background, there are many presents to be seen covered with ribbons, and there are pillars with ribbons wrapped around them as well. There are even some present boxes to be seen on the ribbon roadways as well. It seems like a cheerful and merryful place, but Eggman is here, and it is up to Sonic and friends to stop him from doing whatever he is doing.

In this stage, there are big ribbons that, when Sonic and friends step on them, will cause them to roll outward and form a bridge Sonic and crew can cross, much like the plants from Mushroom Hill Zone from Sonic 3 and Knuckles. There are also ribbons that twist, and if they are on them as they twist, Sonic and his friends will fall off of them to the area below, so they must be careful when going through these. There are also wheels with ribbon tapes Sonic and his friends can stand on and roll on across the area.

There are also pink ribbons that fly around the area, and if they touch Sonic and his friends, they will wrap them up and make them unable to move. Only by jumping multiple times can the heroes break free of these ribbons. There are also present boxes that do different things. Some of them may explode when Sonic and his friends near them, harming them if they are to be hit, while some could have Jack-In-The-Boxes in them that can send the crew upward. There is also tearable paper that Sonic and his friends can tear to reveal hidden areas of the level. Some areas have scissors that will cut some of the ribbon roads, causing Sonic and friends to fall to the ground below if they are not quick enough. The heroes can also swing on ribbons in this level to cross gaps as well.

Additional Info: Something like this would be the music.

https://www.youtube.com/watch?v=81oMh4_CbTs

Collective Realm Zone

In this zone, Sonic and friends go through what happens to be the ruins of an empire-ish realm. This is a realm that still has its inhabitants, but the empire is long gone. Many of the worlds found in this realm have been annexed into this one realm, much like how Shao Khan would annex worlds when he conquered them. Some worlds are colorful and fantasyish, and some are more realistic and dull. Though there are plenty of ruins, most of the worlds still function independently. Eggman is looking for a hidden gem that lies in these realms, so whatever it is, Sonic and friends must find it before he does.

In this level, there are many poles for Sonic and his friends to swing on like the poles in Mushroom Hill Zone in Sonic 3 and Knuckles. Some of these poles bend when Sonic and his friends touch them, and this allows them to swing and jump to higher places at unusual angles from the poles. There are also plenty of areas where electricity can be found. The electricity, needless to say, will harm Sonic and his friends if they touch them. There are also pools of toxic waste that the crew must avoid.

Sometimes, on the water in certain sections, Sonic and friends can ride a motorboard down the area if they choose to do so. They will have to watch out for mines and water vortexes along with way. There are also technological hammers to be found. These hammers, when Sonic and friends go near them, will hit the ground, harming or killing them if they are hit. There are also explosions in the level that take the form of fireworks, and though they must be avoided, they can open boxes Sonic and friends can't open on their own. There is also heart shaped lightning to be found that can harm Sonic and his friends, and dark rocks that fall from the sky as well. There are waterfalls that carry Sonic and his friends upward, and there are crystals Sonic and friends can bounce on.

Mobile Base Zone

This level takes place on one of Eggman's base, but this time, the base is a giant place that is mobile. That said, this is a base that moves on wheels! Yep! Now, there are many different traps for our heroes to encounter as they go through the level, but with enough care and skill, they should make it through okay. However, Eggman is not letting our heroes get to any of the secret plans he has in this base, so he is making sure that he gives it everything he has gotten in order to stop our heroes from proceeding.

In this level, there are many different types of cannons. There are also many different kinds of machine guns and bombs to be found in this level. All of these things can hurt our heroes should they not be careful while going through here. Some areas have fans that spin quickly and are sharp, and need to be turned off by switch. They also blow Sonic and his friends away if they don't hang onto something. Sonic and friends will also have to avoid tree branches whenever they are out side, as they can harm them.

Inside the mobile base, there are electric wires spewing electric sparks out of them, and of course, these sparks will harm Sonic and his friends if they touch them. Some internal areas have conveyor belts that they can run on, though they may move slower as long as they are running on them. There are metallic gears that spin around on the inside of the base as well, and Sonic and friends can jump onto these gears and use them to get to other areas. Computers also fill the inside of the base as well, and these computers can be interacted with, opening doors or otherwise disabling traps. There are security bots that will cause numerous robots to appear if they spot Sonic and friends, and they can only be destroyed when they are facing the other way.

Geometric Palace Zone

In this stage, Sonic and his friends go through a geometric palace. In this palace, there are many different shapes to be seen, and many patterns to be found. The walls and objects look like these.

http://40.media.tumblr.com/tumblr_m6pe68ZpZ61qdw05o1_1280.jpg

<https://s-media-cache-ak0.pinimg.com/originals/0d/d5/68/0dd5681cba1c17f61a83922b5a46f8a3.gif>

http://2new4.fjcdn.com/thumbnails/comments/Come+on+now+put+your+brain+to+use+when+you+_f26efb0e9169f5ca2ef5c0cd89758d8c.png

<https://s-media-cache-ak0.pinimg.com/736x/80/79/d6/8079d609297ffa69b6d8db03ebad3c21.jpg>

There are more patterns and shapes to be found. Eggman has created this place as a death trap for our heroes. Can our heroes survive?

There are many different patterns on the floor to be seen, and these patterns have shapes that will light up when Sonic and his friends step on them. If they step on the right shapes in the right order, then there will be a door that opens, which will lead to an alternate path for our heroes to go through. There are also giant circles that act as wheels, and Sonic and his friends can run on them, sometimes making them go across the ground as they ride on the top, and that can be useful for destroying enemies.

There are boxes that turn every few seconds. They can be used as platforms, but Sonic and friends must be quick to get off the boxes before they turn or else they will fall off. Some star shaped platforms will turn, and Sonic and friends can ride on these platforms as they float. Beware, though, for the stars are very sharp to the touch. Some shapes float in the air, and Sonic and his friends can homeing attack or jump on these shapes. If certain shapes are hit in the right order, they will open up an alternate route further in the level. Some sections of the level have giant egg that Sonic and his friends can ride on, and some other areas have pentagon shapes that fire lasers at the heroes. There are even shapes that emerge from the ground, which may hinder or harm the crew in some way.

Dormant Tomb Zone

In this level, Sonic and his friends go through what appears to be a big tomb somewhere in Sonic's room. Now, this isn't an ordinary tomb, if you can even call it a tomb to begin with. The caskets and beds all have bodies that are actually alive, but are in a deep slumber at the moment. So basically, this is a resting place for dormant beings, some of them being very powerful. They can be awakened, but that is not really a good thing. Eggman is after something here, and it is up to Sonic and friends to chase him.

In some rooms where there are caskets with sleeping people in them. There are lots of rings around in these

sections that are the "treasure" of such rooms. Whatever happens the rings should not be collected, or the being will wake up and try to attack the crew. If they wake up, there is a bell nearby that, once it is hit, will send the being back to the casket and back to sleep. Also, there are platforms that are made out of spirits, and Sonic and friends can use these as platforms, which disperse seconds after Sonic and friends jump on them.

When Sonic and friends enter some rooms, some of the beings will awaken and walk around, harming them if they touch them. To make things easier, there are light switches which, when hit, will cause the beings to be transported back to their caskets and back to sleep. It can be hard to find, though. There are some levers that are around in the level, and pushing them will cause platforms to move around the area, which can lead to higher areas. There are boxes that Sonic and friends can jump on, but they are not to be pushed. Pushing them will cause a being to come out and attack the player before going back in to sleep, so it would be wise to not push these boxes. There are also pits of insects that, should Sonic and friends fall into the pits, will attack them without mercy, so it is best to stay out of these.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=tIV6sFcMtcA>

Wooden Fort Zone

In this level, Sonic and his friends go through what happens to look like an old fashioned American fort made out of wood somewhere in Sonic's world. This fort is historical, but it still can be usable, especially by Eggman. The fort is rather enormous, and there are many areas to be found in this fort. The fort kinda like this.

https://franceshunter.files.wordpress.com/2011/06/fort_stephenson.jpg

And this.

https://www.michtoy.com/michtoy2010/products/Picture_ZVD-8501a.jpg

Sonic and friends must go through here after Eggman, even with all the dangers around.

In this level, there are catapults to be found like the ones from the days of old. These catapults can fling Sonic and friends through the air to higher levels of the fortress, and they can collect items in the air as well. There are also ladders to be found, and Sonic and friends actually spindash or boost up these ladders rather than actually climb it. Don't ask. There are also posts on the ground that are rather spiky to the touch, especially for Sonic and friends, who must make sure not to touch them or else they get hurt.

There are also rockets that can be found throughout the level, and these rockets can break structures and barriers that may lead to hidden items should Sonic and friends find a way to use nearby fire to light it. Throughout this level, Sonic and his friends must watch for bombs that are falling from the sky, and some of them can destroy structures, making it harder for our heroes to progress. Giant, mechanical wooden hammers also appear, swinging from the air and knocking down anything in their way, including the crew. They don't hurt the crew, actually, they just push them aside, which can be a nuisance. There are also walkways of wood that crumble as Sonic and friends run on them, and there are big posts that Sonic and friends must watch for, as they tend to fall over.

Pueblo Desert Zone

In this level, Sonic and his friends go through a desert area, one that is full of Native American Pueblos. These pueblos are actually much bigger than the ones in real life, and they can even be castle sized. In appearance, the pueblos look like this.

http://www.digital-images.net/Images/SW_Indian_Sites/Taos_Pueblo/Taos_Pueblo_South_House_HS6628.jpg

https://upload.wikimedia.org/wikipedia/commons/a/a7/Taos_Pueblo2.jpg

There are many traps to be found, and needless to say, they all have been built by the evil mastermind, Dr. Eggman. No surprise here. So it is up to Sonic and friends to reach him by though through this area.

In this level, there is the usual desert threat in the form of quicksand, which our heroes will sink into if they step onto them. Sonic and friends may lose a life if they sink completely into the quick sand, so they must make sure that they do not end up getting swallowed by the quicksand as they go. There are plenty of ladders Sonic and friends can climb to reach higher places, or alternatively, they could go in through doors and emerge on the higher sections of the pueblos as they go around the area.

There are also large cauldrons in this level, which will be knocked over by badniks hiding below, spilling hot liquid that will burn Sonic and the other heroes should they touch that boiling liquid. Some of the areas have pots around, and these pots actually act as cannons that Sonic and his friends can use to get to other areas of the level with little to no trouble at all. Sometimes, the heroes come across gushers coming out of the ground, and these gushers are made of sand. Sonic and friends can ride these gushers to get to higher areas of the level. Other areas have a focused magnified glass that helps create a really hot light, which will burn Sonic and friends if they are not careful. Rolling rocks also appear in this level, and Sonic and his buddies just have to dodge them, though they could conveniently destroy things.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=Dr9bP8pKwuY>

Printing Plight Zone.

In this zone, Sonic and friends go through an area that happens to be a printing press area somewhere in Sonic's world. Yep, this is a printing press we have here, this time. In this printing press, there are, as expected, loads of papers being written on by machines. Some of them are being made for news papers, others are for printing out pages of different books. Eggman has taken over the place as he wants to Egg-a-tize the writing here, so it is up to Sonic and friends to drive him out.

In this zone, there is lots of paper around to be found. Sonic and his friends can tear through some floors or walls of paper, just to find new areas to go through. Some places under or behind the paper are dangerous, so they shouldn't break through every piece of paper. There is also a section of the level where there are printing paper "waterfalls" that go down a large wall. These "falls" have platforms on them when they go down, and some of

them go up. Sonic and friends must cross these pringing "falls" carefully.

Some areas have ink writers used on the papers that can squirt Sonic and his friends with different colors. These ink squirts won't hurt Sonic and friends by themselves, but they will cause other certain badniks to chase and attack Sonic and his friends as long as the ink is on them. Also, there are cutting machines used to cut paper. These cutters can harm Sonic and his friends, of course. There are also giant rolls of paper that Sonic and his friends can move and balance on. Some sections of the level have areas where there are elevators. These elevators, as all elevators usually do, will carry Sonic and friends to higher or lower areas. There are also ink bombs Sonic and friends must watch out for.

Broadway Town Zone

In this level, Sonic and his friends go through a district in a specific city where there are lots of Broadway theaters. That is right! This is a Broadway-themed level! On the outside, the level looks like this,

http://www.backdropsfantastic.com/backdrop_images/300's/EN-040B-S-Broadway-Theatre-District-B.jpg

And on the inside, the Broadway theaters look something like this.

<http://static01.nyt.com/images/2009/05/04/arts/Miller600.jpg>

So, there is lots of Broadway stuff going on, but Eggman is here, and he is up to something. Is he putting on a show? Sonic and friends have to go and find out.

In this level, there are many neon signs around that Sonic and his friends are able to walk onto, just like the ones in Sonic Advance 1's Casino Paradise level. Some of the signs move up and down, while others are glowing, which means they will be hot to the touch and can harm Sonic and his friends. Inside, there are wavy red carpets that Sonic and friends come across, and the waves of the carpets will throw Sonic and his buddies into the air, which is useful for collecting items that may be hanging above.

On the theater stage sections, Sonic and friends walk between theater sets one each side, which may look like these,

<http://i.imgur.com/i685B4r.png>

Sometimes, there is only one side in front of the whole series of chairs the gang goes through. There are fog machines that may obscure Sonic and his friends' view, and fire that is not real but, despite that, will still be able to harm Sonic and his friends. There are also wires Sonic and his friends can bounce on, or hang onto to get to higher areas of the level. Lasers also appear in the level, and these lasers can create structures Sonic and his friends can walk on, or otherwise get hurt. There are even neon signs that are hot, but can be turned off with a nearby switch. There are also parts of the set that are breakable and hide items, and there are bubbles Sonic and his friends can bounce on.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=6TGCovBv89M>

Illusion World Zone

In this level, Sonic and friends go through a place filled with a series of illusions for the heroes to overcome. There are some illusions that can be touched and interacted with, while others are just to be passed through. There are also illusions coming out of the walls and floors, like these.

<http://i.imgur.com/fgRdHI9.png>

And these.

<http://i.imgur.com/5VNoRsN.png>

These illusions can be rather dangerous, while others may not be so dangerous. Either way, Eggman is here, and it seems like he is terrorizing the area with the illusions, which are his. Time for Sonic and friends to drive him out!

In this level, there are plenty of different objects that actually jump into the air, which can be used by Sonic and his buddies to get to higher areas of the level. Sometimes, there will be pillars that fall onto the ground. These pillars can crush Sonic and friends if they land on them, but if you can see the difference well enough, you can not worry about being crushed since some of them are illusions. There are also platforms that will break under the weight of Sonic and friends whenever they step on them.

There are also illusions Sonic and friends can interact with like they would with normal objects, but these illusional objects will disapper over time, and while they may lead to alternate routes, the heroes may not get to them if they are not fast enough. Sometimes, meeting certain conditions, like turning on the lights, will cause illusions to appear, which could interfere with or help the heroes out, or do nothing. Sometimes, objects will emerge from out of the art on the ground below, or from the walls, which can harm Sonic and friends should they be hit. Some illusions appear out of nowhere, and these illusions may cause the heroes to make a wrong move if they do not react right. There are also swinging objects that are not illusions that can push Sonic and the crew around.

Fabric Lights Zone

In this level, Sonic and friends go through an area, in the form of a mansion, which is dark and covered in many different kinds of cloths. These are no ordinary cloths, though, for they are made out of fiber optics, which means they glow. With that said, the fiber optics around the mansion look like this.

<http://i.imgur.com/5kJskeh.png>

And this.

<http://i.imgur.com/aa2Fy5Z.png>

And this.

<http://i.imgur.com/4zmzNaR.png>

Yep, these fiber optics do look rather pretty. Now Eggman is after something here, a special piece of cloth with energy he plans to harness, and Sonic and friends are here to stop him.

In this level, there are many sheets that glow in the dark mansion. Sonic and friends can bounce off of these cloths in order to get to higher areas in the level, or to get to hidden items that may be out of reach. Some of the other cloths cover hidden items and hidden paths, and they can be pulled with a spin dash maneuver. There are also plenty of lit rugs on the ground. These rugs often hide hidden passageways beneath them, and usually, spin dashing on these rugs can unveil the door to the passage, which then opens.

There are also curtains all around the house, and Sonic and friends can hang on these curtains, or pull them to reveal hidden items that may be behind them. There are some technological objects in the level that shoot lasers at Sonic and his friends. Sonic and friends can grind on these lasers, and use them to get to higher ground. There are also moving objects that fly around the house, leaving a trail of light that Sonic and his friends can run on to reach other areas. Some areas have platforms that change color as time passes. Some colors are rather helpful, as they can move in different ways as long as Sonic and friends are standing on them. There are also cube platforms that Sonic and friends can jump onto, though they spin if they stand on them for too long.

Lockdown Labyrinth Zone

In this level, Sonic and friends are in a building somewhere in Sonic's world. However, this building is in lockdown mode right now, and the lockdown has trapped all of the heroes inside, and they have to find a way out. The reason they are in a lockdown building is because Eggman has meddled with the controls, and has trapped our heroes in the building, hoping to get rid of the heroes once and for all! No time to stand around, for there has to be a way out of this place!

In this zone, there are many metal doors covering the windows of the building. Even Knuckles is not able to break through it, and not only do they cover the windows, but they cover certain areas of the indoor building as well, making it rather hard to get to one area without having to find another way around. There are also many switches that will open doors around the place, especially the locked ones, and some metal doors have spikes that can harm our heroes if they run into it.

There are also many security lasers throughout this building. If Sonic and friends touch these lasers, needless to say, they will be zapped and lose rings, or even a life. Sometimes, there will be gas filling up the room the heroes may be in, and the heroes have to escape or they will suffocate in the poisonous gas. Sometimes, Sonic and friends may step on small switches that can cause small cannons on the ceiling to fire lasers downward. The crew must hurry ahead before they can get blasted by those lasers. There are also metal doors that are not as tough as the other ones and can be broken, and they can be broken with just one strong hit. There are also traps that fall from above in the form of a cage, and if Sonic and friends are caught in the cage, they will have to jump to break free.

Rope Rampage Zone

In this zone, Sonic and friends are in a building that is made entirely of ropes. These ropes are strong and rigid to hold the whole place up, and of course, they are everywhere! The ropes may look like these...

<https://s-media-cache-ak0.pinimg.com/736x/24/45/54/244554d8b6e447026a640691f4f4b6f9.jpg>

And these,

<https://s-media-cache-ak0.pinimg.com/736x/b3/62/39/b36239df069a019fa596499e112c071e.jpg>

And the walkways kind of look like this.

<http://www.basenow.net/wp-content/4c4c3baf-bd78-4e27-8335-888a3e2f3b25-620x372.jpeg>

This is one ropey funhouse indeed! Eggman has hidden a stolen piece of tech here. Can the heroes find it?

In this level, there are lines of rope connecting from wall to wall, and these ropes are very bouncy. With that, Sonic and his friends can bounce off of these ropes and use them to reach higher areas, much like the ropes in Kingdom Valley of Sonic 06. There are also ropes that Sonic and his friends will have to climb. As they go, they will have to watch for falling objects from above. There are also pieces of rope that hold things together, but can be broken with a few hits in order to make those objects fall so they can be used as paltforms.

Some ropes act as nets in this level in the higher areas, and should Sonic and friends fall from the above, there is a chance they will land on one of the nets. However, the nets will not be everywhere, so the heroes should be careful. Some ropes in the level swing back and forth, and Sonic and his friends can swing on these ropes, and by using them, they can cross large gaps. Sometimes, Sonic and his friends will have to pull ropes to move objects or to otherwise activate switches in order to open further areas of the level. Some other ropes move when Sonic and his friends get near them, tying them up if they are caught. They will have to jump multiple times to break free. There are also lasso ropes Sonic and friends can hold onto to be launched to other areas of the level.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=0ihKW0d1xKw>

Whopping Wall Zone

In this area, Sonic and his friends have to go up and across a giant wall somewhere in Sonic's world. Now, this wall is similar to the wall levels found in the very first Crash Bandicoot game for the PS1. This wall is very, very high, and it has lots of dangers to be seen that can knock Sonic and friends off if they are not so careful. With that said, they must be sure to stay on the wall at all times. Eggman built this wall to prevent the heroes from proceeding any furhter, but will that really work?

In this level, there are dark plue circle platforms embedded onto the ground. Should Sonic and his friends step on one of these, they will be launched high in the air at such a high speed, which is useful for getting across high pillars. Sonic and friends also go around using elevators that take them high up the level. They must beware,

though, as some of the elevators may break and fall. There are also ropes in the level, and Sonic and his friends are able to climb using these very ropes.

There are also horizontal poles in the level as well, like in City Escape from Sonic Adventure 2. Sonic and friends can swing on these bars and jump from them to reach higher areas of the level, sometimes doing tricks. There are cannons that fire cannonballs at Sonic and his friends, though some of them can be used to be sent high up the level, if they can be reached, that is. The wall of this level also has giant blocks that move outward when Sonic and friends get near. If they hit the heroes, they will push them off the wall into either a lower area or a bottomless pit. Swinging blades can also be found through this level, and they can harm the crew should they touch them. There are also large spheres that fall from above, hurting the heroes should they ever be hit by these spheres.

Earthquake Extreme Zone

In this zone, Sonic and friends go through a mountainous region somewhere in Sonic's world that has various colors. However, the crew has to be careful around here, for a series of earthquakes occurs in this area, and they can be rather hazardous for Sonic and his friends as they go through this level. It is believed that Eggman is causing these earthquakes with drills. It is unknown if that is the case or if there are just natural earthquakes, but there is no time for Sonic and friends to turn back now, for they have an Egg person to defeat!

In the underside of the cliffs area, there will be stones that fall from above, due to the earthquakes. With that said, some of the stones will harm Sonic and friends, while others will be big enough to crush and kill them. Either way, the heroes will have to dodge these rocks. Also, the heroes will have to deal splitting groundlike shown here at 0:42.

<https://www.youtube.com/watch?v=wVjyQN7yl68>

These pieces of ground will knock Sonic and friends off their feet, which is why they should be jumped over. Some rocks will hit the ground and cause a massive shake, knocking our heroes off their feet temporarily while knocking other structures down.

In other parts of the level, Sonic and friends also come large, vibrating tuners that can make platforms appear out

of nowhere, and these platforms can be used to traverse areas of the level and maybe to hidden areas. There are large gongs, and though Sonic and his friends don't touch the gong to make a sound, there will be robots that will try to hit the gong to cause earthquakes. Sonic and friends must destroy the robot before it hits the gong. Like in Act 2 of Sonic 3 and Knuckles's Marble Garden Zone, Sonic and friends have to make it before crumbling structures slowly fall down and crush them, due to the earthquakes. Some pieces of land will turn into hills as well. The heroes also have to deal with giant waves of water that could knock them off the mountain, and the water waves are due to earthquakes at nearby lakes.

Mound Town Zone

In this level, Sonic and friends go through not just a grassland area somewhere in Sonic's world, but also a series of mounds and mound villages. They look like these.

https://scodpub.files.wordpress.com/2010/10/cahokia_village.jpeg

And these,

https://upload.wikimedia.org/wikipedia/commons/0/0b/Mississippian_Village_with_two_mound_plazas.jpg

And these.

http://www.daviddarling.info/images/Monks_Mound.jpg

There are many kinds of mounds found in this area, and while the area is pretty looking, there is no time for sightseeing now. Eggman is here, and he is trying to destroy the land, so he must be stopped!

In this level, there are plenty of flowers to be seen. The big ones are bouncy, and Sonic and friends can bounce off of the flowers to be launched high into the air. Some flowers of certain colors can bounce the heroes higher than

others, and the blue flowers launch Sonic and friends up the highest. There are also patches of spinning dirt on the ground that can be found, and these spinning dirt sections can throw Sonic and friends in a particular direction and knock them down, provided that they step on it. There are also effigy mounds shaped like animals that Sonic and friends can dig through in some spots. They look like this.

http://news.bbcimg.co.uk/media/images/68990000/jpg/_68990150_newt.jpg

There are also chimneys on the houses on the village, and they emit smoke that is harmful to Sonic and friends and should be avoided. Some of these smoke chimneys can launch the heroes into the air, though. There are also mounds that rise up from the ground as the heroes get near them, and they may flatten back to original shape. While they are risen and mound formed, the heroes can reach high goodies that may be in the air. Some of the mounds are burial mounds, and inside them are tombs that, when they are found, have treasure that Sonic and friends can collect. Some of the mounds act as waves that move across the ground, knocking the heroes into the air if they are hit, slowing them down. There are also steps on the mounds that turn into slopes every few seconds, so they must be climbed quickly before they do.

Plastic Plaza Zone

In this level, Sonic and friends go through what happens to be a world made out of plastic somewhere in Sonic's world. If you have seen Crystal Egg Zone from the Game Gear version of Sonic 2, the level is quite like that, only made of plastic and more colorful. The plastic may look like this.

http://bruce.dcwis.com/negativespace/Travel/Luxembourg_Belgium_2012/photos/photo24.jpg

And this.

<http://thumbs.dreamstime.com/z/color-acrylic-plastic-tubes-macro-view-set-transparent-isolated-white-background-selective-focus-effect-36673542.jpg>

It is mostly transparent. Sonic and friends go through here to stop the evil Dr. Eggman.

In this level, there is lots of plastic, and with that said, some of the plastic is breakable. When Sonic and friends come to the plastic, they can break it in any way to reveal hidden routes, pipes, or items that may be within them. Some objects made of plastic around here is bouncy, and will bounce around the level as our heroes go. They may harm the heroes if they land on them. There are also foams of plastic (like a plastic bag) that Sonic and his buddies can walk on, though it can be hard to walk on such plastic.

Also in this level, there are trampolines made completely of plastic, and the trampoline can launch Sonic and friends high into the air, reaching higher areas above. There is also plastic that moves like a snake, which can wrap around Sonic and friends should they be touched by it. They should be able to escape by making multiple jumps, though. Some of the plastic can be molded into different shapes, and though optional, they can be made into certain shapes that will open up hidden routes or make platforms appear. Some of the level has platforms made of plastic that, when stepped on, will extend a long distance that can allow Sonic and his buddies to cross long gaps. There are also spinning platforms that spin when Sonic and friends jump on them, launching them in a direction when they jump.

Obscure Origami Zone

As the name of the zone implies, it is completely made out of origami. Yep, that is right! This is an origami themed stage! There are lots of origami structures everywhere, such as paper boats, birds, heads, lions, buildings, and so on. This place is pretty colorful as well, as the origami, which is giant sized, by the way, is not limited to white. This is quite a pleasant place indeed, though sadly enough, Eggman has come to ruin it, for he hates it. So it is up to the heroes, led by Sonic, to stop him from destroying the place.

In this level, there are sharp paper edges at plenty of points in the level, and these sharp pieces of paper are very dangerous. Just touch, not a light one, but a hard one will cause the heroes to be damaged due to paper cut, so they must avoid these sharp edges at all times. There are some sections where the paper may fold into a random shape that can be used in some way, and there are paper airplanes that fly around the level. Sonic and his friends can ride around on these planes to get to other areas.

There are also paper catapults that, when Sonic and friends step onto one of these, will send them through the air, crossing long gaps and getting to different areas. There are zip lines made of paper as well, and the heroes can ride these zip lines to other areas of the level. Cannons made of paper can be used as well to be launched to alternate routes and other areas, though they may not be so powerful. They are still useful, though. Origami boats made of paper float on the water sections of the level, and Sonic and friends can ride these boats to get to different areas of the level. There are also origami wheels Sonic and his friends are able to run on like a solid ball, crushing enemies that are in the way. Platforms made of paper may tilt side to side as well, causing our heroes to fall off if they are not careful.

Seashell Cove Zone

This level, as the name would imply, takes place on a beach area somewhere in Sonic's world. Also, as the name would suggest, the beach has lots of seashells, many of them being large and house sized. The seashells are rather colorful, too, and they are what makes this level rather beautiful. Many creatures live in these giant seashells. However, Eggman is trying to steal the seashells. Why, you ask? To ruin this whole area! That is why Sonic and his friends must go and stop Eggman before he succeeds.

In this level, there are clam shells that open whenever Sonic and his friends get near them. When they open, they will reveal various treasures inside that can be collected. However, some clams will shut down on Sonic and friends and trap them, requiring multiple jumps made by the heroes to escape. There are also spiked shells all over the level. Needless to say, these spiked shells are harmful to the touch, and can cause the heroes to lose rings or a shield, so it is best to stay away from these.

There are also seashells that jump into the air every few seconds, and Sonic and friends can ride these seashells to get to higher places above. There are also shells that sink into the sand whenever Sonic and his buddies step onto them, though some of them may lead to alternate routes. Other seashells may be breakable to Sonic and his friends to uncover hidden items, and there are water slides that begin on the top of some seashells. There are also clam shells that are red and can throw Sonic and friends a long distance when they step on them, which is actually quite useful. There are water gushers coming out of the ground as well, and these water gushers can throw Sonic and friends high into the air, which is useful for collecting goodies or getting to higher paths.

Flotsam Junkyard Zone

In this level, Sonic and friends go through a junkyard on the beach and sea with lots of flotsam and jetsam to be found. With that said, the ocean junkyard kind of looks like this (from in the water).

<http://1.bp.blogspot.com/-75BOC0KABZ8/UZ-qcFm82rl/AAAAAAAAAMM/oV9Rcc3KyZs/s1600/noaa3.jpg>

And this (outside the water).

http://oceanwatch.us/wp-content/uploads/2014/03/US_Navy_110315-N-IC111-592_An_aerial_view_of_damage_to_Wakuya_Japan_after_a_9.0_magnitude_earthquake_and_subsequent_tsunami_devastated_the_area_in.jpg

And this on the beach.

<https://barryh2.files.wordpress.com/2013/08/13tilos122w2078.jpg>

Sonic and friends must go through here, and do some cleaning, while finding Eggman. There are underwater sections, by the way.

In this level, there are drawers floating on the sea that got there after being thrown off the ships from nearby. Sonic and friends can use these drawers as platforms, but if they manage to open them, they will get rings or other items hidden in the, There are also barrels in this level that Sonic and friends can jump on to cross the water, much like in Pirate Storm in Sonic and the Secret Rings. There are also crates that Sonic and friends can stand on, and they may contain items inside of them as well.

There are also boats all around in this level, and Sonic and friends can ride on these boats to get to different places if they do not want to go through the water. By the way, the water is polluted, so while Sonic and friends are in there, the heroes will lose air quicker than they would in other kinds of water. The bubbles don't replenish the air of the heroes by much, either, so the heroes must be careful while in it. There are also sharp posts in the level that float on the water, and they can be harmful to Sonic and his friends if they are to touch them. Also, Sonic and his friends must deal with water waves on the ocean, which, if they are on the beach, could knock them onto the

ground temporarily. Some of the platforms on the water spin around, and others may sink under the weight of the heroes.

Magical Dimension Zone

In this level, Sonic and his friends go through a magical dimension with lots of magic circles and mandalas as well as sacred geometry. The heroes come across a lot of magical symbols here, so there will be these.

<http://i.imgur.com/S0RC12H.png>

<http://i.imgur.com/iQBT3Nr.png>

<http://i.imgur.com/gt1m5IR.png>

<http://i.imgur.com/MCkOPUj.png>

Yep! You'll see these all around the level as you go! Eggman is here, and apparently, he is trying to steal some of the magic, so once again, Sonic and his buddies must stop him before he does so.

In this level, there are many kinds of magical circles to be found. Some yellow-greenish ones will light up the area for Sonic and his friend, provided that the area they are in is dark, and there will be dark sections. There are many structures made of energy, but if Sonic and friends stand on a dark blue circle, they will transmute the structures to another substance, which could be helpful or harmful. The heroes also come across dark green circles that conjure (create) paths and objects around them.

There are also purple circles that, when stepped on, will cause enemies and parts of the level around the heroes to be transported out of the level, which could be make things harder, but can get rid of enemies. There are also light blue circles that create illusions that scare away the badniks. Unfortunately, they do not do much after that, as they

disappear soon afterward, and cannot be interacted with by the heroes. There are also warp magic orange circles in the level that, when they are touched, will warp the heroes to other locations in the level. Sometimes, the heroes get transported into secret rooms. There are also pink magic circles that, when touched, will protect the heroes. There are also red, blue, yellow and green magic circles that attack or alter the area and badniks with fire, water, earth and air attacks respectively.

Beautiful Village Zone

In this level, Sonic and his friends go through a village somewhere in Sonic's world. This village is very beautiful, and with that, is such a sight to see. It is also old as well. The village looks like what is seen in these pictures.

<http://www.framedartbytilliams.com/assets/images/GOGV12677.jpg>

http://www.pejmaneditions.com/images/italian_village.jpg

<https://s-media-cache-ak0.pinimg.com/736x/0b/e7/89/0be78903919aa907e676f9f01f64ef3b.jpg>

<http://cache.desktopnexus.com/thumbseg/1463/1463737-bigthumbnail.jpg>

Yes, it is very pretty, but Eggman is planning to poison the water supply for an experiment, so Sonic and friends must stop that from happening.

In this level, there are plenty of water wheels to be found as the heroes go along through the level. These water wheels can be run on by Sonic and his friends, and they can use them to open doors or other routes that may be nearby. There are also windmills, and just like in Sonic Advance 2's Sky Canyon level, these windmills can change the direction Sonic and friends go in. Some times, there will also be falling pots from above, and these falling pots can harm Sonic and friends if they are hit.

There are also objects being thrown out of windows of the buildings, and these objects may be rings or something dangerous that the heroes will have to avoid. There are also water fountains seen throughout the level. These water fountains send Sonic and his friends flying upward whenever they touch one of these, which usually helps to get to hidden routes, and can help get aerial items as well. Other sections have special stones, and once all specific stones are collected, they will open up a hidden route somewhere that the heroes can take. The heroes also can ride horse carriages, with the carriage under their control (the player). Some areas have vines all around on the buildings, some of them still growing, and Sonic and friends can climb on these vines if they wish to.

Cartoon Chaos Zone

In this level, Sonic and his friend go through a strange world. This world is actually a cartoon styled world. It is mainly western animation, though it does have some Japanese Anime elements to it. In this world, the laws of physics are not applicable, and there are many crazy and silly things to be seen as Sonic and the other heroes go through this weird place. Everyone here seems happy, but Eggman is here, and is up to something, so the heroes will have to go and stop him before he "cancels" the cartoon.

In this area, when the heroes hit something that is half their height, or if they are stuck in something, they can stretch their body out (the other half in the former situation will do that) far distances, which can be useful for collecting items out of reach or pulling switches. There are also times when running into the wall at fast speed will cause the heroes to splat, turning them into a puddle temporarily that can make them fit through tight spaces. There are also hammers that don't crush the heroes, but can make them pogo like, allowing them to reach high places.

Look very closely and you'll see a cartoon, humanoid rabbit eating a carrot. You may hear him say "Eh, what's up, doc?"

In some cases, Sonic and his friends can run on air by running off buildings and cliffs without stopping. Once they do stop, they will fall to the ground below. Giant anvils also appear in this level, and they will fall from above. If Sonic and friends get hit by these giant anvils, they will be crushed and lose a life, unlike the hammer. There are also special dash pads in the level that accelerate Sonic and friends really fast, leaving a puff of white smoke behind like a cartoon character. Sometimes, pressing a switch will cause lots of guns to appear and fire at the heroes. They will shoot harmful things, though some may just let out sounds that say "Bang!" Sonic and his friends

can also use certain air tanks to inflate themselves, causing them to float upward to higher places of the level.

Paradox Palace Zone

In this level, Sonic and his friends go through what happens to be a palace of some kind. This palace is one where there are many illogical things in it. There are a ton of things that defy common sense, because this is a paradox kind of place, and there will be quite some confusion for our heroes as they go along in this level. There are plenty of senseless dangers to get by, and the heroes will have to be ready for everything. Eggman is luring our heroes here for a trap. Can the trap be overcome?

In this level, there are areas that have elevators that lead to a lower and higher floor. However, instead of going to the higher floor, the heroes find themselves on the lower basement instead, and vice versa. Also, there are some green tinted objects that should not be attacked, for attacking them will cause the heroes to be harmed and lose rings like they were attacked instead. They will have to find another way to destroy the structure. There are also support pillars that, despite being knocked down by the heroes, will not cause the supported structure to fall.

In other sections, there are giant hammers around, and they swing down when Sonic and his friends get nearby. But once they hit the ground, whether they hit the heroes or not, they will turn into insects the heroes must run from. There are also pools of water in this area, but throwing fire into these pools of water will put the water out, rather than the other way around. There are also very small pipes Sonic and his friends can attack that will let out huge pieces of furniture out of them, even though they logically can't fit in them. The furniture can then be used as platforms. There are also some heavy objects that fall, but don't shake the ground with great force at all, but can be harmful. There are also machines missing many vital parts as the heroes can see, but yet they still work.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=-FuBRhQfzKk>

Screensaver Silliness Zone

In this level, Sonic and his friends go through what looks like a computer place. Now, by computer place, I mean a place made up of screensavers you see on computers most of the time. That's right! This is a computer screensaver themed level we are talking about here! The screensavers are mostly the more classic, default ones you see on your computer, but they can still look cool enough. The heroes find themselves transported here along with Eggman, who has fled. What is he up to, now?

In this level, there are what are called "Flower Boxes" that change shape as they move across the screen. As they do, Sonic and his friends can touch them, being sent the other direction like a bumper once they touch them. There are also many bubbles in one particular area of the level, and Sonic and his friends can bounce off of the bubbles or even stand on them! They can break, though, so the heroes should be a ware of that. There are also various 3D Text signs that can push our heroes around.

Sonic and friends also go through a 3D Maze level, which is actually very short and very easy to get through after finding an item needed to exit. A bunch of colorful lines, like in the Mistify Screen screensaver, move around the area, and Sonic and his friends are able to ride these screensavers. The same goes with objects from a Bezier screensaver, where there are waves of colors moving. There are "ribbons" from the Ribbons screensaver that have lines Sonic and friends can grind on, and there are Starfield like environments where the heroes must avoid large starlike objects. There are also pipes from the Pipes screensaver where pipes form that Sonic and his friends break through, and there are "flying spheres", based off the old Flying Windows screensaver.

Tropical Plantation Zone

In this level, Sonic and friends go through what appears to be a tropical farm plantation area somewhere in Sonic's world. In a tropical valley, there are many fruits and such to be seen in this level that the heroes can interact with. The tropical plantation looks like this.

<http://thumbs.dreamstime.com/z/taro-plantation-colocasia-esculenta-tropical-climate-cook-islands-35417353.jpg>

And this.

<http://previews.123rf.com/images/goinyk/goinyk1506/goinyk150600123/41700767-Tropical-palm-plantation-in-Ao-Nang-Krabi-Thailand-Stock-Photo.jpg>

With plenty of terraces like this.

<http://www.maierandmaierphotography.com/wp-content/uploads/2013/03/longji-rice-terraces-guangzhi-longsheng-county-1.jpg>

Sonic and friends go through here to save the place from the evil Eggman.

In this level, there are large palm trees that Sonic and his friends can pull using a rope. When they have pulled the tree back far enough, they can then stop pulling to be thrown a far distance just like a catapult, which is useful for getting to alternate routes as well. Some palm trees are not that big, but they will drop coconuts from them, which could damage Sonic and his friends if they are to be hit. There are also plants rooted to the ground, and Sonic and his friends can pull on these plants to unveil rings beneath them.

There are also terraces that change from steps to slopes, and when they turn into slopes, Sonic and friends will slide down back to the ground they came from unless they jump off when the terrace changes. There is some fruit in the tropical valley, and some fruit happen to be rather big. Jumping on these big fruits will cause Sonic and friends to bounce high off of them, like the fruits in Sonic Heroes' Frog Forest. There are also small dust tornadoes on the roads. Jumping into one of them will launch Sonic and friends into the air, where they can collect goodies that hang above. Some other areas have a missile that, when Sonic and friends touch them, will cause them to shoot into the sky and cause it to rain, which makes plants grow quickly that Sonic and friends can use in some way.

Majestic Pool Zone

In this level, Sonic and friends go through an indoor pool somewhere in Sonic's world. This is no ordinary pool, for it is very large, and is even maze like, but it is easy to get to the goal in the level. Also, as the name implies, the pool is majestic, and grand, too. It looks like this.

https://c2.staticflickr.com/6/5338/7438142026_8e377e8e98_b.jpg

https://c2.staticflickr.com/8/7194/7087211539_d1fd7e8c91_b.jpg

http://www.donuteater.com/wp-content/uploads/2015/05/golden_roman_pool_by_andrewshoemaker-d6g92qr.jpg

Yep, the pool is just beautiful. It even has waterfalls in areas outside the one in the pictures. Eggman has lured our heroes here. Hopefully, our heroes will not need a life guard.

In this level, there are water pillars that shoot out of the water. These pillars can throw Sonic and his friends into the air, which is useful for collecting hidden items. The heroes can also stand on these pillars like they would with the ground. The heroes also come across small boats who are in this pool for some reason, and they can take Sonic and friends around the pool area if they wish to ride them. Don't worry, they are quite fast, but they do become useless if they are to hit another enemy in the way.

There are also paddle boards in this level as well. The heroes can grab onto one of these and kick to propel themselves across the water. Even Sonic can do this! The paddle boards can destroy any enemy that is in the way as well. There are also statues made of silver that act as switches. These switches can open up hidden areas of the level, areas that Sonic and his friends can explore. The heroes can also ride water slides throughout the level. Though they are not high in height, they are quite long, like Lost World from Sonic Adventure 1. There are also waterfalls from above, and these waterfalls can knock the heroes into the water if they jump into them, so they must go around them. Water sprayers also are found throughout the level, and the heroes may have to dodge these.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=sDvyVijohOM>

Kelp Forest Zone

In this level, Sonic and friends go through an underwater level somewhere in Sonic's world. In this world, there are kelp forests that Sonic and his friends must go through. The forests look like these.

<https://lawaterkeeper.org/wp-content/uploads/2012/08/mpaphotocover.jpg>

<http://oceanservice.noaa.gov/facts/kelp-forest.jpg>

<http://cdn.c.photoshelter.com/img-get2/I0000gxX4NZWOI3Y/fit=1000x750/Channel-Islands-Underwater-Kelp-Forest-01-2.jpg>

In this level, Eggman plans to pollute the kelp forests, so it is up to Sonic and friends to save the day. Though to do so, they will have to go into the water.

The level takes place mostly in the water. In the level, some of the kelp may be used for climbing, which is actually quite fast in movement and can be used to get to the surface faster. There are also patches of seaweed that the heroes should beware of, for the seaweed will cause the heroes to be caught in them if they step onto them. To escape the seaweed, the heroes have to jump multiple times or use a special move like the spin dash. There are also rings that come out of the sand when stepped on.

There are also water currents found in this level. Needless to say, these water currents can move Sonic and friends through the water as they go onward. Some of them are strong, and others are not. In some sections of the level, there are rocks falling from above, and these rocks will harm Sonic and friends if they land on them. It is possible to knock these rocks into the bad guys, though. There are also bouncy leaves to be seen, and these leaves will be able to launch Sonic and friends a short distance into the air whenever they jump onto them. There may be blocks of coral in this level as well. They can be destroyed by a nearby bomb when it is kicked into them, revealing some hidden items. There are also sea bubbles that Sonic and friends can jump into to float to the surface.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=3BsNqLhocjc>

Tunnel Base Zone

In this level, Sonic and friends go through a dugout base somewhere in Sonic's world. This base was made by Eggman's robots themselves, and is used as some kind of mini base for the robots to hide in to carry out Eggman's evil deeds. The base looks like these.

<https://outerlimitsradioshow.files.wordpress.com/2014/09/derinkuyu4.jpg>

<https://s-media-cache-ak0.pinimg.com/736x/f3/6d/ff/f36dff64d1e2742060914d389d451e36.jpg>

<http://www.explorer-vietnam.com/beta/wp-content/uploads/2013/05/cu-chi-tunnel-diagram.jpg>

They are large like the first one. this may be a good place to find something that could tell more about Eggman's plans for this time, so why not search around?

Taking place mostly underground, this level has spin tunnels much like the pipes from Chemical Plant Zone from Sonic 2. Sonic and friends can just spin through these tunnels in ball form, and change which tunnel they move at by moving in that direction (moving the C-stick, that is). There are also walls of dirt that can be broken, like the walls of Green Hill Zone in Sonic the Hedgehog 1. By breaking these walls, Sonic and his friends can access hidden rooms, which may lead to hidden routes or items.

There are also large machine turrets in the underground base, and they will fire at Sonic and friends, causing them to lose a ring each time they are hit by them. Bombs also fill the area of the level, and they explode if Sonic and his friends get too close to them, so they should stay away from these bombs as much as possible. The tunnels also have weapons that spray poisonous gas. These gases will drain Sonic and friends' rings one by one the longer they are in them, so it is best to stay out of them. There are also cannons with springs in them, and they can send Sonic and friends flying through many hard walls, allowing them to find different paths they could not find other wise. Fossil bone spikes also can be found, but must be avoided due to being harmfully spiky.

Wacky Words Zone

In this level, Sonic and friends go through a rather strange world that somehow exists somewhere in Sonic's world. The level is a city made of different words and letters. Yep! This is a level where everything is word composed! The objects found here look like these.

http://powerpictures.crystalgraphics.com/photo/tagcloud_car_shaped_purple_related_words_white_cg3p3156029c.jpg

http://image.shutterstock.com/display_pic_with_logo/295834/147101168/stock-photo-tag-cloud-shaped-as-camera-composed-of-words-related-to-photography-white-words-on-purple-147101168.jpg

http://microlancer.lancerassets.com/uploads/service_attachments/18763/large_Volleyball_20word_20cloud-1390972892.jpg

Now, Eggman has been seen going through this zone, though it is unclear what he is up to. Whatever the heroes must find out where he is going.

In this world filled with letters and words, there are letters that jump out of the ground and into the air. Sonic and friends can stand on these letters and be sent flying upward as they go up, which is useful in terms of getting to high places and getting to items that are rather too high for some of the heroes. There are also words and letters that form a bridge as Sonic and friends go through. These words and letters are able to keep ahead of Sonic, but if they go too fast, they might fall off the bridge into peril below!

There are also shapes of letters and words that come down onto the ground, crushing anything under them. This can include Sonic and his friends, too, so the heroes must make sure not to be under these crushers when they crash down. Some areas have steps made out of words that will turn into slopes every few seconds, causing Sonic and his friends to fall back down to the beginning where they started. They must hurry up the stairs when they are not sloped if they wish to get to the top. Other objects are giant springs made of words, and these giant springs

can send our heroes high into the air, up to the rooftops of the skyscrapers of the level. There are also many cars, some made of words while others are normal. Sonic and his friends can ride on these cars if they wish.

Island Crater Zone

In this zone, Sonic and his friends go through a crater of some kind. Not just any kind, though, as this is a crater left behind from an island that has lifted off from the ground into the sky. Just like Angel Island before it, the island has somehow been ripped from the ground and is now high above the land in the sky. But, the crater is not empty, for there are plenty of things to be seen in it, and the crater is big enough to be a level. Eggman has put most of the things into the crater, so the heroes must be on their toes!

In this level, there are many spikes made of technology that fill the level. The technological spikes will extend outward when Sonic and his friends get near them, harming them if they are to be hit. So the heroes must avoid these spikes as they go. There are also drills Sonic and friends can use to dig through the ground, much like with the Yellow Drill Wisp from Sonic Colors, and they can find hidden items under the ground this way. There are also cranes that try to swoop Sonic and friends off the ground, requiring a jump to escape if caught.

There are also buzzsaws in this level like the ones in Scrap Brain Zone in Sonic the Hedgehog 1. These buzzsaws are very dangerous to touch, and should be avoided at all times. There are also gushers made of dirt that emerge from the ground, and these gushers will send Sonic and his buddies flying into the air, and this will be useful in obtaining hidden items that are in the air. Some plants that have just been grown are on the ground, and Sonic and friends can lift these roots out of the ground, uncovering rings they can collect. Some of the rocks in this level will jump from their spot, and Sonic and his friends can ride these rocks if they choose to in order to get to new heights. There are also plenty of bombs in this level, and they can hurt the heroes should they explode.

Precious City Zone

In this zone, Sonic and friends go through a city made of precious metals to the core. These precious metals include gold, silver, platinum and others. This is a very beautiful city, and it is worth quite so much with all the precious metal that is used to build it. However, Eggman has found out about this city, and is now attacking it trying to take all the metals away, especially the gold. There is no time to stop now, for because of this, Sonic and his

buddies must act and stop Eggman before he destroys the whole city.

In this level, there are picks the robots may have left behind as they were attacking the city. Sonic and friends can attack these picks to send them flying through the air and hopefully destroying any enemies and structures along the way. There are also cannons throughout the level, and Sonic and his friends are able to jump into the cannons and launch themselves into the air, usually at one of Eggman's ships. There are also copters that lift platforms of gold, and the heroes can ride these platforms or destroy the copter.

There are also pipes in the level that transport metals around, the precious kind. The heroes can jump off of the precious metals when they come out and use them to get to higher areas of the level. There are also slots in the level, and these slots can be entered by Sonic and his friends. With that, they can send the heroes upward or downward, depending on which arrow is lit up. There are also giant rings in the level Sonic and friends can jump through to warp through different sections of the level. Sonic and friends can also deposit some rings in the deposit bins of the level, and Sonic and friends can use the deposited rings to reach higher sections of the level. There are also pools of golden metal the heroes sink into, and they die if they sink completely into it.

Special Surge Zone

In this level, Sonic and friends go through not just any zone out there, but a level that takes place in the special zone in Sonic's world! Yep! This is the special stage as a complete zone here! The heroes see many of the elements seen in the special zones of past Sonic games, including the special stage of Sonic 1, Sonic 2, Sonic 3 and Knuckles, Sonic CD and even Knuckles Chaotix! This is an optional level in the whole game, and not needed to get any Chaos Emeralds even, but if you want to go through here, unlock it and play it.

In this level, there are the blue spheres from Sonic 3 and Knuckles as well as the red ones. The blue spheres, when collected, give Sonic and friends 10 rings each. The red spheres, however, will damage Sonic and his friends, which is why they should not be touched. There are also bumpers around the level that knock Sonic and his friends around, which could be troubling for the heroes. There are also the mines from Sonic 2's special stage, which will harm Sonic and friends when they touch them.

There are also the gates from Sonic 4: Episode 1's special stages. They are mostly optional, but getting enough

rings will cause the gates to open to alternate routes of the level. There are also the shocking objects from the special stage of Sonic 4: Episode 2, which will slow Sonic and friends down if they touch them. The UFOs from Sonic CD are here as well, and hitting them will reduce the amount of obstacles in the area Sonic and his friends may be in. Sonic and friends also come across the goal posts from Sonic 1's special stage, and they will warp Sonic and friends to other locations of the level as they go. There are also moving diamonds from Sonic 1's special stage that change colors when touch, disappearing after a certain color. Making all diamonds disappear will reward Sonic and friends some rings.

Bible Bonaza Zone

In this level, Sonic and friends go through what happens to be a western religious stage. That's right! This is a religious stage! This is mostly based on the Western Bible stories of old, and contains many different Bible elements out there. Not to mention, this takes place in another dimension. Here in the dimension of western religion, Eggman is trying to steal a sacred object from this holy world, and somehow, he has obtained something that will protect him from God. So it is up to Sonic and friends to stop him as usual.

In this level, there is the burning bush found in the stories of the bible. This bush is very dangerous due to the fire that makes it up, so the heroes have to avoid the bush, which reappears throughout the level. At some point, Sonic and friends will have to go up the Tower of Babel, which they must do while avoiding Eggman's robots and some demonic creatures that may come down. There is also a bible in certain sections that Sonic and his friends can grab to protect themselves from demonic entities.

In other sections of the level, Sonic and his friends can actually walk on water. They don't even need to run to stay on it, as they can stand on it as long as they wish. The heroes just have to bounce or stomp to go into the water itself. There is also a section where the heroes have to cross Red Sea within a short amount of time. If they do not make it in time, the red sea will go back to its normal state and the heroes will drown. The heroes also come across Goliath, who will try to crush them as they go through the level. The heroes must avoid Goliath's attacks as they go on through the level Goliath appears in. There is also a section where Sonic and friends must go to the Ark before time runs out and the flood comes, and Sonic and friends also go through the Garden of Eden at the end.

Diner Dash Zone

In this level, Sonic and friends go through a large restaurant. This one is based on an American 50s diner, and all the elements from such a diner can be seen in this level. There are even drive in sections of the restaurants, much like those of a Sonic restaurant drive in. Yep, this is quite an old school concept of a restaurant level. The level in question looks like what are in these images.

http://s27.postimg.org/v833yhg02/Car_Diner.jpg

No time to eat now, though, for Eggman has arrived, and is trying to steal the food, so it is up to Sonic and friends to stop him.

In the outdoor sections of the level, there are plenty of cars outside, and these cars can drive around the area, hurting Sonic and friends if they are to hit the heroes, so the heroes must stay out of the way. Inside, there are jukeboxes that can be found throughout the super-large diner, and Sonic and friends can put a ring in them to play music. The type of music is random, and the music played will rearrange the level some for the heroes. There are also stools that rise into the air whenever the heroes jump onto them.

The car shaped booths in this level are quite bouncy, well at least the seats are. If the seats are to be jumped onto, the heroes can be launched upward into the air, which is good for reaching items that may be airborne. There are also kitchen sections where pots can fall from above, harming the heroes should they be unlucky to be hit by these pots. There are also pans Sonic and friends come across that can knock them around like tennis balls; though harmlessly; across the kitchen, destroying any enemy that is in the way. There are also giant straws that act as pipes for Sonic and friends to spin through, and there is hot neon above that, should Sonic and friends be sent upward, should avoid it. There are also giant burgers that the heroes can bounce off off.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=5uzajfGTPjA>

Chao Garden Zone

In this level, Sonic and friends go through, as the name implies, a Chao Garden. That's right! This is a level based on the Chao Garden in Sonic Adventures 1 and 2! (And Tiny Chao Garden in Sonic Advance 1 and 2). In this level, there are all types of Chao that can be seen here, and things like the Black Market, Chao Kindergarten and different types of gardens all throughout this place! Eggman's base is not much further now, but to get there, the heroes have to go through these Chao Gardens, as there is no other way.

In this level, in the Chao Race sections of the level, Sonic and his friends can bet on which Chao they think will win the race in an attempt to earn some rings. The heroes move further through the level as the race happens, and should the Chao they betted on be victorious, the heroes will get rings of a certain number for choosing the right one. There are also Chao Karate where the heroes can also bet for rings, and should they choose the right one,, they will also win some rings from that.

Also, the heroes can optionally give Chao different kinds of fruit. Depending on the fruit given to them, the heroes may get a reward in return, like rings or an item to take to a further part of the level to access hidden routes. There are also objects like drums and trumpets, which Sonic and friends can interact with some way, with the drums being bounced off of, for instance. The heroes can also plant seeds by attacking them. The seed will grow into a tree, which will not just have fruit, but will be able to be climbed to reach other areas of the level. There are also card games in this level, like Janken and Chao Memory, which the heroes can get rings from by playing them. There is also Chao Ball from Tiny Chao Garden, in which Sonic and friends can bounce off of the balls in the game.

Unknown Mountain Zone

In this zone, Sonic and friends go through a mountainous area somewhere in Sonic's world. Now, this mountain is very mysterious, and not much is known about anything here. In fact, many things in the mountain are either blurred, replaced with a question mark, are clouded or are just a silhouette with no clear way of telling what they really are. That won't stop our heroes, though, as they must go on! Eggman is luring our heroes here, and he is trying to confuse our heroes out of this adventure, or at least make them lost.

In this zone, many things are mysterious, as their true identity is hidden through some means. Some objects are blurred in appearance, while others are in the appearance of a question mark to hide their identity. Other objects are clouded in appearance, and others are in the form of a silhouette. Whatever the case may be, the heroes can temporarily discover their identity by hitting them. Just to assure you, not all objects in this level are actually mysterious and having their appearance hidden.

Also in this level, there are boxes that have items hidden in them. It is unclear just what is in the box, although each time it is opened, the item is mostly different from before. There are also dark rooms with light up paths the heroes must use to navigate their way through. When they finally hit a light switch somewhere in these rooms, the heroes will find themselves in a random setting that changes each time the level is selected by the player. Some objects are covered in blankets, and Sonic and friends can pull these blankets off to reveal what they really are. There are sounds that are unintelligible, but by destroying a crystal object, the heroes can hear hints as to what to do later in the level. There are also guessing areas where the heroes have to choose the right path, or else they will have to start over.

Leaf Yard Zone

In this zone, Sonic and friends go through a yard level in the middle of Autumn. This is not just any yard level, for it is a "junkyard" for many dead leaves that have been cleaned off the ground. That's right! This is a "junkyard" for dead Autumn leaves! There are many piles of dead leaves everywhere, where one could play on and have so much fun in the Autumn season. Eggman does not own this place, but he owns a base somewhere past here, and it is up to Sonic and friends to find it.

In this level, there are tornadoes that sweep the leaves off the ground. These tornadoes can be used to lift Sonic and friends off of the ground and into the air, which is useful for collecting airborne items. The heroes must be careful, though, as the tornadoes may throw them into something dangerous. Also in this level, the leaf piles make for platforms for Sonic and friends to reach higher areas, and these piles can be moved aside to reveal hidden items underneath them.

There are also trucks that dump leaves onto the ground, and Sonic and friends must be able to avoid the truck as it backs up quickly to dump the leaves. There are also falling leaves from the trees that are big, and these big leaves can be used as platforms to get to higher areas of the level. There are also nets hanging from above that have lots of leaves in them. If the heroes can find some way to get the leaves down, they may unveil hidden items as well. There are objects used for crushing the leaves, and these objects can too crush Sonic and friends if they are to be under them. There are also cranes in the area that pick up leaves, and they can pick up Sonic and friends too and move them to another section. There are leaf blower machines too that can be used as cannons to send the heroes in a direction.

Polygonal Hills Zone

In this level, Sonic and friends go through what happens to be a world made up of low polygons. Yep! This is a low ploygonal place we have here! In a sense, the whole area looks something like these.

http://s23.postimg.org/acvlupmsa/Polygonal_World_1.jpg

http://s23.postimg.org/4anz47yca/Polygonal_World_2.jpg

http://s23.postimg.org/fyi0yrnh6/Polygonal_World_3.jpg

http://s23.postimg.org/tj8sxn3a2/Polygonal_World_4.jpg

So basically, this is like a rather old 3D video game. Sonic and friends go through here to stop the evil Dr. Eggman.

In this level, there are plenty of trees to be found. Some of them can be climbed like in the way of Windy Hill Zone's trees of Sonic Lost World, and others have branches Sonic and his friends are able to swing on. There are also sections of the ground that rise, and they will send Sonic and his friends into the air once they step onto them, and it can be useful in getting to higher items. There are also steam gushers that come out of the ground that can throw our heroes into the air as well.

There is also plenty of strong wind in this level, and the wind can push Sonic and his friends in any direction, which can be a rather big hindarance. There are giant flowers Sonic and his friends can stand on, and these flowers can launch the heroes into the air once they jump off of it. There are also large mushrooms like the ones in Sonic 3 and Knuckles' Mushroom Hill Zone, and Sonic and friends can bounce off of these mushrooms as well. Some leaves may fly around in the wind, and they can either knock Sonic and friends around, or they can be used as platforms to cross large areas. There are also roads that have cars on them, and needless to say, these cars will harm Sonic and friends if they ram into them. There are also parts of the ground that may collapse when Sonic and friends step on them.

Electric Sculpture Zone

In this level, Sonic and friends go through an electric art display somewhere in Sonic's world that is full of many different glass sculptures with electricity flowing through them. These glass sculptures come in different shapes and colors, and they look like these.

<https://nbmaa.files.wordpress.com/2012/08/dscn0178.jpg>

<http://i.ebayimg.com/images/g/W3gAAOSwBahVMvD~/s-l300.jpg>

<https://nbmaa.files.wordpress.com/2012/08/dscn0170.jpg>

<https://s-media-cache-ak0.pinimg.com/236x/33/81/15/3381156464fedd09da0df0e2529050d5.jpg>

Sonic and friends go through here to stop the evil Dr. Eggman.

In this level, there is electricity that is outside of the sculptures that jump around the area. These bolts are not particularly dangerous by themselves, but if Sonic and friends touch each one, they will receive a light zap and lose a ring. There are also plenty of lamp sculptures that are turned off that may have things in them for Sonic and friends to collect. Sonic and friends must break these sculptures to get to what is inside. There are also electric sculptures that break on their own, causing lightning to come out.

Also in this level, there are quite a few many pipes, like the ones from Chemical Plant Zone in Sonic 2. Sonic and friends can spin through these pipes to get to other areas of the level. The heroes will also have to avoid lightning that is in the pipes, or may chase after them as they spin through them. There are also beams of electricity in this level Sonic and friends come across. They fire off from the walls of the level, and the ceilings, too. These beams of

electricity can harm Sonic and friends if they are to be hit. There are floating orbs of plasma in this level as well that can harm Sonic and his friends, though some of them, the green ones, can be kicked into other objects. There are also plugs in this level Sonic and friends come across. Sonic and friends can pull these plugs to stop some of the electricity from flowing through the glass structures of the area.

Telephone Turmoil Zone

In this level, Sonic and friends go through an area known as the telephone system. This technological place is where all phone calls ever made ever go through when they are active. There are lots of wires, but there are also lots of numbers and words, and voices being heard consisting of people talking to each other over the phone. The telephone system has lots of things going on within it, but right now, Sonic and friends have to stop Eggman, who is threatening to destroy the telephone system and remake it to his image.

In this level, there are words that fly around the area, and Sonic and his friends, if they can step onto some of these words, will be able to use these words as platforms to cross gaps or reach higher areas they could not reach on their own. There are also speakers in this level that act as springs of some kind. When the heroes step onto these speakers, they will make a noise that will send the heroes flying upward. There are also coin slots the heroes can insert themselves into just to cause platforms and objects to appear.

In some parts of the level, Sonic and friends can listen in on conversations. They can even listen for tips on how to get through the level or even other levels. They can also reveal hidden secrets in other levels as well. There are lines that Sonic and friends can swing on, and they can use these to cross gaps that are below them. There are also numbers Sonic and friends can press and a call button Sonic and his friends can press after they pressed some numbers to make lines appear that they can cross. Like Digital Circuit from Shadow the Hedgehog, Sonic and friends can surf on lines to get to different areas of the level, dodging mines along the way. The heroes also come across wires they can connect to plugs, which will cause words in the form of letters to appear to be used as platforms.

Foul Fog Zone

In this level, Sonic and friends go through what happens to be a heavy fog area somewhere in Sonic's world. Yep!

This is a fog themed level Sonic and friends have to go through. The fog here kind of looks like these.

<http://globe-views.com/dcim/dreams/fog/fog-03.jpg>

<http://globe-views.com/dcim/dreams/fog/fog-04.jpg>

https://upload.wikimedia.org/wikipedia/en/f/f4/Tule_fog_%28Bakersfield,_California_-_13_January_2006%29.jpg

http://img11.deviantart.net/a326/i/2009/058/1/a/walking_into_the_fog_by_zombie_pip.jpg

So as you can see, it is hard to see in this level, but it is possible to go through here. Sonic and friends chase after Eggman, but Eggman has a trap prepared for our heroes later on...

In this level, there is, of course, the fog itself that the heroes have to worry about. The fog is almost everywhere the heroes go through, and it can make it hard to see where the heroes are going. Heck! Some enemies may be hiding in the fog, waiting to attack our unsuspecting heroes if they are not careful! There are also clouds to be seen in this level. Some of the clouds block the path, meaning the heroes have to go around them, and others can be bounced off of to reach higher places.

There also may be strong winds in this level that can knock Sonic and friends off the road, or knock them backwards. Sometimes, the wind may even speed the heroes up, though this is not always a good thing. Sometimes, the heroes will have to watch for tentacles of fog coming out of the ground which will try to grab our heroes and throw them, causing them to lose rings if they are flung outward. There are also spray mists coming out of the ground, and these spray mists will be able to send Sonic and friends into the air like a spring would. Some parts of the ground will collapse as Sonic and friends step on them, so the heroes must be quick to not fall with them. There are also sections of sinking mud the heroes may step into. If they start sinking, they must jump multiple times to escape.

Large Estate Zone

Sonic and friends go through what happens to be a large estate in the countryside somewhere in Sonic's world. This countryside estate looks very large, and in a way, looks like this.

http://i.telegraph.co.uk/multimedia/archive/01949/sporting-estate-1_1949284b.jpg

And this.

<http://cdnfiles.hdrcreme.com/40490/medium/biltmore-estate.jpg?1426757373>

And this.

http://www.aerialphotosofnj.com/_images/_photos/aerial/residential_real_estate/Aerial-Photo-new-jersey-Large-Estate_3.jpg

Only this estate has many things, such as a tennis court, a swimming pool, and even carnival rides to be ridden on! Sonic and friends go through here to find and stop Dr. Eggman.

Like I said, there are carnival rides in this level. There is especially the Ferris wheel that can be seen from a distance in this level. Sonic and friends can climb the Ferris wheel, and grab items that are in the air along the way. There are also carousels in this level that spin around, too, and items revolve around the carousel in the air that Sonic and friends can grab onto if they choose to do so. There are also tennis courts, which have racquets that can knock Sonic and his friends around the tennis court.

There are also barbecue grills in this level as well, and these grills are very hot, so Sonic and friends should avoid these. However, there may be chili dogs next to the grill that will earn our heroes points if they eat some. There are large, inflatable castles in the outside as well, and Sonic and friends can bounce on the inside of the castles, grabbing items that may be in the air. The level also has swimming pools that Sonic and friends can go in, or cross via the inflatables that lie around on the pool itself. Inside the estate, there are pieces of furniture that are rather bouncy, and Sonic and his friends can bounce on these pieces of furniture to reach higher areas. There are fridges in the kitchen that shoot out food, and there are chandeliers Sonic and friends can jump onto or hang onto.

Mad Moat Zone

In this level, Sonic and friends go through a castle moat maze that leads to Eggman's base. I do mean it is a maze level, but the moat area is pretty linear, and the walls are circular, and it should be easy to make it through this level, if the heroes can make it across the level easily. This is a cross between Wild Water Way from SegaSonic Arcade...

https://www.youtube.com/watch?v=x2Ji_Mc1WFE

And Kingdom Valley. (At 2:11)

<https://www.youtube.com/watch?v=GmR01LFXgzc>

It is quite the area, isn't it? Now, Eggman has lead our heroes here, and is preparing an ambush for them. Will the heroes realize this before it is too late?

In the underwater sections of the level, there are big turtles to be found. When the heroes find one, they can jump onto one of them and ride them throughout the level, much like the turtles in Dry Lagoon in Sonic Adventure 2. There are also underwater propellers every now and then that will chase Sonic and his friends, and they must run from these propellers to avoid getting damaged. There are also water mines floating above that fall into the water to harm our heroes if they are unlucky to be hit by them.

There are also dam like structures Sonic and his friends have to climb, and sometimes, water will break out of the wall, and if the water hits Sonic and friends, they will knock them to the botttom, forcing them to climbi the wall again. There are also parts of the moat where there are wooden platforms Sonic and friends must cross. Some of them break, though. There are also drawbridges that separate and connect every several seconds, requiring the heroes to cross them quickly. There are also giant waves in the level that reach so high, so if one comes, the heroes must climb high to avoid the wave. Sonic and friends also ride boats driven by a robot through the area, but they must watch for falling walls, for they may crush our heroes and cause them to sink into the water below.

Agriculture Park Zone

In this zone, Sonic and friends go through what happens to be a farm that also doubles as a theme park. Yep! This is a farm themed amusement part we have here! There are lots of things one can see that are like those in a tourist attraction of a farm, mostly during the Autumn time of year. This does take place in Autumn, by the way. There are many things to do in this farmland amusement park, but there are also plenty of Eggman robots. Is Eggman up to something here? Guess we have to find out.

In this level, there are sections that have things called the "jumping pillow". As the name implies, it is something Sonic and friends can jump on to gain height, and the heroes can obtain objects that are high in the air this way. There are also "spider webs", which Sonic and friends are able to climb, but they cannot run on it. They will have to climb carefully to get the items that are hanging around here. There are also corn mazes as well, which Sonic and friends have to get around to get to other sections of the level.

There are also hayride vehicles that Sonic and his friends come across here, and these hayride vehicles can be ridden to obtain items that may be otherwise too high for Sonic and his friends to obtain on their own. Corn boxes also fill the amusement part with pieces of corn in them, and Sonic and friends can find items hidden in them if they are to look carefully enough as they go through them. The level also has corn cannons Sonic and friends have to watch out for, as Eggman's minions are aiming the cannons at the heroes and are trying to shoot corn at them. There are also very long slides that Sonic and his friends can choose to go on, and there are pumpkin catapults, which are not only for pumpkins, but can be used to sling Sonic and his friends around as well.

Gene Pool Zone

In this zone, Sonic and friends go through the gene pool. That's right, this is a gene pool stage! The set of all genes, or genetic information, in any population, usually in a particular species. All the DNA from all species are collectively found in this world, and there are double helix and other structures that act as roads for those who can find a way to get into this world to view the marvel this place has to offer. Eggman is trying to affect the gene pool to his liking, so it is up to the heroes to stop him!

In this level, there are floating spheres all around, and Sonic and his friends can break these spheres by jumping on

them, normally to get across any gap. There are also double helix paths that Sonic and friends can run on, and these helixes spin, so Sonic and friends must keep running or risk falling off. There are also double helixes of DNA that rise from below, destroying part of the path the heroes are on and thus capable of knocking Sonic and friends off their feet if they are not careful.

There are also sections of burning acid that Sonic and friends will have to avoid, and there are spheres Sonic and friends can ride on to get across areas. There is DNA that can be broken apart into pieces by a single attack. Sometimes, there will be "power spheres" that will come up, and should they be collected, they will temporarily alter Sonic and friends' DNA to give them special powers to use as they go. They can give the heroes powers like intangibility, invisibility, further enhanced speed and strength, and so on. There are also DNA Beams that fire horizontally and can harm Sonic and friends if they are hit, turning them into small animals for several seconds, and there are explosions that leave behind DNA blocks Sonic and friends should watch for.

Eggmobile Cruise Zone

In this level, Sonic and friends, or just Sonic or one of his friends, go through the skies like in Sky Chase Zone, but instead of using the tornado, Sonic or a friend get to ride through the air in an Eggmobile. Yep! That's right! This is much like in Launch Base Zone Act 2 from Sonic 3 and Knuckles, only the player gets to control the Eggmobile this time. Sonic, or a chosen friend must get to Eggman's new launching space station in this zone.

In this level, while on the Eggmobile, the heroes can shoot energy balls at the enemies, which will be needed in this level. The Eggmobile uses a health bar that the player must keep an eye on, and make sure not to let it get to zero or the Eggmobile will fall from the sky. There are also gigantic bullet holes in some ships, and the heroes can ride through the bullet holes if they are careful and skilled enough.

There are also laser turrets in this level, and they will try to fire at the heroes. That said, the heroes must avoid the lasers that fire as they go. There are also some air mines the heroes are going to have to dodge, and there are breakable boxes of cargo the heroes can shoot through to make an opening. There are also cannonballs firing at the heroes, and the cannonballs can be knocked back to its sender if the heroes shoot it. There are also giant lasers the heroes have to avoid, and missiles that follow the heroes, but can be led into destroying something else.

Model Madness Zone

In this level, Sonic and friends go through what happens to be a model/fashion studio/show somewhere in Sonic's world. There are lots of cameras in this level, as well as the usual model walkways the models tend to walk on. Sonic and friends go through here to defeat the evil Eggman, who is the one in charge of the show for some reason.

In this level, there are giant knitting machines to be found, and these knitting machines can hurt Sonic and friends if they are knitting, but if they are not, they are harmless. There is also the model walkway where Sonic and friends can walk on, doing poses through QTE moments as they go along. There are also giant pieces of cloth that will fall, and if they fall on Sonic and his friends, they will make it harder for them to move.

There are also some strings on some clothes Sonic and his friends can pull, causing the clothes to slowly tear apart until there is nothing left but an item to collect. There are scissors that are big that the heroes must avoid, and there are giant make up pads the heroes can bounce on. There are also pushing cosmetic brushes that can push the heroes around, and there are plenty of cameras that change the scenery everytime it is shot. There are light fixtures Sonic and friends can bounce on, and certain cameras the heroes can stand in front of to do standing poses through QTE moments. These are optional, though.

Resin Forest Zone

In this zone, Sonic and friends go through a forest full of resin and tree sap. Now, the resin of this forest is large in amounts, and the forest is flowing with huge globs of resin! That's right! The resin (and tree sap) is rather huge! It doesn't help that the sap and resin is also sticky. Still, this is quite an unusual kind of place to be had of nature. Whatever the case may be with this level, Sonic and friends must save this forest from Eggman, who wants to tear it down to make a new base.

In this level, Sonic and friends are able to climb the trees by jumping and sticking to the resin flowing down them, which can be rather useful for climbing to reach higher points and maybe even alternate routes. Sometimes, Sonic and friends can get stuck on the darker sap, requiring our heroes to jump multiple times to escape. There are also plants that are sticky and cling onto Sonic and friends like the plants from Mushroom Hill Zone in Sonic 3 and

Knuckles, and if caught, the heroes must spindash to break free.

There are also large blocks of fossilized amber from long ago, and these amber rocks may contain items for our heroes if they break them. Otherwise, they can be broken to reveal newer routes. There are leaves that act as platforms for Sonic and friends to stand on for platforming, and there are flowers Sonic and friends can jump onto to be launched into the air. There are seeds Sonic and friends come across, and the heroes can force into the ground to make trees grow, allowing the heroes to reach new heights. There are sap gushers that can send the heroes into the air from the ground. The heroes also must avoid large blobs of sap that fall from above, which will immobilize them if they are to be hit by them, and will require numerous jumps to break out of.

RPG Rampage Zone

In this zone, Sonic and friends go through what seems to be an enlarged version of an RPG tabletop game. That's right! This is a Tabletop RPG level we have here! The level itself kind of looks like this.

http://3.bp.blogspot.com/-7hJleIFocsU/UB0Bi2i_WUI/AAAAAAAAAUs/-Z-KsPvuZdM/s1600/Dwarven+Forge+2.jpg

And this.

<http://i.imgur.com/ptECyhw.jpg>

Sonic and friends go through here to stop the evil Dr. Eggman.

In this level, there are dice of many shapes and sizes. If Sonic and friends hit these dice as they go along, they may make a number of various things happen. There are also RPG coins Sonic and friends can collect, and they can use them to open alternate routes nearby. There are also RPG cards with monsters in them. The monsters come out, and may help or hinder the heroes. Some of the monsters use elemental attacks, while others use physical attacks. Some of them may even use a special attack on the heroes.

There are also action figures to be seen as well. These action figures come alive when the heroes near them, and the heroes will have to get ready to dodge their attacks. They fight with swords, axes, maces, clubs and all kinds of weapons our heroes have to look out for, or just their fists if they have no weapons, or they could use some magical powers to attack the heroes.. There are also gaming counters Sonic and friends come across that they can knock into other enemies with an attack. The level also has weapons the heroes can use, such as an axe that can chop down things, a sword that is effective for battle, etc. There are also doors not part of any building that act as portals for the heroes to go into, though some of them may need a key to be opened.

Abstract Energy Zone

In this level, Sonic and friends go through a world filled with lines, waves and swirls of abstract energy. The level looks like what is in these pictures.

http://s10.postimg.org/dqwsdry60/Abstract_1.jpg

http://s10.postimg.org/ie2ufjliw/Abstract_2.jpg

http://s10.postimg.org/yqcw59zug/Abstract_3.jpg

Yep! It is that beautiful. It is a sight to see, and there are many motion patterns in this level that one would rather just awe at, and it is no shame. There is no time to stop and smell the roses, though, for Sonic and friends must go through here to stop the evil Dr. Eggman.

In this level, there are energy beams in the level that fire across the stage, and they can harm Sonic and his friends if they are hit. There are also beams of energy that move up and down, and must be avoided by crossing under them at the right time. There are also vortexes in this level, and these vortex will try to suck the heroes in, causing them to lose a life if they fall in.

There are also swirl launchers in this level, and though they look like vortices, they actually spin the heroes and launch them high into the air. There are energy explosions of beautiful colors, but the heroes will have to dodge them, since they are dangerous. There are small, burning stars in the level that of course, burn, which is why the heroes should stay away from them. There are also energy lines that move around that the heroes can walk on. The heroes will have to keep moving or else they will fall off. There are also energy winds Sonic and friends come across that will blow them in a specific direction, causing them to hit something dangerous if they are not careful.

Warp Travel Zone

In this level, Sonic and friends go through an area that acts as a warp gate between two passages that allows for fast travel, or a shortcut. Unlike other levels, this one is hidden, and the heroes will have to find the way to the zone in the proper level. With this, they can use this as a shortcut to get to Eggman's base sooner.

In this level, there are energy explosions to be seen. These energy explosions are very powerful, and they must be dodged or else the heroes will get hurt. There are also structures that connect to each other, but may crush Sonic and friends when doing so. There are also lines of energy that are harmful to touch, and are supposed to be avoided at all times or else the heroes will lose rings.

There are also portals that come around that Sonic and his friends can use to cross areas of the level, although some of them may move around, making reaching them harder. There are also multi-colored parts of the ground that do the same thing when Sonic and friends step on them. Some objects may teleport around the area, and they may help or hinder the crew in some way. There are also strange rocks to be seen in the level, and the heroes can jump off of them like they were stepping stones. There is also fire-like energy that the heroes come across that may warp the heroes back to a certain spot from before, which can be an annoyance.

Fractal Flamboyance Zone

In this zone, Sonic and friends go through a world filled with many fractals. What are fractals?

<http://dictionary.reference.com/browse/fractal>

The fractals look like these.

http://s11.postimg.org/eq0mjy3cy/Fractals_1.jpg

http://s11.postimg.org/jr80lbate/Fractals_2.jpg

http://s11.postimg.org/bkg0tqkqg/Fractals_3.jpg

You can see the beauty of this mesmerizing level, right? It is quite a spectacular place, but not to stay in for long if you want to save the world. In this zone, Sonic and friends are trapped here by Eggman, and they must find a way out.

In this level, there are swirling fractals to be found that the heroes can step onto, and the heroes can get caught in them as they swirl, so they must be careful around these, or better yet, just avoid them at the most.. There are fractals that are capable of pushing the heroes as well, and the heroes will be sent to lower areas or even down a bottomless pit if they are not careful. Some fractals separate from one another in a liquid like way, which means that they can be used as platforms to traverse on.

There are "fractal eyes" in this level that Sonic and friends can jump on or homing attack, and bounce off off them like stepping stone, which is useful to getting to higher areas. There are fractal domes in the level that can be broken, but it will require many hits to break these domes, and I do mean many. There are ways to break them with a few hits, like with actual rockets. They are optional, though. There are breakable lines of fractals that the heroes can tear apart, and there are fractals that multiply, and these fractals can possibly fill up an whole area and crush the heroes if they are not fast enough to get out of the area they are in. There are also fractals that crash into each other, crushing the heroes if they are in between. The collision may create new routes, though.

Pet Course Zone

In this zone, Sonic and friends go through a not so linear obstacle course somewhere in Sonic's world. This obstacle course, though, is filled with elements one would see at a dog agility course pet show. Yep! This is such a level All the old obstacles you would see at such a dog competition are part of this obstacle course, and of course it is for pets.! No pets are here today to compete for the prize, but the heroes still must go onward if they are to find Dr. Eggman, who possess a technological device he stole from GUN.

In this level, there are weights that drop as Sonic and his friends get nearby, crushing them if they are directly under when it lands. There are stationary rolling cylinders in the level the heroes can run through as they go. These areas are much like the rolling cylinder cages in Sonic 3 and Knuckles' Flying Battery Zone. Also, in some areas, there will be explosions that, even if they don't directly hit the heroes, can still knock them off their feet like the wind. So they must watch out.

Also in the level, there are seesaws in this level with weights that make the seesaw be able to launch the heroes upward. There are platforms on sticks that go up and down as the heroes cross them, and there are wooden A frames that are big, and the heroes can climb them if they wish to do so, as they are optional. There are dog walks and cat walks the heroes can walk on for points, though there are obstacles the heroes must avoid while going on it. Also, there are hoops the heroes can jump through to earn even more points, more so than the dog walk/catwalk obstacle. There are poles the heroes must go around correctly, for if they fail to do so,, they will get hurt by a mystical force. They do not have to do this if they don't want to, though. There are also tunnels to go through, as well as hurdles to jump over, both for points.

Acrobatic Ropes Zone

In this zone, Sonic and friends go through a series of hanging structures somewhere in Sonic's world. These structures are held together by acrobatic androids that are like the monkeys in a barrel of monkeys toy, some carefully arranged magnetic figures and some team acrobats working together. Sonic and friends go through here to stop Eggman.

In this level, there are androids that form pyramids and other shapes together like a barrel of monkeys, and they can be climbed on or interacted with. Don't worry, the androids won't do anything to hurt the heroes. There are

also android made ropes the heroes can climb, and android made nets as well that catch the heroes as they fall.

Also in this level, there are swinging androids carrying a wrecking ball that they can ram into Sonic and friends, harming them if they are hit. Other than the androids, there are structures that collapse when Sonic and friends step on them. There are flying discs the heroes must avoid, though they can be jumped on and rode on if the heroes manage to land on one of them. Sometimes, the ground will explode, harming the heroes if they are too close to the explosion. The level also has bouncy wheels the heroes can bounce off of, and there are androids that form a pulley the heroes can use to get to higher areas.

Shrine Palace Zone

In this zone, Sonic and friends go through a palace of some sort that contains not one, but multiple shrines used to honor different gods. The zone is big, and its design is just wondrous, much like the Hidden Palace Zone in Sonic 3 and Knuckles. Eggman is after something here, and the heroes must find out what and stop him from getting it!

In this level, there are warp spheres in this level that can send Sonic and friends either upward or downward in this level to higher or lower floors. There are also locks on some doors that, though optional, require a key to open. There are also trap doors that open and can cause Sonic and friends to fall into spike traps below if they are not careful.

There are also statues that shoot different kinds of projectiles, sprays and beams. One such statue will shoot fireballs at the heroes. Another will spray poisonous water at the heroes. Other statues will shoot beams of electricity, while even more will shoot lasers at the heroes. Others will shoot balls of ice at the heroes, too. There are also giant statues in shrines that should not be touched, as they are protected and will end up in Sonic and friends getting hurt. There are also spheres Sonic and friends can run on to move them.

Sadness Forest Zone

This level takes place in a forest park area somewhere in Sonic's world. It is raining, it is foggy, and there are many

elements of the level that make this level a rather sad one. Why is it sad? It is rather hard to say why, but it sure is gloomy to go through such a place. There are also cemeteries to go through in this level as well as different types of ruins but the heroes must go through here, as it happens that it is the only way to Eggman's base, even if they see things that make them cry.

In this level, there are cemeteries to be found, and when Sonic and friends go through the cemeteries and touch the graves, there will be ghosts that will pop out, and they will give items to the heroes that may be helpful to them in some way. There are also ruins in this level, and the ruins have collapsing structures the heroes should watch out for. There are also stone spikes on the ground of the ruins, and these stone spikes are able to hurt the heroes if they are to touch them, so they must be careful around these.

In the forest, there are trees Sonic and friends can run up to get to higher areas, and sometimes alternate routes as well. There are flowers that go through the air, and Sonic and his friends can ride the flowers as they go through the air until all petals are gone. There are also leaf platforms the heroes can stand on, so they can be used for platforming. Clouds also fill up the level as the heroes go onward, and they may block the path to prevent the heroes from getting any further, and thus will require a strong attack to get through. There are also rainy sections where there may be giant raindrops the heroes will have to avoid, as they will be trapped in them if they fall onto them, requiring multiple jumps to get out. Also, broken hearts that were left behind by heartbroken people, which can be bounced on.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=gJ5dXMLhQPc>

Isometric Insanity Zone

In this zone, Sonic and friends go through an isometric world. Now, this world is not really isometric, as it is in actual 3D, but it does have many isometric elements to it, such as shapes. Some of the objects are shaped like these.

<http://thumbs.dreamstime.com/z/tree-low-poly-icons-vector-isometric-d-forest-leaf-palm-trunk-colorful-foliage->

[tropical-floral-53386292.jpg](#)

And other shapes found are like these.

[http://thumbs.dreamstime.com/z/various-abstract-isometric-shapes-minecraft-inspired-set-nine-eps-41488917.jpg](#)

[http://cache3.asset-cache.net/gc/165969369-isometric-designs-gettyimages.jpg?v=1&c=IWSAsset&k=2&d=%2B%2BIzljOwswv%2F7P9HPCStwdxN5j7xG0unsf7upe%2FRUjA6PEfugnnTMWT%2B1aldTPI](#)

[http://3.bp.blogspot.com/-oJzYnL6iUA8/T3zoTYJNO1I/AAAAAAAAAG4/nW64psyU5s0/s1600/Hana+Yean+isometric+1.png](#)

Sonic and friends go through here to stop the evil Dr. Eggman.

In this zone, there are plenty of isometric trees to be found, and these trees can be run up, provided that the heroes have some momentum, and allow for accessing multiple paths, or at least getting items high in the air. There are also very tall spikes on the roads, and these spikes will make it hard to get over. Jumping over them will not be enough, for there has to be another way found to get over them. There are also buildings that fall over and can crush Sonic and friends if they are not careful.

In some aspects of the level, the 3D camera shifts to isometric perspective, just to spice things up and give an isometric feel to the level. There are also moving blocks Sonic and friends can ride on, though some disintegrate after Sonic and friends stand on them for some time. There are also breakable blocks that may contain hidden items in them, or must be broken to clear the way to hidden routes the heroes can find. The water sections have water currents, and they push Sonic and friends along the way, sometimes into harmful objects if the heroes are not careful to maneuver around them. There are also energy pipes with parts Sonic and friends can stand on, to gain more energy to charge attacks. There are also cannons in the level that Sonic and friends can use to reach high places.

Color Blast Zone

In this level, Sonic and friends go through a level where there are plenty of structures that change color in UV light, kind of like this.

http://www.solaractiveintl.com/wp-content/uploads/2015/01/BEADS_SEVEN_COLORS.jpg

And this.

http://i00.i.aliimg.com/photo/v0/1985793754_1/UV_Beads_Pony_Energy_Bead_Change_color.jpg

This level has multiple areas that are covered by roofs each, and the roofs must be opened to reveal sunlight to make the structures work. Sonic and friends must use these machines to reach Eggman.

In this level, there are roofs in all of the buildings where the UV machines are stored. These roofs can be opened with a switch that can be found somewhere nearby, which will then let the sunlight in and make the machines change colors. This will, in turn, activate the machines and cause them to work, allowing Sonic and his friends to access any hidden or higher routes in the area. There are machines with swinging boards Sonic and friends are able to ride, or hang onto to get to some areas.

Also in this level, there are machines with swinging ropes as well, and Sonic and friends can swing on the ropes to cross gaps or get to higher places. There are also machines that produce energy blasts the heroes will have to watch out for and they should beware, as they tend to come out of nowhere. There are also pipes throughout the level that the heroes can spin through like the pipes from Chemical Plant Zone from Sonic 2, if there is sunlight shining on them. There are even elevators that Sonic and friends can use to get to higher places if the sun is shining on the machines, and there are machines that absorb some of the sun's energy to fire a harmful laser; one the heroes should get ready to dodge when the laser is ready to fire, for sometimes, the ray can kill in one hit, even with rings or a shield.

Multiple Beginnings Zone

In this zone, Sonic and friends go through a rather weird, colorful area somewhere in Sonic's world. The main thing is that this level is different from other levels in the sense that it has multiple places to start, and the heroes will start in a different location every time the level is loaded. Isn't that cool? Each starting point has a level long path for the heroes to take to the exit, which can add to the replay value of this zone. Wherever it is they start, Sonic and friends must go through here to find Eggman.

The level here has multiple starting points as said before, each having a very long path as long as a level, if not, a bit shorter, that each leads to the exit of the stage. This all makes this level a rather big stage to go through. There are also moving blocks in this level Sonic and friends can use as platforms, and there are blocks that can be pushed as well. There are also plenty of shrinking and enlarging loops in the level, and these loops shrink and get bigger whether or not Sonic is on them.

There are also lines of gunpowder that have fire going down them. With that, the heroes must avoid the fire as they go around the line. The line does not end at anywhere particularly interesting. Some ramps spin around in place in this level, and they will launch Sonic and friends in different directions depending on where it is facing. There are cannons that Sonic and friends can use to reach higher places like the cannons in Carnival Night Zone, but there are also cannonballs fired from them Sonic and friends must watch out for, and these cannonballs can sometimes destroy the terrain Sonic and his buddies may be walking on, meaning they should be careful. There are rocket platforms that go up when Sonic and friends are on them, and there are swinging machines with ropes to swing on.

Chaos Dimension Zone

In this zone, Sonic and friends are trapped in a dimension apart from Sonic's world by Eggman himself. However, this is not just any dimension we have here, but this dimension happens to be the very same dimension Shadow the Hedgehog or other Chaos Control users go through when they use Chaos Control. Yep! This is the exact dimension that Chaos Control users pass through! Being trapped in this world of Chaos Energy, Sonic and friends must find a way out so they can stop Eggman.

In this level, there are many rocks to be found, and these rocks can appear as pathways and platforms for Sonic and friends to use. There are also many lasers in this zone that appear to come out of nowhere and can harm our heroes if they are hit, so they must get ready to dodge whenever they see the lasers coming. There are

also blasts of Chaos energy, and they are much like a Chaos Blast that Shadow often uses. These Chaos Blasts are able to harm our heroes if they are hit.

There are also Chaos Spear like arrows, some of them being bigger, which fire at Sonic and his friends. Not only do they harm the heroes if they are hit, but they will send them backwards a distance as long as they are intact as well. There are also Chaos Rifts Sonic and friends should stay way from, for touching them means instant death, much like the time warp spheres from End of the World from Sonic 06.. There are also bursts of energy similar to Chaos Magic in Sonic Battle that are harmful, though they could indirectly affect other structures to open hidden routes. There are also warp sections Sonic and friends can use to warp through the level like they are using Chaos Control to do so. There are also orbs of Chaos energy the heroes will have to avoid.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=BsWH5z2uICc>

Smelly Scene Zone

In this zone, Sonic and friends go through a rocky valley of some sort. However, this area, as its name implies, is rather smelly and full of bad odor, which is rather unpleasant to the senses of anyone who dares to venture into this place. In fact, the smell of this level is so bad that Sonic and friends must constantly find gas masks to make it through the level. This is unfortunately the only direct way to Eggman's base, so our heroes will have to venture through here, despite the smell.

In this level, there are plenty of stink bombs that lie throughout the level. These stink bombs will harm Sonic and his friends if they explode on them, and they will also let out a foul smell that will affect the heroes in a way. The level also has gas masks to replenish the heroes' abilities, and they will need these gas masks since the smell of this level will make their abilities weaken the longer they are near the smelly gas. There are also foul gas geysers that may knock Sonic and friends into the air.

Also in this level, there are foul smelling flowers that Sonic and friends can stand on and jump from, or just jump onto and bounce off of. Also in this level there are foul vines Sonic and friends can swing on, which can be useful

for crossing long gaps or reaching higher areas, despite their smell. There are also gas machines that shoot out gas to add to the already smelling area, and they can be destroyed to clear the area some, but not completely. There are also clouds of unbreathable, smelly smoke, so unless the heroes have a gas mask, they will lose rings the longer they are in the smoke, meaning they should best stay out of it. There are also torches that are smelly that the heroes should avoid, and there are foul liquids being sprayed that push Sonic and friends around.

Hazardous Dump Zone

In this level, Sonic and friends go through a hazardous toxic waste dump somewhere in Sonic's world. Not only are there many kinds of hazardous, toxic liquids in this stage, but there are many radioactive materials to be found as well as mutated animals and plants. Yes, this place is a kind of place that is, needless to say, toxic, and the animals and plants are just as dangerous to go through, so this isn't place one would willingly go to. Nonetheless, Sonic and friends must go through here to stop Eggman.

In this level, there are many barrels of toxic waste to be found. Sonic and friends can attack these barrels to send them flying or run on them to make them move, like the logs in Jungle Zone of Sonic 1 Game Gear. There are also mutant animals that will try to attack Sonic and friends, though they can all be defeated with a single homing attack or jump attack onto them. There are also puddles of toxic sludge that Sonic and friends will have to avoid, for they will lose rings if they are to touch them.

There are also mutant plants that also attack Sonic and friends. They can be defeated with a homing attack or jump attack like the mutant animals, though some of them may actually have platforms the heroes can climb. There is also radioactive ooze in this level that Sonic and friends will have to avoid, or else they will get hurt and lose rings. There are sprayers of clean water trying to clean the dump, but they may push Sonic and friends into dangerous materials, if they are not careful enough while around the spraying machines. There are also chemical geysers in this level that can harm the heroes rather than send them up into the air like other geysers have done in the past, and there is poisonous water in the level that can harm the heroes should they ever touch it.

Execution Grounds Zone

In this level, Sonic and friends go through a dark area somewhere in Sonic's world, in a facility where executions

are held. In other words, this is a zone taking place at a series of execution grounds. It is so dark and deadly here in the execution grounds, as many people have been previously executed here. It is not really a kind of place one would be willing to go to, but the heroes must go through here, mainly because they have to hurry and go save someone from the evil Dr. Eggman.

In this level, there are guillotine blades from above, usually used for beheading, that can come down when the heroes get near, harming them if they are touched, though they will not lose their heads, thankfully. There are also crushers filled with stones that fall down every few seconds, and these stone filled crushers can crush the heroes if they are under them. There are also stakes being burned, though no one is in them, and it is best for the heroes to avoid the flames to avoid getting hurt.

There are also concrete shoes the heroes put on to go down and crash through floors, sometimes in water, breaking once they hit the ground. This can be useful for getting to different multiple and alternate routes in the level. There are electric chairs in this level that will spew electricity that can harm the heroes if they are not so careful. The heroes also come across ropes used for hanging that they can grab to be lifted to high places. There are also lethal injection needle sections with needles on the walls of the area where the heroes must avoid the needles, and the level also has a number of gas chambers where Sonic and friends must escape the chambers where gas is filling. There are also firing squad like guns aiming and shooting at Sonic and friends.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=GtD9HctT6Eg>

Criminal Safehouse Zone

In this zone, Sonic and his friends go through what happens to be a safe haven for criminals around the world. These criminals are currently working for Eggman, and they are ready to attack anyone who dares to come in their hideout! They do have cartoony guns that shoot bullets, but they also have guns that shoot lasers, and they have all sorts of traps for the crew for when they come on in. Sonic and friends must be brave and fight the criminals, and find out what's Eggman's next plan from the head guy.

In this level, there are plenty of gun turrets that aim and shoot Sonic and friends when they get near them, so the heroes have to watch out as they go along. There are also door traps on the ground that lead to spikes. Should Sonic and friends fall into them when they open up, they will touch the spikes and get damaged, thus lose lives, so they will have to be careful around these. There are also vaults Sonic and friends can break to get rings, but not the money, as that is stolen. The heroes are too good to take it.

There are also pool tables in this place, and the billiard balls will fly off the table and try to hit the heroes, which they will have to dodge. There are also jukeboxes that, when activated, moves different parts of the level around, like opening doors or moving platforms up and down and so on, which can allow for accessing alternate paths easier, or at least getting to the next room rather easier. There are also knives that fly through the level, sometimes from the criminals themselves, and they can hurt the heroes if they're hit. There are bombs in this level that drop from above, and though they can hurt Sonic and his friends, they sometimes open a path to a lower area the heroes can enter below. There are trick levers that Sonic and friends can hit to reveal hidden routes.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=LZLS8E3kn3w>

Boulder Field Zone

In this zone, Sonic and friends go through a valley of rocks and boulders as the name implies that is somewhere in Sonic's world. There are many different types of boulders here, including ore boulders and gemstone boulders. There are even concrete boulders to be found here! Sonic and friends go through here as they go to stop Dr. Eggman.

In this zone, there are many rocks that are breakable or pushable, sometimes revealing hidden routes under them or hidden items. There are also large boulders that chase Sonic and his friends around, like in chase sections of past Sonic games. There are also waters that can knock the heroes downward if they touch them.

There are also water slides, which the heroes can ride but will have to watch out for rocks along the way. There are rocks in this level that explode when Sonic and friends get near them, and there are bombs that are around the

area the heroes must avoid. The heroes also come across pickaxes that they can attack to send them flying into rock structures, breaking them on contact. There are sharp rocks that will hurt the heroes if they fall into them, and there are rocks that fall from above.

Tunneling Base Zone

In this level, Sonic and friends go through a base of Dr. Eggman located somewhere underground. But this is not a stationary base, but a base that is also a tunnelling machine that is burrowing underground. Yep! This is a tunnelling kind of base Eggman has here! Now, this base is causing earthquakes, and it is affecting the whole city negatively, and causing people to get injured and buildings to collapse, which is why Sonic and friends must stop and destroy this base before further damage is done.

In this level, there are drills Sonic and friends come across, and they can use them to create holes in walls to continue through or access alternate routes. Some of the drills may not work, though, and only so many can be used at a time. There are also earthquakes that can knock Sonic and friends off their feet, causing them to be vulnerable to attack as they lie on the ground due to being knocked over, and there are techno lasers that Sonic and friends must watch out for.

There are also cameras that Sonic and friends should try to avoid, as being seen by them will sound the alarm and have the heroes fight badniks appearing in the way. These badniks can make it harder for the heroes to reach the next area. There are also landmines that explode under Sonic and friends' feet, much like in Flying Battery Zone in Sonic the Hedgehog 3 and Knuckles. There are many energy generators with energy that can harm Sonic and his friends. With that, they must avoid the energy generators, as well as the energy bolts they will spew at the heroes. There are also crushers that Sonic and friends can get crushed under if they are under them when they fall, and there are sections where the walls close in, requiring the heroes to find a way to escape.

Plateau Peril Zone

In this zone, Sonic and friends go through what happens to be a series of plateaus, mesas and buttes. That's right! This is a plateau themed stage we have here! The plateaus are all so rocky, but have lots of plants on them to be seen. Sonic and friends must go through here, without falling off, to stop Eggman and his schemes.

In this level, there are plenty of rocks, some that can be pushed and others that can be broken to reveal hidden items. There are also trees Sonic and friends can run up to obtain items hanging in the air. There are also bushes in this level, and Sonic and friends can hide in them if they do not want to attract attention from the enemies.

There are also bridges that Sonic and friends come across that they need to use to cross some plateaus. They should be careful, though, as some of the bridges crumble as they walk on them. There are also plenty of walkways on the sides of the plateaus, some of which collapse when Sonic and friends walk on them. There are also cannons that will try to shoot at Sonic and his friends, though these cannons can be destroyed. Sometimes, the ground will rise, allowing Sonic and his friends to reach higher places. There are also hanging hammers that swing that can knock the heroes around.

Error Street Zone

In this zone, Sonic and friends go through a city street where there are many kinds of errors in different things. There are misleading signs, plate shaped soda cans, scissors shaped pens, chair shaped computers, and even architecture errors such as these.

http://izismile.com/2009/01/23/construction_stupidity_93_pics.html

Sonic and friends need to go through this weird place as they go to stop Dr. Eggman.

In this level, there are signs that are stupidly misleading, or made the wrong way. Though they can mislead the heroes and point them in the wrong direction, or at least confuse them for their error, Sonic and friends can use these signs to hang onto or swing from, which can allow them to get to higher places they could not reach on their own. There are also broken pipes the heroes can spin through to get to different areas of the level, and there are doors that are hard to reach because they are above.

Sonic and friends also come across stairs that lead to a wall, and there are doors that lead to a wall as well. This

may seem hard to make it further through the level, but don't worry, for it is not actually hard to get through these kinds of sections. All you have to do is break down the door with an attack, and go through the gap created by the attack to move on through the level. There are sections where there is electricity not working in the proper way, but nevertheless, it could shock Sonic and his friends if they touch them, so the heroes should be careful while around these bolts of electricity. There are also wind fans that look bent, but they can still blow Sonic and his friends away. At the same time, there are springs that are inverted with the coil facing upward, allowing for a shorter jump.

Relative Reaction Zone

In this zone, Sonic and friends go through a simulation program being held somewhere in Sonic's world where the theory of general relativity is in motion. The area is a larger version of this.

<http://www34.homepage.villanova.edu/robert.jantzen/drbob/graphics/98/grspace.jpg>

With normal and negative mass respectively shaping reality working like this.

<https://bruceleeewe.files.wordpress.com/2010/06/a-negative-mass-warpdrive.jpg?w=550&h=275>

So, both negative and normal mass shape the terrain of this level. Eggman is after something in this level, and it is up to the heroes to find out and stop him before he gets it.

In this level, there is both negative and normal mass that warps the terrain of the level, giving it shape and giving the level an identity. The negative mass bends the terrain upward while the normal mass moves it downward. Most objects that do the bending are transparent and can be passed through. If either type of mass is removed from one spot, the terrain will be flat, but will reform to its original terrain as the mass comes back to replace the previous one. Sometimes, the terrain will sink under Sonic and friend's weight in darker green terrain.

Some objects are not transparent, and cannot be passed through. These include planets, which are big, and can be rolled on to move throughout the level. There are also tachyons of negative mass which the heroes can hover

above to reach hard-to-reach objects above. There are stars that are hot, and touching them will cause Sonic and friends to lose rings. There are warp areas that can transport Sonic and friends through different parts of the level. There are also black holes in this level that Sonic and friends should avoid because they will instantly be killed and lose a life if they touch them. There are also comets and asteroids Sonic and friends can do the homing attack on or jump on to reach higher areas. There are also moons the heroes can bounce off of like a bumper.

Stellar Fortress Zone

In this level, Sonic and his friends come across a fortress that happens to be unique, in the sense that it is made straight from the remains of a dead star. That's right! This is a castle made from a dead star, which Eggman somehow manage to obtain. The castle is actually pretty, as it is starry all around, and there is glowing energy everywhere that the heroes will see as they go through the fortress. Whatever the case may be as to how he got the materials to build this place, Sonic and friends must go through here to stop him.

In this level, there are white stones made from materials from the stars, and these stones can burn Sonic and his friends if they are to touch them, so it is best to stay out of the way of the white star blocks. There are also beaming pillars of light that the heroes can use to get to higher ground, or just be transported to a different area. At the same time, there are electric machines that spew electricity from their upper parts, and these machines are able to shock Sonic and friends if they touch them.

There are bursts of stellar energy that appear every several seconds of the level. Being touched by them will cause Sonic and friends to get harmed. There are conveyor belts in this level Sonic and his friends can run along as they go through the level, and there are starry platforms that form every few seconds Sonic and friends can use to get around and access hidden routes. There are pistons that let out a stellar shock wave when they hit the ground, and there are elevators Sonic and his friends can use to go upward. There are swinging, glowing axes that swing back and forth in some halls, and Sonic and friends will have to avoid these as they go along. There are also spikes that rise up from the ground that are pretty tall, and the heroes must be aware of this as they go.

Stone Beach Zone

In this level, Sonic and friends come across a stone beach level somewhere in Sonic's world. The stone beach is like

these.

<http://backgroundsarchive.com/images/pub/4/4840cut4ewkero.jpg>

<http://wholles.com/wp-content/uploads/2013/04/Beach-Stone-Nature.jpg>

<http://previews.123rf.com/images/hoffz/hoffz1208/hoffz120800003/14825719-Quiet-stone-beach-in-Croatia-Stock-Photo.jpg>

The sand is not even showing here! It is still there, but the stones show instead. Sonic and friends have to go through here if they want to stop Eggman. Just to note, some of the stones might be gemstones!

In this level, Sonic and friends encounter pebbles that somehow jump from the ground. Whether or not Eggman has something to do with this, these pebbles will harm Sonic and friends if they are touched, so it is best to avoid them. There are also falling rocks from the cliffs that Sonic and friends should watch for, or else they will be crushed by the rocks and lose a life. There are also the occasional rolling boulders Sonic and friends must outrun, so that they don't get run over by the boulder.

Also in this level, there are water waves that crash onto the shore every now and then, and they will not only make Sonic and friends lose rings, but knock them to the ground, temporarily immobilizing them and making them vulnerable. There are water gushers Sonic and friends can use to get to higher places, and there are mystic stones, in and out of the water, that can either open alternate routes or destroy enemies. In the water, there is seaweed Sonic and friends can get tangled in, requiring multiple jumps to escape. There are also water tornadoes that extend to the sky above, and they can suck in the heroes if they are too close, which will lead to a loss of a life. Sometimes, Sonic and friends can attack pebbles at high speed to send them across the water to hit structures nearby.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=32S2oJuANxo>

Life Support Zone

In this level, Sonic and friends go through an area somewhere in Sonic's world where the plants and animals are all very sick, due to some mysterious disease. Because of this, the plants and animals are all hooked up to a series of machines that are designed to help keep the plants and animals healthy. It is like they are on life support. Some of the machines are rooted in the ground. It is sad, but enough of that for now, as Sonic and his friends have to go through here to save the world from the evil Dr. Eggman. Eggman may be threatening to destroy the machines in this place!

In this level, there are stable flowers that are stable due to the machines keeping them healthy. Some of these flowers are able to be used as platforms by Sonic and his friends while others can be used as cannons to reach higher areas. There are also tree branches Sonic and his friends are able to swing on, which can be useful for swinging up to higher areas of the level. However, since they are still sick, they may break. There are also sick, giant butterflies Sonic and friends can ride for a short distance.

Also in this level, there are machines that Sonic and friends come across. It is these machines that keep the plants healthy. Sonic and friends find some of them to be turned off, but they can be turned on by a switch hidden nearby to make the plants stronger and usable to the heroes. Some of the badniks will try to destroy some of the machines, and the heroes must stop them if they want to access alternate routes. Sometimes, rings can be dropped into the machines to make the plants stronger, at ten rings at a time. The maximum amount of rings that can be put into the machines is 50. There are also falling leaves in this zone, and Sonic and friends can use these leaves as platforms as they fall. There are also vines that are fragile, and though Sonic and friends can swing on them, they break after a few seconds.

Reverse Park Zone

In this level, Sonic and friends go through a park that is very strange in nature. When Sonic and friends try to run forward, he runs backwards instead, and when they approach slides from the bottom, they slide up the slide like they were sliding down it. In other words, everything in this park is reversed and opposite, so that everything works differently from normal. It is a strange, unusual zone, but Sonic and friends get used to it. They will have to go through here to stop the evil Dr. Eggman, who made the park this way.

In this level, there are water funnels Sonic and friends approach from the bottom, but they are sucked from the bottom and sent to the top of the funnel, and cannot go back down, due to the reverse nature of this area! There are also slides that, as mentioned before, will have Sonic and friends slide up them, but never down them as they go along, which is quite strange. There are also springs that don't push the heroes in the opposite direction, but pull them with such force to break through them and maybe through walls.

As said before, Sonic and friends run backwards in this level, and they can do other things backwards as well. Sonic and friends come across snowboarding like sections where Sonic and friends go backwards and up the hill instead of down it. There are ziplines that go backward as well, and there are winds that don't push Sonic and friends backward, but forward as they go along. There are also bouncy nets in this level Sonic and friends break through instead of being thrown in a specific direction, and there are plenty of pipes with air that is supposed to push the heroes forward, but the heroes will go backward instead. There are also rocket sleds like in Flying Battery Zone that send Sonic and friends backwards instead of forwards, and magnetic platforms, which are supposed to be pulled up, go down through the floor instead.

Additional Information: Something like this would be the music.

https://www.youtube.com/watch?v=lqrPly3BD_8

Gold Rush Zone

In this zone, Sonic and friends go through a natural area where there is lots of gold to be found. With that said, the gold is not the only thing findable in this area, but there are also plenty of gemstones and other precious metals to be found in this area. Recently, people have found out about the precious stones and metals in this area, and a gold rush like the one in American history has begun. All is well, but that may change since Eggman is planning to loot all the precious materials for his own uses. Sonic and friends must stop him before this happens.

In this level, there are many breakable rocks, and these rocks will sometimes contain golden rings in them, or gold nuggets that will double as rings. Some even have gemstones in them that are worth 10 rings each! Whatever comes out of the rocks is usually random, though. There are also barrels, some being light and some being heavy. Sonic and friends can knock the barrels into the enemies, with the heavy ones doing most damage. There are also cranes that can lift Sonic and friends to higher places.

There are also rivers with pans Sonic and friends come across. Sonic and friends can hit the pans to send them into the water, with them coming back out to give Sonic and friends gold, gemstones and rings. On occasion, Sonic and friends may receive a whole bunch of them at once. There is also dynamite in this level to be found, and Sonic and friends can bounce on a dynamite lever to make the dynamite explode to burst open hidden areas or rooms with hidden items in them. The heroes just have to watch out for the explosion, though. There are mine carts like in past Sonic games that Sonic and friends will have to ride, avoiding obstacles that may be in the way. Some areas have gold detection machines that can point the heroes to where some gold might be to collect. They should beware, as some are rigged to lead the heroes into an ambush of badniks.

Enigma Estuary Zone

In this level, not only do Sonic and friends go through an estuary level of some sort, there are many types of dangers to be seen here, but there is also lots of fun to be had in this place. It is cool on a hot summer day here in this area, but there is no time to stop and party, as Eggman is poisoning the water in this place, and it is up to Sonic and his friends to stop him and take the poison out!

In this level, there are starfish creatures that float around in this level, and they are quite big as well. These starfish creatures are able to be used by Sonic and friends as platforms to get to higher areas or cross danger they may come across. There are also sections where Sonic and friends can spin dash on the sand in the area, making it so they can dig up items they can collect, from rings to speed sneakers. There are also wooden springs that require a few jumps and a few seconds before they can launch the heroes into the air.

There are also sections where there is wind that will blow our heroes around, or backward, so the heroes have to fight the wind as they go along. The level has palm trees that are bent that Sonic and friends can use as catapults to launch themselves across the air. In the wetlands section, there are plenty of walkways that move up and down when there is wavy water, causing our heroes to fly into the air if they are on the wavy platform. The level also has alligators that lurk in the waters, and Sonic and friends have to watch out for the alligators or else they will be bitten by them, causing a loss in rings. There are also boats in the level Sonic and friends can jump onto and even ride as they go along in the level. There are giant cattails Sonic and friends can hang onto to cross areas.

City Demolition Zone

In this zone, Sonic and friends come across a city that is empty and deserted, and in the middle of being demolished. That's right! This is a stage set in a city being taken down! It was once home to many people and was once a prospering city. Those days have long passed, and now the city is obsolete, and with that, it has been decided that the city must be taken down, building by building. Eggman has tricked our heroes into coming here, and now, the heroes must get out of the city and avoid getting destroyed.

In this level, there are bridges Sonic and friends cross as well as highways that collapse under Sonic and friends' weight, meaning they must be fast or risk falling down to the lower area or into a bottomless pit. There is also dynamite that explodes that Sonic and friends must watch out for when they explode, though some dynamite can be used to destroy walls to access alternate paths. There are also spiked walls Sonic and friends come across, but knocking something into them will cause them to break and reveal new routes.

There are also lightweight cars that Sonic and friends come across that they can attack to send flying into things like enemies. While in the buildings, there may be timers that countdown to zero. Sonic and friends must get out of the buildings as soon as possible or else the buildings will be blown up with them in it. There are also explosions that make up different shapes, which is strange rather, but the heroes must avoid these explosions as best as they can. The level also has mechanical objects that can redirect or launch Sonic and friends into the air, like the construction objects in Sonic Adventure's Speed Highway. There are also bells that Sonic and friends can ring to get some rings out of them, and dry fountains that squirt water for Sonic and friends to use to get higher when they near them.

Basement Bogus Zone

In this zone, Sonic and friends go through a basement level somewhere in Sonic's world that is overly large and huge to the max! It is like a complete maze, and it is under a building business that Eggman had once owned during his evil life time. There are many different things to be found in this basement, and the basement itself is dark and damp to the core. Sonic and friends find themselves going through here, and must find a way out to get back onto the surface level to continue fighting Eggman.

In this level, there are plenty of levers to be found that Sonic and friends come across. Touching these levers will cause them to move, and they will open up new routes or make something happen, usually something good happening in the favor of Sonic and his friends. There are also hidden doors on the floor and walls of the basement

maze, and Sonic and friends can find these doors if they search well enough. There are also plenty of ropes that may block the path, or can be used to climb high places.

There are also many boxes to be found in this level, and these boxes can be pushed, or they can be opened to reveal hidden items that the heroes can collect. There are also walls that are noticeably breakable, and Sonic and friends can break down these doors to reveal hidden paths that they can go through. Some areas have rolling balls that are big, and will chase Sonic and friends as they go along the dark, long tunnels of the level. Some areas have barrels that Sonic and his friends can attack to send them flying, breaking open walls or destroying enemies that may be in the way. Sometimes, Sonic and friends can knock over pillars to crush enemies or break floors when they have the chance, and the heroes must also watch for the ceiling when it collapses or else they will crush the heroes.

Moonlight Valley Zone

In this zone, Sonic and friends go through a valley under the moonlight. The moonlight is so bright here that it makes the valley glow, and the plants and stones in this level all glow with magnificent light. The plants in this level only bloom in the nighttime when the moon is out, and there are lots of moonstones to be found along with the usual set of rocks that exist in this level. In this place, Eggman is fleeing across the valley after losing the previous battle in the previous zone, so Sonic and friends must chase him.

In this level, there are many kinds of flowers to be seen throughout. Some of the flowers are just like cannons, and they can fire Sonic and friends through the air where they could collect items if they are aimed right before they land. There are also flowers that act as platforms for Sonic and friends to stand on, and sometimes, the flowers even jump as well. There are also flowers that act as helicopters for Sonic and friends to use to reach high places like in Frog Forest and Lost Jungle in the game, Sonic Heroes.

Also in this level, there are pushable moonstones that Sonic and friends can roll to topple enemies or to place upon switches that need something on them to keep the doors they affect open. Some of the moonstones are also breakable for Sonic and his friends, though they will require multiple hits to be broken. Some areas have technology that affects the moon, and if Sonic and friends interact with them, they may give more energy to the fields and plants and stones, making them stronger, which will affect the level in different ways. Some mirrors reflect moonlight in this level, and adjusting the mirrors to reflect the moonlight to a specific spot will open doors and paths. There are also flowers that spray water that push the heroes around if they are hit by it.

Moss Creek Zone

In this level, Sonic and friends go through a creek area somewhere in Sonic's world that, as the name implies, is completely covered in moss. So basically, this is a moss creek themed level. With that said, the level has lots of things like statues, furniture, TVs, wheels, cars, houses, walls and other things that are all covered in moss. The moss can be slippery, but it shouldn't be too much of a problem. With that said, Sonic and friends go through here to stop the evil Dr. Eggman.

In this level, Sonic and friends come across some thick moss on the walls. These moss patches can be used by Sonic and friends to climb to higher areas, unless the character being used is Knuckles, who can just climb with the spiked Knuckles on his fist. There are also statues that fall over whenever Sonic and his friends get near them, so the heroes have to watch out for these statues, though they may reveal hidden items when they fall. There are also moss covered wheels Sonic and friends can knock around to attack enemies with.

There are also moss cars that Sonic and friends come across, and these moss cars will be able to be opened by the heroes, and the heroes can find hidden items inside of them. There are also moss covered couches that Sonic and his friends are able to bounce on like a spring. Sometimes, there will be branches on the trees in this area, and Sonic and friends can hang on these branches and use them to climb the trees. There are also sections of mossy rock that are slippery, and Sonic and his friends can fall off the mossy rocks quite easily. There are also flowers that act as platforms for Sonic and his friends to stand on, and they even rise higher when the heroes stand on them. It is possible to remove some of the moss, which will reveal hidden switches or items the heroes can find.

Size Warp Zone

In this world, Sonic and friends come across an area where the size of everything here is distorted. That's right! This is a distorted size stage we have here! With that said, there are objects that are longer in length, wider in width, taller in height, or shorter in length, narrow in width and shorter in height, or a combination of any of these. Utility poles are wide as a house, cars are tall as a tree, mailboxes are short as a soda can, among other things. With that, Sonic and friends must go through this weird zone to stop Dr. Eggman.

In this level, there are springs wide as houses but flat as paper, and yet, they are able to send Sonic and friends flying into the air at great heights, which is useful for collecting items that may hang in the air or reaching other paths. There are also gears thin as paper and short to the level of a plate that can still harm the heroes if they are careless enough to touch them, so they must be avoided. There are also wheels long as a limo and wide as a couch that the heroes can roll on, despite its strange size.

There are also boxes that are taller and skinnier than they should be, and yet they contain items that Sonic and friends can collect once they touch the boxes. There are pipes wide as a bed and thin as a coin that blow air out of them. Sonic and friends can use the air to launch upward to get to higher places, though it is tricky, since the air is thin, but powerful, nonetheless. There are also cardboard thin and average floor long cannons that shoot different things out of them, and all of these things can be harmful to Sonic and friends. There are also flat bombs that explode with great force, requiring the heroes to be ready to avoid them. There are also road wide and coin long (in length) sleds that Sonic and friends can somehow ride through the area.

Sweepstakes Silliness Zone

In this level, you're a winner! With that said, Sonic and friends go through an area somewhere in Sonic's world where a sweepstakes and raffle is taking place. With that said, Sonic and friends go through areas with loads of prizes and chances to win, and they can win different things by playing the games. Some of the prizes are useful to the heroes in this level, while others are not. Either way, Eggman is trying to steal all the prizes for himself, so Sonic and friends have come to stop him!

Prizes are won through different ways in this level, and they can be useful in different ways. Other than rings, some prizes create platforms further in the level that Sonic and friends can use to reach higher places, and there are bombs the heroes can win that they can use to blow things up, mostly for alternate routes. There are also invisibility sprays Sonic and friends can win that can make them invisible, and there are many other things to be won. They can only be used in this level and nowhere else, though. The heroes also may win nothing at all.

Some areas have raffles going on that the heroes can partake in. Depending on the ticket taken out every time the bucket is hit, Sonic and friends may or may not get a prize. The heroes can also win prizes by doing things such as pulling tabs near the walls of the level, breaking apart an object that they may come across, collecting tags and winning prizes with the right ones, matching tags that can be found, scratching grey areas like a lottery ticket,

among other things. There are also prize boxes Sonic and friends can open to get prizes for free, but sometimes, nothing can be in them. There are also springs under the floor that cause a portion of the floor to go up, sending Sonic and friends in the air, and there are falling star decorations that can hurt the heroes if they are hit by them.

Animal Attraction Zone

In this level, Sonic and friends go to another one of Eggman's bases. Not just any base, though, but one with a huge tower that is using a mind control force to attract animals from all over the world, just to be roboticized by the mad doctor himself! The tower and attracting of animals is kind of like this from 1:43 to 2:04.

<https://www.youtube.com/watch?v=Su0Y-m8eWV8>

And the animals are coming to Eggman's location! Sonic and friends must stop them from reaching Eggman by destroying the tower.

In this level, there are smaller antennas that Sonic and friends come across, and these antennas can be destroyed. Destroying them will cause some doors or floors to open up nearby, leading to hidden items or a secret route. There is also quicksand the heroes will have to get over, for if they are in it, they will sink in it and possibly lose a life. Don't worry, though, for the animals won't go into it. There are also rocks that float above that fall whenever Sonic and friends get near them.

There are also electric generators that Sonic and friends come across that are like the ones in Scrap Brain Zone of Sonic the Hedgehog 1. These spew electricity that can hurt the heroes if they touch them. Also from Scrap Brain Zone is the flamethrower that shoots out hot flames, which, needless to say, will hurt the heroes if they touch it. There are also gears Sonic and his friends can run on, but sometimes, they will need to press a switch to reverse the gears in order to get further through the level. Some antennas create "radio platforms" that Sonic and friends can jump onto, and they turn on and off every few seconds. There are conveyor belts that Sonic and his friends can run on, and there are traps that encase Sonic and friends in a rolling sphere, requiring them to hit something explosive to break free.

Godly Ruins Zone

In this zone, Sonic and friends go through what appear to be a set of ruins on a heavenly mountain. These are not just any mountain ruins, though, for these ruins were once home to powerful gods who ruled over the land. Sadly enough, the people who once believed in these gods stopped believing in them as civilization had advanced, so the gods here faded into nothingness and now, all that is left is their home. But Eggman is searching for something powerful here, so it is up to Sonic and friends to stop him from getting it.

In this level, there are ancient teleporters that Sonic and his friends come across. Sonic and friends can use these teleporters to teleport throughout the level, while some may lead to hidden routes if they are found. There are also divine spears that fly out of the ground and will try to land on Sonic and his friends, which they must avoid so that they do not take damage from the spears. There are also elevators and conveyor platforms that still work with divine power, and Sonic and friends can use them to get around.

Also in this level, there are strange, glowing objects the heroes come across that they can activate. These were used to answer prayers of the people, so each has a different effect. One temporarily floods the ruins, another sets them on fire, another electrifies them, another make light structures appear, one other makes the level freeze, and more. There are also globes used to watch the people that are broken, and will emit an energy burst that will harm the heroes if they are to walk up to it. Sometimes, the floor may collapse and lead to bottomless pits, or at least a lower route. Sonic and friends can find and knock over pillars that may be in the way, sometimes to create bridges. There are also giant statues of gods with hands the heroes can cause to move by using them as platforms.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=P1Md2ODg-0M>

Centrifuge Chaos Zone

In this level, Sonic and friends go through a series of centrifuges existing somewhere in Sonic's world. These

centrifuges are in one single building, but they rotate quickly and generate a gravitational like force that pull Sonic and friends towards the walls, kind of like this.

<https://i.ytimg.com/vi/RCozhbk6Ulc/hqdefault.jpg>

And this.

<https://laurahopemay.files.wordpress.com/2010/06/gravitrongroup.jpg>

Needless to say, this is like a wild ride. Sonic and friends go through here to find Eggman, who is in control of this place.

In this zone, there are switches to be found that are blue in color. These switches can cause the room the heroes are in to start rotating quickly. Otherwise, they can be used to stop the room from spinning quickly. When they are spinning, the walls pull Sonic and friends in, though they can try to resist by running from the walls. When they are on the walls, they can move on it like it was normal gravity, although it might be a bit heavier. The walls stop spinning eventually in this level.

There are also laser pillars to be found in this level, and Sonic and friends can get hurt by these pillars if they are touched. There are also trap doors that lead to a lower, longer route or at least some spikes. When falling to the lower route, the heroes won't be able to get back up, and they will have to go through the route to get back on the main path. There are also spinning platforms in this level that suddenly start spinning when the heroes are on them, and they can send the heroes flying into walls, causing damage to them. There are also pipes that shoot energy out of them, and the energy can harm the heroes easily. Some areas have green switches that will lighten the gravity when the rooms start spinning, and there are weights that fall from above that could crush Sonic and friends if they are under them.

Quarantine Quadrant Zone

In this zone, Sonic and friends go through some kind of prison, but this is not just any prison, but one where sick people believed to have diseases are quarantined and detained to keep from making others sick. That's right! This

is a quarantine based stage! Now, it seems that the place has been abandoned, so there are no humans here. Well, there are some, but not many, but there are still visible diseases that roam the area, so Sonic and friends must watch for these dangers as they go on through.

In this level, there are plenty of doors that are locked, or doors that lock as the heroes come across, like the closing doors in GUN Fortress in Shadow the Hedgehog. Sonic and friends must attack these doors to destroy them so they can move on, though if the doors are closing, they can slide under them before they completely close. In some rooms, when opened, there are diseases that fly out of the prisoner rooms, and they can infect the heroes temporarily and cause them to lose rings each second.

There are also injection needle spikes that can harm Sonic and friends can get harmed by if they touch them, though if they are infected with a virus, the needles will cure the heroes just by touching them to get the cure into them, though they will still lose rings upon touching them. There are bars in this level that are capable of being bent, and the heroes can attack these bars to create an opening that will lead to hidden routes or hidden areas. Also, there are keys Sonic and friends can collect, and they can use them to open doors that will lead to hidden areas or at least to other cells in the area. The keys lead to more than one door, but can only be used for one. There are operation tables that are springy and can launch Sonic and friends, and there are giant viruses that will harm and infect the heroes if touched.

Carved Forest Zone

In this level, Sonic and friends go through a forest where many of the trees have been carved into sculpture art. That's right! This is a sculpted forest zone! The trees have many carvings, and the carvings may look like these.

http://s30.postimg.org/4i3fyt5i9/Carved_Wood.png

http://s27.postimg.org/h1g59xypf/Carved_Wood_2.png

And these are all on trees! Now, Eggman wants to cut down this forest, so it is up to Sonic and friends to stop him before he does so.

In this level, there are tree trunks that spin all around, and Sonic and friends move along with the tree trunks if they hang from one of their branches. There are also trees that are hollow on the inside, and Sonic and friend can run in them like Sonic could run on the inside of the tree in Angel Island Zone of Sonic 3 and Knuckles. There are also face markings on trees that shoot fire balls at Sonic and friends, burning them if they are hit, and other face markings shoot water that can push the heroes around.

Also in this level, there are falling leaves that are rather sharp, so if Sonic and friends touch them, they will be cut by the leaves and will lose rings or a life if they have none. There are also flying flower petals that float in the air, and these flower petals can be used as an air board to fly around the area. There are also parts of the level where the markings on the trees are sharp, and with that, they could harm Sonic and friends if they are to touch the sharp parts of the trees. In some other sections where there is water, there are giant lily pads, and Sonic and friends can jump on these giant lily pads to be sent into the air. There are also sections where Sonic and friends have to outrun a giant log, and there are sections where Sonic and friends must dodge falling seed bombs.

Ceremonial Grounds Zone

In this zone, Sonic and friends go through an area where there are lots of structures used for ceremonial events and rituals. So this is a ritual kind of stages we have here, and a ceremony one. Created long ago, this place is still used in modern times by a nearby tribe that is actually not primitive, but rather up to modern times in terms of technology. That said, Sonic and friends find that Eggman is here for some reason, and whatever it is, it can't be good, so the heroes must find out what he is after.

In this level, Sonic and friends come across pits of acid that have enemies near them that will try to attack Sonic. If Sonic and friends manage to knock some enemies into the acid pit, and a good number of them, they will open up a new path for Sonic and friends to take further on in the level. There are also crushers that can be used "to sacrifice" robots by crushing them, and this will also open up new routes for the heroes. There are also posts Sonic and friends can light up to make platforms move.

The level also has sections where Sonic and friends have to throw objects into the fire to make it bigger. Once there are enough objects in the fire, and the fire has gotten big enough, the heroes can remove obstacles further

ahead and make it easier to traverse. There are also statues that are on fire that must be hit with spheres with oil in them, and doing this will cause the enemies around the heroes and further in the level to disappear. There are also pillars that Sonic and friends can move in one area that, once moved to a certain spot, will cause lightning to strike them. When all the pillars in the area are struck by lightning, the heroes will cause items to appear for them to collect. There are also books that open that will cause things to happen based on the page it is turned to. All of these tasks are optional, by the way.

Eggman Enterprises Zone

In this zone, Sonic and friends go through a business company somewhere in Sonic's world, which happens to be Eggman Enterprises itself! That's right! This takes place in Eggman's personal business he uses to conquer the world, copyrights and all. However, no matter what may happen, one thing is for sure for Sonic and his friends: No copyright law in the universe is going to stop them from entering the building and causing havoc! So the heroes go through here to stop all the evil workings the doctor works on.

In the office sections of the zone, there are giant pens Sonic and friends can attack. By doing so, the heroes can cause the pen to hit other badniks and break walls, sometimes revealing alternate routes the heroes can go through. With that said, Sonic and friends also come across giant staplers they can bounce off of like the catapults from Sonic the Hedgehog 2 in any of its levels. There are also fax machines in this level as well, and Sonic and friends can use them to teleport around the zone.

Also in this level, there are printers that print out 2D enemies that attack Sonic and his friends. The printers themselves can be destroyed with a normal attack, though. There are also laboratories in this level that contain chemicals that can harm Sonic and friends if they break out of their tubes and touch the heroes. Some other sections of the labs have enlarging rays, which make Sonic and his buddies large in size, making them unstoppable for a short amount of time. There are also factory sections of the level as well, and these factory segments have crushers Sonic and his buddies will have to watch out for. There are gears in this level Sonic and his friends can traverse on, and there are conveyor belts as well that Sonic and his friends can run on.

Steamboat River Zone

In this zone, Sonic and friends go through a series of steamboats and rafts in a river somewhere in Sonic's world. This is just like the steamboats and rafts on the old Mississippi River in the old days. With this said, there are many different boats and rafts Sonic and his friends go through, and they have different kinds of things on them that the heroes have to go through. Sonic and friends have to get to Eggman's base, and the best route to get there is down the long river.

In this level, there are parts of the steamboats on the backside that Sonic and friends can use to get to the upper parts of the steamboats, which is the object that propels the steamboat in the first place. The heroes can also use these to get high into the air to collect items that may be airborne. There are also rafts outside the steamboats, and these rafts can be breakable, which will cause Sonic and friends to fall into the water below, which is safe. There are also sections where the heroes ride a raft down a rushing, high speed flowing river.

There are also water gushers in this level that send the heroes into the air when they touch them. They look small and not strong enough to do so at first, but the heroes will be able to be launched into the air anyways at a high height. There are also water waves Sonic and friends come across that make the heroes get knocked off the rafts they are on, so the heroes have to watch out for these waves. Sometimes, while in the air, Sonic and friends encounter smoke that will drain their rings one second at a time while they are in them, so it is best to stay out of these smoke clouds. There are also smoke pipes which are empty, and can be spun through to get to areas inside the steamboats. The level also has logs that Sonic and his friends are able to roll on to get it moving.

World's Edge Zone

In this zone, Eggman has affected an entire part of the ocean, to the point of turning it into a whole waterfall of some sort, literally making an edge of the world. Yep! This is an edge of the world stage like in old ancient myths of long ago! Also inspired by the World's End in *Pirates of the Caribbean: At The World's End*, there are islands on the edge to be seen, and some of them are sticking out of the waterfalls, making paths for Sonic and friends to travel through. There are also coral reefs and such as well. Sonic and friends must find a way to return the ocean to normal, and stop Eggman from mining in the waterfalls and islands of the area.

In the waterfall sections of the level, there are plenty of sections where Sonic and friends can run through the waterfalls to enter the ocean, which has many things to be seen in it, like mines, sharks, treasure chests and so on. On the islands and waters next to the waterfall, there are plenty of trees with coconuts that fall when Sonic and friends approach them, harming them if the heroes are to be hit by them. The islands also have quicksand that the

heroes should stay out of at all times.

In the waterfall sections again, there are boats that fall over the waterfall, which will cause harm to the heroes should they be hit by these boats, so it is best to stay out of the way of these boats as they fall. A warning sign will pop up to let the heroes know that a boat is going to fall. In the water sections of the level, there are bouncy coral that Sonic and friends can bounce off off to get items that are in the air. There are also sponge coral that act as cannons that will blast the heroes across the area to other places nearby. On the islands again, there are plenty of palm trees Sonic and friends can bend backwards so that they can launch themselves forward to other islands in the level. There are also mine carts Sonic and his friends can ride, though some of them have TNT they should avoid.

Tricky Tundra Zone

In this zone, Sonic and friends go through what happens to be a tundra area somewhere in Sonic's world. It is a beautiful tundra to be seen, as it has lots of good scenery and colorful grasss. The tundra looks like these.

<http://www.bio.miami.edu/dana/pix/tundra.jpg>

https://upload.wikimedia.org/wikipedia/commons/1/17/Greenland_scoresby-sydkaapp2_hg.jpg

https://upload.wikimedia.org/wikipedia/commons/8/87/Tundra_in_Siberia.jpg

An Eggman base is located here in the whole tundra, so it is up to Sonic and friends to find and destroy it.

In this level, Sonic and friends come across water that is so cold, that it will harm Sonic and friends with frostbite if they were to touch it. For some bodies of water, there will be a switch that will warm them up when they are touched, and Sonic and friends can go in the waters by then. They must be quick to get out though, as the warming of the water will not last long. There are also sections of ice on the ground, and like ice in previous games, Sonic

and friends will slip and slide on the ice when they try to run on it.

There are also snow piles that cover objects such as springs in the area. Sonic and friends can jump or homing attack the snow piles to cause it to collapse, thereby revealing hidden things under them. There are also taiga trees that have spiky needles, and these needles will harm Sonic and friends if they are to touch the trees. There are also pingos, mounds with an ice core in them, and Sonic and friends must avoid the ice core, which is harmful, when they are on top of the pingo. The heroes also come across log structures that they can knock down, such as log cabins that are unusually high up, but may have items the heroes could find when knocked down. There are also giant snowballs Sonic and friends must outrun as they go through the tundra area to avoid being hurt.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=mQsNMF4wYIA>

Starscraper Space Zone

In this zone, Sonic and friends go through the rooftops on a city in a high mountain. However, these are no ordinary rooftops, for these are rooftops that are so high up in the sky that they actually extend up to space itself! Yep! The skyscrapers are starscrapers in space! This seems like a cool thing, and you can even see highways with cars driving around them. However, Eggman is here, and he is trying to destroy these buildings. So naturally, it is up to Sonic and friends to stop them.

In this level, there are meteors that fall onto the stage like those on Meteor Herd in Sonic Adventure 2, and they will hit some of the buildings, but not damage them for some reason. Sonic and friends must be ready to dodge these meteors. There are also meteors that just float in place that, when Sonic and friends get near them, will explode, and this is also very dangerous. There are also giant bells like in Speed Highway of Sonic Adventure 1, which contain rings that drop when Sonic and friends hit them.

On some of the rooftops of the buildings, there are doors that open that have objects thrown out of them. These objects come in different forms, from explosives to spiked balls, and they can all harm Sonic and friends in some way if they are not careful enough to dodge them. There are also glass windows that Sonic and friends are able to

break through easily, though some are stronger than the others, and require multiple hits to break through, or a great speed, which isn't as easy to achieve as it may seem. There are also giant cones that hide objects under them. They are heavy, but if Sonic and friends can move them, they will be able to reach the item that is under them. The level also has many cars to be found that can run over and harm the heroes if they are in their way.

Creature Containment Zone

This level is in the form of a type of prison where there are many kinds of creatures being contained. These creatures include aliens, failed lab experiments, mutants, monsters and other such things that may be dangerous to release into the rest of the world. So yes, this is a creature containment area we have here. With that said, some of the creatures have been freed by Eggman, meaning chaos is around now, and the creatures are attacking everything in sight. So it is up to the heroes to defeat these creatures to set things right.

In this level, there are mutants that run around the area. These mutants will try to jump onto Sonic or any of his friends and attack them from there. If this happens, Sonic and friends must jump multiple times in order to get the creatures off their backs. They lose rings each second the creatures are on their backs. Also in this level, there are plenty of locks that lock some of the doors of the level, preventing access to be allowed. They can be destroyed with a jump or any kind of attack there is.

The level also has security lasers that shoot around the area, trying to shoot the creatures that are around. These lasers are capable of harming Sonic and his friends, so they must be on their toes and be ready to dodge the lasers. There are also wire nets Sonic and friends come across. These wire nets are elastic, so they will throw Sonic and friends into the air to get to higher places or otherwise just collect items in the air. There are also tubes around the level with items in them, large ones. These tubes can be broken with a simple attack before the heroes get to the item inside. There are also pipes Sonic and friends come across that they can enter and spin through like the pipes in Chemical Plant Zone from Sonic 2. There are also cells with creatures behind them that can attack the heroes in various ways.

Pestilence Problem Zone

In this zone, Sonic and his friends come across a series of fields and towns, which are all in the middle of a pestilence swarm! There are bugs, mainly locusts flying everywhere, and they are eating crops and causing other kinds of damage. Luckily, Sonic and his friends have a special shield barrier that repels the locust, though the heroes can still be harmed by other things, as well as certain attacks from the locust themselves. The heroes unfortunately have to go through here as they go to stop the evil Dr. Eggman.

In this level, there are swarm platforms and structures Sonic and friends can walk on, but due to the repellant shield they are on, they will cause the bugs forming the platforms and structures to move away after a few seconds. Some of these platforms and structures lead to different routes and items, so the heroes must be quick to get through these platforms and structures if they want to reach them. There are also half eaten flowers that Sonic and his friends can use as rather unsteady platforms they can jump off of.

There are also half eaten flower platforms Sonic and friends come across that they can jump into, causing the flowers to launch them high into the air. Some areas have sand gushers that can throw the heroes into the air, useful for getting to high places or to collect items in the air. There are swarm rings that the heroes can go through, and if they go through enough at one time, they can cause some nearby locusts to back out, saving plants that may be useful to the heroes. There are also leaves in the level Sonic and friends can bounce off of, allowing them to get some height into the air. The level also has pesticide that the heroes can find and use to kill some of the bugs. In some cases, the heroes have to outrun slightly bigger locusts that can ignore the heroes' shield and thus harm the heroes.

Underground Reservoir Zone

In this level, Sonic and friends go through an oil rig somewhere in the desert, and by oil rig, I mean under the oil rig, underground. Yep! This whole zone takes place in the oil, gas and coal deposits underneath the oil rigs themselves! With that said, there will be lots of gas, and lots of oil to be found as well. There will also be drills and other machines Sonic and his friends come across. Sonic and friends find that Eggman's machines are taking the oil, so it is up to the heroes to stop him before he gets away with it.

In this level, there is oil on the ground of the deposits, and the oil is very slippery. The oil can also come in pools that Sonic and friends can fall in, and they can sink into the oil until they lose a life unless they jump out of the pools. There are also piles of coal that block the way in the tunnels, and Sonic and his buddies will have to destroy

these piles of coal to unblock the way if they want to get further through. The levels also have natural gas, and the natural gas will drain Sonic and friends of their rings the longer they are in them.

There is also some occasional fire, which will not only burn the heroes and cause them to lose rings if they touch them, but light some areas of oil on fire, making it safe to jump into the oil. It will also cause the natural gas to explode, but the heroes can stay out of the way of the explosion. There are also drills in the level, and while they create new paths for the heroes to take, they will also harm the heroes should they be touched. There are also drill cars that block the way, so Sonic and friends may have to destroy them. They may also be used to get across large pits of oil safely by riding on them. There are tubes Sonic and friends come across that will be able to be used for spinning through them to other areas of the level, and there are falling fossil bones the heroes should avoid.

Kinetic Art Zone

In this level, Sonic and friends go through an area somewhere in Sonic's world with kinetic sculptures. The sculptures look like these.

<http://i.imgur.com/lFoaedw.png>

<http://i.imgur.com/teCR2F0.png>

http://preview.turbosquid.com/Preview/2014/07/04_09_46_45/1_Kinetic%20desk%20sculpture%20collection.jpg2959ddc9-54db-4f4e-9ba8-eba0b8db9ca2Original.jpg

These sculptures seem very cool looking, and can be used in different ways. Sonic and friends must use these to get through the level.

In this level, Sonic and friends come across spinning objects. Sonic and his friends can hang onto the spinning objects to get around the level or a specific area. There are also spinning spiky objects in this level that the heroes should try to avoid, and sometimes, the spikes will spit out of the objects they are part of, which will then have to be dodged. Sonic and friends also come across rings in this level that also spin, and they can hang onto these rings

to get to other areas of the level as well.

Also in this level, there are objects Sonic and friends can knock over in the form of spinning pillars, which will cause a kind of chain reaction that can uncover hidden routes Sonic and his friends can access. At the same time, there are kinetic sculptures with ziplining beams on them Sonic and friends can use to cross long gaps they could not cross on their own, and there are hammers attached to kinetic sculptures that swing back and forth, harming the heroes if they are to be hit by these hammers. Some of the objects attached to the kinetic sculptures crack open from time to time to reveal laser shooters that will shoot lasers that Sonic and friends will have to dodge, and there are energy spheres Sonic and friends can run on, and pushing off of them will cause them to jump really high.

Bell Tower Zone

In this zone, Sonic and friends come across a very large bell tower with multiple bells in them. That is right! This is a bell tower themed stage! The bell tower itself is very neat in design, and colorful as well, though it doesn't necessarily have all the colors of the rainbow to be sure. The bells themselves are very old, but they are still functional and usable, even to this very day as we speak. There is no time to listen to the beautiful sounds of the bells in the tower, for Sonic and friends have an Eggman to catch!

In this level, there are plenty of floors that collapse, due to some damage Eggman has done to the tower in the past. Yes, he attacked the bell tower, along with many different buildings in the past in the same city. If Sonic and friends stand on them for too long, they will cause the floor to break down, causing them to fall to a lower section of the level or back to a point they have already passed. There are also loud bells Sonic and friends come across, and hitting these bells will release a large sound that will destroy all badniks on screen.

There are also gongs to be found in this level, several in one place, to be exact. If Sonic and friends hit these gongs in the right order, they will cause something to happen, like an alternate route opening up for the heroes to go through. There are also ropes Sonic and friends can climb, and they can even swing on them if they can move the right way. Some of the bells fall from above, and will crush Sonic and friends and cause them to lose a life if they are under them when they hit the ground. Some bells, like in Speed Highway in Sonic Adventure 1, will drop rings, but they can drop other objects, and even badniks that can attack. There are also flying soundwaves the heroes come across that they should avoid, and there are energy platforms the heroes can traverse, but they must be maintained by sound the bells or else they will disappear.

Bus Station Zone

In this zone, Sonic and friends go through what happens to be a bus station zone, which, needless to say, is full of buses. There are also people Sonic and friends speed by, but they do not do much to impede the heroes, and they do not get hurt by the heroes as well. There are many different kinds of buses, from the usual city bus to tour buses, and they are all able to be entered or ridden on top by the heroes. The heroes must get through here if they want to go and defeat the evil Dr. Eggman.

In this level, there are plenty of wheels to be found, and these wheels are bouncy, so Sonic and friends can bounce on these wheels. They mostly appear in the garage part of the bus station, and the heroes can push these wheels if they need to. There are the buses themselves, and Sonic and friends can ride on top of them or even ride inside one of them to get to the next area, not that it is required, for it isn't. There are also people on the buses throwing items at Sonic and friends to give to him, probably because they like them so much.

In the bus station itself, there are 3D Signs that tell which buses will be coming and which buses will be going soon. Sonic and friends can jump or climb onto these signs to get to higher places, and some of them even move through the air whether the heroes ride them or not. There are bus lifts in the garage sections which Sonic and friends can use to get to higher places as they go up while they stand on them, and there are hoses used for cleaning the buses that will spray water that will push the heroes around if they are near them. Some buses leave smoke that the heroes cannot breathe in, which will cause rings to drain one by one each second. There are mechanical objects on top of the buses that will try to push the heroes off of them, and there are mechanical arms on some buses that will try to grab the heroes, requiring multiple jumps to escape.

Futuristic Showroom Zone

In this zone, Sonic and friends go through an area in Sonic's world that happens to be a car dealership/showroom of some kind, which looks like this.

<https://static01.nyt.com/images/2007/07/27/business/27showroom2.650.jpg>

But they don't show the cars of today, but they show off rather futuristic looking cars, like these.

<http://i.imgur.com/qQTPdRE.png>

<http://i.imgur.com/6yAhXwZ.png>

Eggman is planning to steal the cars of this place, so it is up to Sonic and friends to stop him before he does so.

In this level, some of the cars that are on display actually drive themselves, and will do so to try to run over Sonic and his friends when they get close enough. If the cars' lights go off, the heroes must get ready to dodge. There are also podiums that raise up into the air, and with that, they can lift the heroes into the air to higher places they could not get to on their own, at least without flight, climbing or such abilities. There are also "gear levers" that Sonic and friends can push, causing things to happen or platforms to appear.

There are also cannons used for security purposes. Eggman has hacked into these cannons, and is having them shoot the heroes. The heroes must get ready to dodge the cannon fire when it shoots their way. There are also laser wires in this level that Sonic and his friends should avoid, as they will harm the heroes and sometimes cause robots to appear to attack the heroes. Sometimes, there will be wheels flying into the air, and they can harm the heroes if they are to be hit by them, so the heroes should watch out. The wheels themselves can be bounced off of, though. Sometimes, there will be fixtures on the ceiling that will fall, harming the heroes if they are hit, and there are wrenches that are giant and act like hammers. There are also cars that explode that the heroes should watch out for.

Hyper Tesseract Zone

In this level, Sonic and friends go through hyperspace, which is multi dimensional space. In this multidimensional space, the heroes go through tesseracts, or hypercubes, which look like this.

<http://abyss.uoregon.edu/~js/images/hypercube4.gif>

They also go through 5D cubes,

https://upload.wikimedia.org/wikipedia/commons/thumb/e/ef/2d_of_5d_3.svg/240px-2d_of_5d_3.svg.png

And 6D Cubes.

<https://upload.wikimedia.org/wikipedia/commons/9/95/6Cube-QuasiCrystal.jpg>

Here, the laws of physics are different, and there are many dangers to be found. Sonic and friends must escape through here after following a fake Eggman to this place.

In this level, Sonic and friends can hang around the bars that connect the cubes together and use them to swing to higher places of the level, getting to alternate routes and going across long gaps. Also in this level, there are cubes that, when hit, slow down time around the heroes, which can make platforming easier and easier to dodge attacks that are rather quite fast. With that said, the heroes also come across some incredibly long passage ways, but hitting a switch will shorten the distance to get through, though it is possible to get through the long version.

Also in this level, there are changes in gravity to be found, and some of them will reverse gravity and cause the heroes to go up on the ceilings or walls. Other areas of the level will make gravity heavier, making jumps lower and makes the heroes slower, or make gravity lighter, which makes jumping higher. There are also portals to be found in this level, and the portals transport the heroes around the level, sometimes acting as gateways to alternate routes. There are also sections where some passages will cause Sonic and friend to spatially or temporally loop back to where they started over and over again until they find a switch to stop it from happening further. There are warp spheres Sonic and friends come across that can harm them, and there are black holes that are an instant kill if the heroes touch them.

Option Obvilion Zone

In this zone, Sonic and friends go through what happens to be a gigantic options menu themed stage somewhere in Sonic's world, presumably built by Eggman himself to try to get rid of the heroes. This options like area has many different areas to go through, and these areas have different "options" that the heroes interact with, such as music, level select, language, and other kinds of things. While it is not known for sure that Eggman has created this place, it is known that he is here, so our heroes must chase him down.

In this level, there are panels that change the music every time the heroes run on them. Changing the music will cause the platforms and some other obstacles to move faster or slower, depending on the music track itself. There are also level select panels Sonic and friends can run on to change the theme of the level. This will add and remove obstacles from the level that could help or hinder Sonic and friends. Also, like in the classics, selecting certain music tracks in the correct order will unlock something, maybe an alternate route or a hidden item!

Also in this level, there are speakers Sonic and friends come across that they can hit to change who is speaking when a menu is selected. With that said, Sonic and friends can hear different voices, like Sonic's, Tails' Knuckles' and even Eggman's! There are also sections of the level where Sonic and friends can touch a sign that says "Stereo" and "Mono", changing parts of the layouts of the level. There are also language options Sonic and friends can run on, with voice language options and text language options. There are also controller options where the heroes can temporarily change the button mapping of the level if they choose to do so. There are also autosave options as well. Note that all of these options have an impact on the layout of the level and changes it in some way, even the menu speaker option.

Organic Airship Zone

In this zone, Sonic and his friends go through another airship high in the sky. This time, however, the heroes will have to go through an organic airship of alien origin. Eggman has found this organic airship after unburying it from somewhere, and since then, he has made his own modifications to it and has turned it into one of his own airships, with the organic parts intact, of course. Eggman is using this airship to terrorize the world, and it is up to Sonic and his friends to stop him from doing any more damage.

In this level, there are organic teeth on the ceilings of the ship. Sonic and friends can get hurt by the teeth by jumping into them, so the heroes should best stay away from these teeth. Note that some teeth will fall as Sonic and friends go near them. There are also propellers like in Wing Fortress of Sonic 2 that are very dangerous to the

touch, and will cause Sonic and friends to lose rings if they are to be hit by them. There is also plenty of wind in this stage that will blow Sonic and friends around unless they hang onto something.

Some parts of the airship has organic flesh, and this flesh is actually very bouncy, and Sonic and friends can bounce off of the flesh, which will sometimes be required to travel to different areas of the base. Inside the airship, there are giant hearts that act as engines of the ships. Sonic and friends can hit these hearts to temporary disable them and cause platforms to appear or doors to open for a short amount of time, which may be optional or required. Some boiler rooms have stomach acid that the heroes come across, and touching them will cause the heroes to burn, losing rings or a life in the process. There are elevator platforms outside that Sonic and friends can ride on to get to higher places, and there are also cannons in this level that Sonic and friends will have to avoid.

Recreation Run Zone

In this zone, Sonic and friends go through what happens to be a recreation building somewhere in Sonic's world. This recreation place is also a hangout area, which includes a lounge, some sports rooms, pool and Foosball tables and even a cafe. The building looks something like this.

<http://www.gcglobal.in/wp-content/uploads/2015/10/Starlit-Suites-Cochin.jpg>

Sonic and friends must go through here before Eggman destroys the whole place.

In this level, there are pool tables Sonic and friends can interact with. If they choose to do so, they can use a pool stick and try to hit the 8 ball into a pocket. The heroes only get three tries while doing this. The heroes also come across rooms with swimming pools in them, and these swimming pools may have items in them the heroes would want to collect. There is a diving board in particular that Sonic and friends can bounce off of, most higher into the air than any diving board could even do.

There are also cafe sections in the level itself, and the cafes have hamburgers Sonic and friends can bounce off of, and there are exploding bags of chips the heroes should watch out for. In the lounges, where the pool tables are, there are arcade machines the heroes can activate to destroy enemies onscreen for points, while there are Foosball tables the heroes come across that they can interact with as well, getting points if they make the ball go

through the goal on the other side. There are also TVs, the heroes can change the channel off, which has an impact on the later rooms depending on which channel is turned on. There are also rooms with basketball hoops that the heroes can jump into for rings, and there are plenty of soccer balls the heroes will have to avoid.

Unremarkable Utility Zone

In this level, Sonic and friends go through what appears to be a utility tunnel somewhere in Sonic's world. This utility tunnel has many things, including electricity, pipes, air vents and more. It is kind of like this.

http://ticbrno.cz/sites/default/files/foto-mista/2014/dsc07183_u.jpg

And this.

http://www.henryadams.com/sites/henryadams.com/files/MSU%20M0238-1_crop%20for%20web.jpg

Sonic and friends must go through here to stop Eggman from flooding the place.

In this level, there are plenty of cracks on the walls of the utility tunnel, and these cracks will be able to be broken by Sonic and friends, and the crew will be able to find hidden rooms or routes by breaking through these cracked walls or floors. There are also pipes, many of which Sonic and friends can spin through to get to other areas of the level. There are also valves in the level as well, and hitting one of the valves will cause water to flood the room the heroes are in, which will make some areas accessible, for some doors are easier to open.

There are also air vents to be found in this level, and Sonic and friends can go through these air vents. Sonic and friends can get around in these vents by using the air and fans that blow them upward as they go through them. There are also wires that are pulled apart, and thus release electric spikes the heroes will be harmed by if they are not careful around them. There are also vehicles the heroes encounter they can activate by attacking the vehicle. By doing this, the heroes will be able to ram the vehicles into walls and thus open hidden paths. The heroes also come across pipes that explode, which will harm the heroes if they are to be touched by the explosions, and there is chemical water leaking that is harmful to the heroes, meaning they should not touch it at all.

Existence Limbo Zone

In this zone, Sonic and his friends go through a dimension somewhere outside their own. This dimension in particular is a limbo dimension, where the souls of those yet to exist and those who may never exist hang around until at least the yet to exist souls are finally born. This place is rarely known about by the people outside of this world, but it does exist, nonetheless. This dimension has something the heroes are going to need to defeat a creature Eggman has unleashed, so they must find it as soon as possible.

In this level, there are many souls, some yet to exist, others to never exist at all. These souls are bouncy, kind of like the bumpers from Sonic the Hedgehog 2's Casino Night Zone. Sonic and friends can bounce off of these souls to get to other places. There are also rocky paths in this level that Sonic and friends walk on that will crumble beneath Sonic and friends' feet, so they must hurry onward to avoid falling into the void below. There are also angelic trees the heroes come across with giant rings worth 50 rings, but only one can be collected.

There are also "booster souls" the heroes come across that they can use to increase their speed and strength, which will allow them to break through things they could not break through before. There are also "screens" showing the future lives of each yet-to-be-born or never-to-be-born souls that the heroes can run on to cross different areas, much like the panels in The Doom from Shadow The Hedgehog. There are also columns that are green that the heroes can get sucked into like water and a sponge. If they are caught, they need to jump repeatedly to escape. There are also soul winds, winds with souls in them that act like normal winds that the heroes have to overcome, and there are lights that come around the stages that can transport the heroes to other places when the heroes touch them.

Soldier Factory Zone

In this zone, Sonic and friends go through a factory owned by GUN. What is the factory producing? Super soldier clones. Yes, GUN has found a way to make super soldiers, and is using this factory to create clones of one. The clones are all in suits for some reason. The heroes come here because Dr. Eggman has built his own super robots, and is using these robots to destroy the factory so that the super soldiers cannot be used against him. Sonic and

friends are called to save the day.

In this level, there are plenty of conveyor belts the heroes come across that the heroes are able to run on, similar to conveyor belts in past factory levels in Sonic games. These conveyor belts might speed up from time to time, though. There are also crushers the heroes come across that will crush the heroes if they are under them, so the heroes should make sure they are not under them when they land. Sonic and friends also come across tanks in the labs they can enter to gain super soldier strength for a limited time.

Also in this level, there are tanks containing "failed" super soldiers the heroes should avoid freeing, which can be done by pressing a switch, which is easier to hit than one would think. If they are awakened, and they break free, they require three hits to defeat. There are also hanging conveyor rails Sonic and friends can hang onto to reach different areas. These rails are used to carry the soldier clones. There are also elevators Sonic and friends come across, and they are like the ones in Launch Base Zone of Sonic 3 and Knuckles. They can take Sonic and friends to different areas of the level. There are tubes the heroes come across that the heroes can spin through to get to different places, and there are training rooms for the clones with lasers the heroes must avoid.

Geothermal Underground Zone

In this level, Sonic and friends go through a city that is deep underground in Sonic's world. In fact, it is so deep, it is near the core of the planet. With that said, the city uses geothermal energy to power its buildings and machinery. If you know about Zion from The Matrix series, it is kind of like that, only that there is lava to be found. But even with that, this level still is like any old city anyone would be familiar with. Eggman has invaded this city, and wants to steal something from it. Sonic and his friends must stop him before he gets it!

In this level, there are rivers of hot lava flowing about around some of the cities, and these rivers of lava will burn Sonic and friends if they ever fall into it, so they must be careful not to fall into the lava as they go along. There are also falling rocks to be found in this level that Sonic and friends must avoid, or otherwise they will lose their rings or even a life if the rock is heavy enough. There are also drills that Sonic and friends come across that they can activate to drill in the ground and gather rings and items for our heroes.

There are also cars driving through the area of the level, and the cars will damage Sonic and the gang if they are to be hit by them, so they must watch out for these cars. Some areas have lamp posts that turn on and off. When

they are on, they light up the way for our heroes and make things a bit safer. There are also energy pipes the heroes come across that are hot, and they will bur the heroes should they touch them, so it is best to avoid them. There are also hydrants Sonic and friends can break to make water come out. The heroes then can jump onto the water and use it to be sent upward to higher areas of the place. There are also flamethrowers the heroes come across that they should avoid, and there are fireballs coming out of the ground the heroes should avoid as well.

Liquid Lava Zone

In this zone, Sonic and friends go across a place where there are lots of liquid motion/liquid lava things to be found. The level includes these.

<https://cafeinteriors.files.wordpress.com/2010/06/liquifloor-liquid-floor-tilecolors.jpg>

And the bubbles look like what is inside of these.

<http://pix-media.s3.amazonaws.com/blog/802/ScreenShot2014-08-29at11.07.47AM.png>

http://d13z1xw8270sfc.cloudfront.net/origin/100589/liquid_motion_bubbler.jpg

And the walls looking like this.

<https://www.youtube.com/watch?v=DjTBOi1SshM>

Sonic and friends go through here to stop the evil Dr. Eggman.

In this zone, there are many lava tiles to be found throughout the level on the floors and on the walls, like what you saw in the first image above. Most of these tiles are normal, but some of them actually act as switches that open pathways. Sonic and friends, if they can find a tile switch, can open doors to alternate routes or make objects appear that they can use. There are also lava lamp like bubbles Sonic and friends come across that they can bounce off of, though they will not pop when they are touched.

There are also dropping liquid lava motion bubbles that the heroes come across that will push the heroes out of the air if they are not careful. It is possible to stand on these bubbles, but only a limited time. That said, Sonic and friends also come across projectors that make bubbly images on the walls, like in the video in the fourth link. Only difference is, aside from more colors, the heroes will see bubbles popping out of the walls, causing them to be able to interact with them in some way. There are some lava lamps that act as switches for the heroes to touch, and there are some light bulbs the heroes can break that can open doors nearby. There are also bursting bubbles that hurt the heroes if they are touched, and there are hot bubbles the heroes should avoid as well.

Climate Converter Zone

In this zone, Sonic and friends go through what happens to be a...you guessed it, a climate converter. With that said, this giant climate control center was made by Eggman to try and turn the surrounding area into a desert, just to get rid of all plant life that exists here. This is a beautiful grassland area, but Eggman might change all that with his new climate machine contraption. Naturally, Sonic and his buddies will not let that happen, so it is up to them to stop Eggman's machine before it turns the grassland into a desert.

In this level, there are climate alterator spheres that are scattered through the level. Each has its own color, and affects a different climate, and by touching them will Sonic and friends be able to change the climate to make different things happen. With that said, there are different effects for each climate that is changed depending on the sphere that is touched by the heroes. There is one that creates snow that freezes the land, and there is the hot sun that will dry out all water in the area.

Also, the climate affecting spheres may make it so that it will rain, which will cause the water level to rise, flooding the whole place, while flowers will bloom when it gets warm, causing some plants and flowers to be used by the heroes. None of the climate altering spheres will permanently change the climate, for only the main computer will do that. There are also force shields which block some of the areas Sonic and friends may have to go through, so they will have to find a switch to deactivate them. Luckily, the heroes will not have to go far, for the switch is

always hidden near by, sometimes not well hidden, sometimes well hidden. There are also missiles flying out of the converter that the heroes will have to dodge, and there are electric fences the heroes will have to avoid as well. There are also computers inside and outside the base that Sonic and friends can hit to open doors nearby.

What do you think?

Nuclear Island Zone

In this zone, Sonic and friends go through an island where there are nuclear bombs being tested. Yep! That is the case! Many of the bombs do not affect the whole island at once, which is okay. The island looks like these.

<http://resources2.news.com.au/images/2013/10/07/1226734/294198-065e039e-2f1d-11e3-b380-dae9c0e09a35.jpg>

http://news.bbc.co.uk/olmedia/1730000/images/_1731360_christmas300_ap.jpg

Sonic and friends go through here to stop Eggman from stealing some bombs.

In this level, there are giant monsters, not as big as Godzilla, and not too much bigger than Sonic. However, they are big, nonetheless, due to radiation. The heroes must strike them on the head, and they must strike them three times to knock them out. There are also palm trees that are bent and tied to the ground, and Sonic and friends can cut the rope and grab onto the palm tree to be flung large distances. There are also breakable walls to be found like in Green Hill Zone from Sonic 1.

There are also slippery wet pathways to be found in this level, and Sonic and friends will slip on these passageways if they are not careful enough. The heroes also come across water slides that they can slide down like the water slides of past water levels like Hydrocity Zone of Sonic 3 and Knuckles. The level also has bombings from the air that Sonic and friends will have to watch out for, though some of them can break wooden floors that may lead to an alternate route or hidden rooms. The heroes also come across giant clouds in the air that they will have to go around via a group of platforms that will float through the air. There are also shockwaves that push the heroes

back unless they hold onto something. There is also radioactive waste the heroes come across they should avoid.

Tea Party Zone

In this zone, Sonic and friends go through what happens to be a tea party in a garden somewhere in Sonic's world. This tea party is not just tables, but it is also plenty of giant objects and foods, which makes this bigger than your average tea party. With that said, there are cakes and teapots and other things to be found in this zone that you would find in just about any tea party. Due to wanting to save resources, Eggman has left these tea party objects as obstacles instead. Sonic and his buddies get through them?

In this zone, there are giant flowers to be seen in the level. If Sonic and his buddies can stand on one of these flowers, they can make these flowers go up into the air to grab aerial items and other things. That said, some of the flowers will fly through the air with Sonic and his buddies on them. There are also giant teapots to be seen that Sonic and friends come across. They are very hot, so Sonic and friends must make sure not to touch these teapots at all or else they will get burned by them.

There are also cups in this level, teacups to be exact. These giant teacups will be able to be over turned by the heroes with an attack, revealing a switch underneath. Sometimes, the cups have items in them too. There is also cake, and not the one from the Portal games. The cake itself is fine when Sonic and friends are not on it, but the heroes will have to watch for giant knives cutting the cake that only do so when the heroes stand on the cake. The heroes also come across cookies they can break if they can drop onto them from a high height, and there are plates being thrown that Sonic and friends should avoid. The heroes also come across cupcakes with sticky icing that will make it harder for them to move, and in the garden, there are spiky bushes the heroes should not touch.

Balancing Tower Zone

In this zone, Sonic and friends go through what is a tower that has many parts of it balancing on one another. With that said, the tower's parts are in many positions, and is like this.

[https://upload.wikimedia.org/wikipedia/commons/f/fa/Rock_balancing_\(Counter_Balance\).jpg](https://upload.wikimedia.org/wikipedia/commons/f/fa/Rock_balancing_(Counter_Balance).jpg)

And this.

http://www.safarians.com/public/docs/images/1444195614balanced_rocks_4.jpg

So it kinda looks like an incomplete Jenga tower. Sonic and friends must chase Eggman, who has fled to this zone.

In this zone, there are balancing balls that stand on narrow tips in this tower, and these balls can be knocked down to destroy enemies that are nearby. That said, the balls will sometimes chase after Sonic and his friends, or will roll down hills that the heroes may go up. The heroes will also come across tilting planks that the heroes can walk on. It is possible for the planks to fall off where they are balanced, and with that, the heroes may fall off with the plank, so it is best to be careful when walking on these.

Also in this level, there are plenty of balance logs Sonic and friends can walk on, causing the logs to spin as they go along. It is easy to fall off, so the heroes should make sure they try their best to stay on. There are also diving boards Sonic and friends come across that they can bounce off of, usually to get high items in the air or to get to higher areas that lead to higher routes. There are also parts of the tower that tilt as they balance on one another, and it is possible for Sonic and friends to slide off the towers if they are not careful, so the heroes must try to keep their footing. The heroes also come across pillars that balance on a sphere that will fall in their direction when they get near, so the heroes will have to make so ro dodge these pillars when they start to fall.

Spatial Temple Zone

In this zone, Sonic and friends go through what is a temple of some sorts. However, this is no ordinary temple we have here, but it is a temple that has been distorted space wise. With thtat, there are many things in this temple that will be different than in usual space, such as hallways longer than they are supposed to be, rooms that are bigger on the inside than on the outside, and so on. Eggman is after something in this temple. What is it? Sonic and friends must find out and stop him.

In this level, there are pathways curving from left to right, and they make Sonic and friends move to the left and right as well. With that said, Sonic and friends do not have to change direction as they move, for they can keep going straight (the player just has to tilt forward to keep them moving without tilting left or right). There are also portals Sonic and friends can use to get to different areas of the level, and there are teleporters that do the same thing in temple rooms they go to.

Also in this level, there are spaces with distances that are elongating as Sonic and friends go through them. The only way to stop the elongating distances is to overtake the elongation and beat it to the end of the pathway. There are also rooms that are bigger on the inside than on the outside, and there are plenty of times where the rooms reverse and they cause Sonic and friends and things to face the opposite direction. There are also objects that enlarge and shrink, and Sonic and friends can use these objects as platforms to get to higher ground. There are spatial cutters that harmlessly cut things into two, which can be activated by a switch that is near the cutting crosshairs the heroes come across. There are also sections where space itself flips upside down.

Underground Roots Zone

In this zone, Sonic and friends go through the underground areas somewhere under a forest. The forest itself has trees that have roots underground that are quite big, and I mean big. The tree roots were once normal roots of normal size, but now the tree roots are enlarged and quite dangerous. These roots even move when something gets near them, and can even attack coming people. Eggman may have something to do with the whole thing, as he is here. It is up to Sonic and friends to find out what he is up to.

Sonic and friends, in this zone, come across many different kinds of roots, and some of these roots are able to be hung onto by the heroes, allowing them to jump from root to root as they hang onto them. The level also has plenty of swinging roots that the heroes come across that will attack the heroes should they get near them, meaning they are something that have to be avoided. That said, the heroes also come across spiky roots that are harmful to the touch, meaning the heroes should avoid them as well.

There are also many kinds of roots Sonic and friends can pull, causing other roots to unravel and be able to clear the path for the heroes. The heroes also come across roots they can break that will cause new routes to be open up or otherwise to clear the way for the heroes to go further into the level. There are also roots that "catapult" the heroes when they run into them, which can cause them to run in the other direction or fly across large gaps. The level also has sharp leaves that somehow made it underground, and the sharp leaves will be able to harm Sonic

and friends should they be touched. The heroes also come across dirt gushers that will send the heroes upward, sometimes to the surface momentarily, and there are parts of the ground Sonic and friends can spindash on to uncover new routes.

Castaway Island Zone

In this zone, Sonic and friends come across an island where there is a neat little village. However, this is not any village, but one made of people stranded on the island after being shipwrecked. The island's village itself is made of ship parts and trees cut down from the island. The island looks like this.

http://vignette3.wikia.nocookie.net/castawayrpg/images/4/4e/Castaway_Village.jpg/revision/latest?cb=20100720202117

And this.

<http://virtualworldsforteens.com/wp-content/uploads/2013/05/Escape-From-Paradise-600x450.jpg>

Only much bigger. Sonic and friends promise to save the villagers, but first, they have to stop Eggman from finding something.

In this level, there are rolling logs on the water, and Sonic and his friends can roll on the logs while maintaining balance on them, just like the ones from Jungle Zone in Sonic 1 for the Game Gear. The heroes also come across wooden planks that act as elevators for them to use, and they can take them up or down to different areas. The heroes just have to stand on them in order for them to work. There are also water gushers Sonic and friends come across, and they can throw the heroes up into the air. There are also planks Sonic and friends can bounce off of, and straw huts Sonic and friends can stomp or jump through, mostly on the roof.

There are also water slides in this level as well, and the water slides can take Sonic and friends down areas, and also help the heroes gain momentum. The heroes also come across spears used for fishing stacked on racks, but

they can be harmful to Sonic and his friends. Still, they can be launched upward to destroy badniks by hitting the rack. The heroes also come across canoes, and while they are not used in this level to get across the water, they are bouncy, so Sonic and friends can bounce off of these canoes if they decide to do so. There are also coconuts falling from the palm trees, and they will hurt Sonic and friends if they hit them from above. There are also torches of fire Sonic and friends come across that will launch at the heroes, meaning they will have to avoid them.

Score Shenanigans Zone

In this zone, Sonic and friends go through a place where there is lots of arcade, amusement park and casino themes. The biggest defining trait of this level, however, is that the level is score themed and score based, as the level will be affected by the score Sonic and friends has in this level and how many points they have altogether. It is like Act 2 of Sonic 4: Episode 1's Iphone level. Eggman is here in this zone, and he is trying to steal all of the prizes. Can Sonic and friends stop him before he gets away?

In this level, Sonic and friends come across doors throughout this level, but these doors can only be open when Sonic and friends have enough points from earlier in the level, and with those amount of points, Sonic and friends can get to different, hidden routes and areas that may hold some items for them. The gimmicks of this level are also augmented by the heroes' score. The bigger their score is, the more powerful things in the level get, such as springs becoming more powerful as the heroes go through.

There are also bonus rounds in the level activated by getting a number of points and entering a slot. These bonus round have the player popping as many balloons as they can before the time is over, and the points get bigger as each balloon is popped. There are also targets in the level that Sonic and friends can jump on to not only gain points, but to cross gaps throughout the level. The level also has giant springs that require Sonic and friends to stand on them, which will press down the springs to a certain point before launching the heroes up into the air. There are also balls that increase in size as the heroes gain more points in the level, which can be used to knock down certain structures. There are also plenty of bombs that have bigger blasts depending on the score that can destroy large walls.

Super Weapon Zone

In this zone, Sonic and friends go through one of Eggman's bases, which is in the form of a giant cannon ready to

fire on the planet itself! The weapon is on the ground, while the laser it fires will fire into the sky, and land on a city of Eggman's choice, destroying it. It is up to Sonic and friends to go and stop Eggman and destroy this weapon. The zone is kind of like the Atomic Destroyer in Sonic Triple Trouble for the Game Gear, and act one takes place on the outside while act two takes place inside.

In this level, there are plenty of switches with lasers above them. If Sonic and friends step on one of these switches, they will cause the laser to fire downwards at the heroes, harming them if they are hit. This takes place on the inside. There are also pipe like tunnels Sonic and friends spin through, much like the pipes in Sonic 2's Chemical Plant Zone, and they can lead to various places. Outside, there are mini cannons that fire Sonic and friends high into the air, and Sonic and friends fall back down under control of the player.

Also inside the place, there are computers that open doors if the characters hit them. Sometimes, the computers need to be completely destroyed to open the door, but the heroes should watch for the electricity coming out of them. There are also plenty of electric spheres that are big, and roll across the pathway. The heroes will be harmed and lose rings or a life if they are to be hit by these rolling electric spheres, so it is best to stay out of their way. There are also platforms that are hit with hammers, and when that happens, the heroes will be sent flying into the air as the platform presses down and comes back up. There are also charging weapons that fire down large hallways, and there are plenty of conveyor belts Sonic and his friends can run on.

Jade Gully Zone

In this zone, Sonic and friends go through a dry riverbed with some wet areas on it. Named after the level of the cancelled Sonic X-treme game, this place is quite green, and quite beautiful, of not a bit dry. With that said, the level has lots of plants, in and out of the gully. The riverbed is also home to different animals living within it, though that is just something that will not affect Sonic and friends. Sonic and friends must go through here as they chase the evil Dr. Eggman to his lair.

In this level, there are gushers made of mud, and these mud gushers will be able to send Sonic and friends into the air, which is useful for gaining height, gaining aerial items or getting out of the gully. There are also bushes Sonic and friends can go into, and these bushes contain rings and other items the heroes can collect. With that said, some of the bushes are dangerous to the touch, and are identifiable by their brown color. If Sonic and friends see these bushes, they will have to make sure to avoid them.

There are also flowers that act as platforms Sonic and friends can stand on, and sometimes, the flowers will rise into the air, allowing Sonic and friends to get out of the gully. These kind of flowers are red. That said, there are also mushrooms Sonic and friends can bounce off of, but the heroes can "charge" their jump by pressing down on the mushroom before letting go to be sent flying high into the air. There are wooden planks on bridges of the gully that Sonic and friends have to avoid as they go under the bridge itself, as the wooden planks fall off of the bridge and are very hard. There are also mini tornadoes Sonic and friends come across, and when they enter one, they can control the tornado, knocking enemies off their path. The heroes also come across platforms that go in and out of dry waterfalls.

Fighting Dojo Zone

In this zone, Sonic and friends go through an area that is actually a training area for martial arts. Yep! This is a martial arts dojo zone! This level has lots of equipment used for martial arts training, and there are different weapons that are planned to be used on Sonic and the other heroes. There are even dangerous obstacles for the best of the best of martial artists to go through that the heroes come across. Sonic and friends come through here to stop Eggman from stealing something valuable from the dojo.

In this level, there are punching bags to be found. Sonic and friends can knock the punching bags around to destroy enemies or break down walls. Sometimes, though, the heroes may knock items such as rings out of the punching bags. There are also balance poles Sonic and friends can balance on. Standing on a balance pole for a long amount of time may reward the heroes with rings or an item. There are also balance beams Sonic and friends come across that they can run to try and get items should they succeed in balancing on it.

There are also breakable boards just like in martial arts classes. Sonic and friends can jump on or homing attack the boards one by one to cross different sections of the level or to get to higher places they could not reach on their own. There are also wooden dummies Sonic and friends can destroy, mostly to open optional doors that lead to optional routes. There are also elastic ropes, much like those in Kingdom Valley of Sonic 06, and the ropes can send Sonic flying into the air, which is when they can go onto the next rope. There are also thrown ninja stars Sonic and friends will have to avoid, and there are concrete blocks the heroes can break or knock down onto enemies. There are also pillars that fall over when Sonic and friends get near them, meaning they will have to avoid them.

Gel Havoc Zone

In this zone, Sonic and friends come across lots of gel in one area. Gel and jello like substances. The gel looks kinda like this.

<http://menshairblog.com/sitiotres/wp-content/uploads/2013/04/hair-gel-how-to-use-cool-mens-hairstyles.jpg>

And the jello is kind of like this.

<http://www.thebostoncalendar.com/system/events/photos/000/009/986/original/jello.jpg?1443858972>

Only in different shapes and sizes. These gel and jellos are not really for eating or using for different things, except for being made. Sonic and friends must go through here to stop the evil Dr. Eggman.

In this level, there is lots of jello to be found all around. The jello itself comes in different colors, shapes and sizes, and the heroes can bounce off of the jello to get to high places that lead to alternate routes or otherwise get items in the air. They can jump high into the air if the player presses the jump button at the right time. There are also hammers that splatter the jello, and will allow hidden doors from below to be found. There are also jello "wrecking balls" the heroes have to avoid.

There are also pieces of jello raining from above, and the jello rain could interfere with the heroes as they try to jump across long gaps, so the heroes will have to use timing to get across the area without getting hit by the jello rain. There is also plenty of gel in this level, which comes in different colors. Most of the gel is sticky, so Sonic and friends get stuck on them when they walk onto them, and have to jump to get off of them. There are also gel squirters in the level that shoot gel that push the heroes around the level, possibly into a bottomless pit if they are not so careful, or unlucky. Some structures can be made out of gel, and these structures melt when Sonic and friends step onto them. There is also gel that Sonic and friends can sink into, losing a life if they are completely submerged.

Think Tank Zone

In this zone, Sonic and friends go through what happens to be some kind of think tank. With that said, the think tank is full of thinking caps and other different things used for thinking, and ideas are made here for whatever company this whole place take place in. There are lots of images of people's thoughts in the form of different things, such as different shapes and objects to be seen throughout. Sonic and friends must go through here to stop Eggman from stealing some ideas for things.

In this level, there are many numbers and letters that float through the level as the heroes go on through. The letters are able to be interacted with and used as platforms, while the numbers are dangerous to touch. It is possible to make the numbers fly by knocking things into them, and with that, they can amplify some of the machines in this level with their number power. The heroes also come across books that are moveable, and the heroes will be able to open them and reveal platforms or items they can use.

There are also plenty of wires to be found in this level. These wires are something that can be cut with an attack, allowing for the heroes to open new routes up ahead, while some other routes will be closed as a cost. The heroes also come across plenty of thinking caps that the heroes can use to think things just to open the next door up ahead, or to make something that will happen that can benefit them. There are also thought images on screens that Sonic and friends can interact with. Some of them help Sonic and friends, some are harmful. There are also thought cannons that the heroes should watch out for, and there are plenty of environments made by one's thoughts, which can be disabled by destroying a generator that makes the environment operational.

Weather Station Zone

In this zone, Sonic and friends go through a station in the sky that has different kinds of weather, as it is a weather control station we have here. From thunder to lightning to snow and so on, there are many kind of dangers our heroes will encounter. Eggman has taken over the weather station. Can Sonic and friends drive him out?

In this level, there are plenty of sections where there is lightning, which comes from the sky. The lightning will harm Sonic and friends if they are hit. The heroes also come across snow sections where the ground is slippery, and there are rain sections that make the ground slippery as well. There are also strong winds that the heroes will

have to resist as they go forward in the level.

There are also hover platforms in the level that drop every few seconds, sending Sonic and friends into a bottomless pit if they stay on it for too long. The heroes also come across clouds they can walk on or bounce off of, and there are sections with giant hail stones the heroes will have to watch out for. There are also propellers that are sharp to the touch, and there are missiles Sonic and friends must avoid.

Light Show Zone

In this zone, Sonic and friends go through a city where there is a large light show going on, and the light show has many different lasers and lights displaying throughout. With that said, the whole area is pretty and the lights are very lovely to see, but Eggman has been seen here, so it is up to the heroes to find out what he is up to.

In this level, there are lasers that Sonic and friends come across. Some of them are grindable, while others hurt the heroes. There are also flying images in the level that Sonic and friends can touch to earn points or open alternate routes if they are able to catch them. There are also projectors Sonic and friends can break to uncover hidden items, or use to be sent to higher places, and there are plenty of spinning platforms Sonic and friends can use to get around.

There are also crystals with images in them that Sonic and friends can break to reveal items, or get rare items if the crystal is shining in lasers. There are light rings Sonic and friends can jump through to earn points or open routes if they jump through enough. There are interactive light walls that Sonic and friends will be able to touch to make different things happen, depending on the object on the wall touched, and there are light geysers that send the heroes upward.

Drive Through Zone

In this zone, Sonic and friends go through a drive through area. Not just the one in restaurants, but different drive

through sections such as drive in theaters, drive through animal parks, drive through light shows and even drive through supermarkets to be had. Eggman has taken control of this area, so it is up to Sonic and friends to free it.

In this level, needless to say, there are plenty of cars driving through the area, and Sonic and friends will get damaged if they are to be hit by these cars, though they can ride on top of them. In some sections, there are animals that Sonic and friends run past, and some of them will try and attack the heroes. There are drive in movies with screens that launch projectiles at the heroes as well, and there are wheel tires Sonic and friends can bounce off of.

Also in this zone, there are drive through restaurant sections that, if Sonic and friends have enough rings, will give the heroes food that give points. They are quite expensive for some reason, though. There are elevators that will take Sonic and friends to higher levels, and there are plenty of ferries that Sonic and friends can ride. In the drive through supermarket sections, there are mechanical arms that give food to the people in cars that can pick up the heroes and throw them to damage them.

Adventure Park Zone

In this zone, Sonic and friends go through an adventure park with indoor sections and outdoor sections somewhere in Sonic's world. The park has everything, including an indoor caving section, a ropes section, a snowboarding section, and so on. Eggman's robots have invaded the place, and it is up to Sonic and friends to drive them out.

In this zone, there are indoor skydiving sections where Sonic and friends float in the air. With that said, Sonic and friends can float to the top while avoiding obstacles along the way. There are also indoor caving sections with tunnels and rocks Sonic and friends can plow through. There are also wall climbing sections Sonic and friends go through, and there are indoor snowboarding sections.

There are also indoor surfboarding sections that the heroes can go on, surfing on surfboards on artificial ocean waves. There are also ropes courses the heroes go through that can be very easy to fall off if the heroes are not careful. There are also ziplining sections that the heroes can use to cross large gaps they could not otherwise cross, and there are parachuting sections with obstacles the heroes must avoid while floating downward.

Science World Zone

In this zone, Sonic and friends go through an area in Sonic's world that is physics and chemistry themed. With that said, there are many different science things to be seen around here, but there is no mathematical learning required to complete the level. This may have been created by Eggman as a trap for the heroes, so they must stay on their toes. This is not a laboratory level, by the way, but a level in a multi colored, mostly blue void filled with science stuff.

In this zone, there are plenty of chemicals that can be found in beakers. Sonic and friends can knock the chemicals into one another, and this will allow them to create substances that can help or harm the heroes. There are also gravity sections that either change gravity's direction, or make things heavier or lighter, including the heroes. There are also motion lines that have lights Sonic and friends can hang onto to cross certain areas.

Also in this level, there are sections with magnetism that attracts metals every few seconds. Sonic and friends can jump onto the chained metals and use them as platforms like in Sonic 3 and Knuckles' Flying Battery Zone. There are also electricity sections with electricity that can harm the heroes, and there are atoms Sonic and friends can homing attack or jump on to cross large gaps or avoid danger from below.

Dead Trees Zone

In this zone, Sonic and friends go through what happens to be a dead forest in the middle of a lake somewhere in Sonic's world. The dead forest is something that looks like the Sunken Forest in New York State in the USA in real life. The heroes find that Eggman has passed here and left his robots, so it is up to Sonic and friends to catch up to him.

In this level, there are plenty of sharp tree branches that Sonic and friends come across, and these sharp tree branches will harm Sonic and friends if they are to touch them. There are also platforms that the heroes come

across that they can stand on, and there are plenty of other platforms that sink as Sonic and friends stand on them. Sonic and friends mainly walk on a walkway on this level above the lake.

There are also plenty of water gushers that come out of the water, some of which can break parts of the walkway the heroes are on. With that said, there are barrels that come out of and in the water that the heroes can homing attack or jump on. Underwater, there are plants that Sonic and friends can get caught in, making it hard to move, but are escapable, and there are leaves in the air Sonic and friends can ride on for a short time.

Rating Center Zone

In this zone, Sonic and friends go through a level that is in the form of a testing area. In this testing area, most of Sonic and friends actions and movements will be rated, which will affect the level in some way. These tests are actually optional, but can lead to alternate paths if a good grade is to be had. Sonic and friends must go through here to stop Eggman.

In this level, there are many sections outside a yellow ramp where Sonic and friends can jump off structures and do tricks, which are important for getting good grades most of the time. There are also plenty of ramps and other objects that adjust their position so that Sonic and friends can reach other areas easily when they launch off of them. There are also tests where Sonic and friends attack bad guys, but these are optional.

There are sections where Sonic and friends have to find an object of some kind within a specific time to get a grade. These are also optional. There are also collecting tests where Sonic and friends must collect objects while times. The heroes also come across orbs that fly left to right, going inbetween a circle in the process. Hitting the object when it is in the circle will cause something good to happen. There are also chase sections where Sonic and friends must outrun things.

Bowling Road Zone

In this zone, Sonic and friends go across what happens to be some kind of bowling lane highway, complete with bowling balls, gutters, pins and other kinds of things seen at a bowling alley. Sonic and friends don't even have to spin through it. The heroes go through here to stop the evil Dr. Eggman from conquering the world.

In this level, there are plenty of splitting lanes that can be split when Sonic and friends hit a certain pin just before where the path is supposed to intersect. This could allow for multiple routes to be found. There are gutters where, if Sonic and friends fall into one of these, will send them a distance backward. There are also rails that Sonic and friends can roll on to get to other sections of the level.

There are also many bowling balls that roll throughout the track, which can harm Sonic and friends should they be hit by one. Some of the bowling balls fall from the sky. There are pins that Sonic and friends can knock down, normally just to gain points as they go through the level. There are also exploding pins the heroes must watch for, and there are pin sweepers capable of knocking the heroes off the stage.

Psycho Trail Zone

In this zone, Sonic and friends go through a forest area somewhere in Sonic's world. This forest area is one where there have been all kinds of murders in the past, and it is a place where psychos have been known to exist. Pretty scary to think about. Sonic and friends must go through this psycho forest to stop the evil Dr. Eggman. There's no blood or actual dead bodies, by the way.

In this forest level, there are giant axes that swing back and forth, but only do so when Sonic and friends get near them, and they must be fast enough to get past them. There are also long, impaling spikes that only pop out when Sonic and friends step on the panel they pop out of, so once again, they must be quick. There are also ropes used for hanging people that Sonic and friends can use to get to higher areas in the trees.

There are also falling trees in the level that can crush Sonic and friends if they fall on them, causing them to lose a life, and there are ghosts in the level that Sonic and friends will have to avoid, but they are much faster than ghosts in past games, so the heroes must be careful. There are crime scene tapes that have traps in them, knives that are thrown from somewhere, and body outlines from a crime scene where badniks pop out of when the heroes near them.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=LWME4d1BRCK>

Eye Madness Zone

In this zone, Sonic and friends go through a level with many different amounts of eyes to be found. These eyes are everywhere, and come in different shapes and sizes, overall or in terms of eye pupils. With that said, Sonic and friends will have to go through here to stop the evil Dr. Eggman from conquering the world.

In this level, there are eyes with star pupils that Sonic and friends come across that will shoot star like projectiles at the heroes. There are also heart shaped eye pupils that will shoot hearts that, if they hit the heroes, will cause the heroes to fall in love with the first badnik they see, going to it and getting harmed by it. There are also eyes that are completely bouncable, and Sonic and friends can use these to get to high places.

There are also dollar sign eyes and fire eyes that shoot dollar signs and fire respectively. The dollar sign eyes will cause Sonic and friends to be greedy and collect rings outside the player's control, and the fire eyes will burn the heroes. There are also X eye pupils that will insta kill the heroes if they are hit. There are also falling eyes to avoid and eye cleaners to use on eyes to open new paths.

Vision Ruins Zone

In this zone, Sonic and friends go through a set of ruins where they have visions of the past of the ruins when it was once active. With that said, it is kind of like Tikal from Sonic Adventure with her visions she bestowed on the characters. Sonic and friends must go through here to stop the evil Dr. Eggman.

In this level, there are lights just like Tikal's spirit from in Sonic Adventure. These are optional to touch, but if Sonic and friends touch one of these, they will get a vision of the past where they come across a the ruins when it was still being used, complete with people to see. With that said, there are also crushers Sonic and friends must watch out for and elevators Sonic and friends must run on to move, both in reality and in visions.

There are also spiked swing balls on the outer reaches of the ruins, which will, of course, hurt Sonic and friends if they are to be hit. There are plenty of falling blocks that can crush the heroes but can be used as platforms, and there are plenty of pillars Sonic and friends can push to make roads. There are also torches of fire Sonic and friends can take out to open new routes that are up ahead.

Shape Silliness Zone

In this zone, Sonic and friends go through what happens to be a shape themed level. That's right! This shape themed level includes everything from triangles to squares to circles, and so on. There are many other shapes here of different colors, and the heroes will have to go through these shapes to reach Eggman at the end.

In this level, there are yellow bouncy circles Sonic and friends can bounce on and off of, and with that, the heroes can reach high places with these. There are green roulette octagons Sonic and friends can spin to gain different items that are on that shape. There are also red, spiky triangles that Sonic and friends can get hurt by just by touching them, so the heroes will have to watch for them.

There are also blue squares that shrink, making them harder to use as platforms and thus, require care for the heroes in order to traverse. The heroes also come across orange pyramids that turn in midair, and these can be tricky to travel through. There are violet cubes that twist like a Rubik's cube, and there are stars of indigo color that Sonic and friends will have to watch out for as the land from above.

Hammock Canyon

In this zone, Sonic and friends go through a canyon where there are lots of hammocks. The hammocks look like

this.

<http://i.kinja-img.com/gawker-media/image/upload/i3fqdq6xxrkr1qcpjxat.jpg>

And these.

<https://thenypost.files.wordpress.com/2014/09/highlinemain.jpg?quality=90&strip=all&w=664&h=441&crop=1>

And this.

https://g.foolcdn.com/editorial/images/162347/pcln-hammock_large.jpg

With care, Sonic and friends must make it through to reach the base of the evil Dr. Eggman.

In this level, there are very long hammocks that make up bridges Sonic and friends can cross, and they just have to make sure not to fall off of the pathway. The level also has bouncy hammocks that Sonic and friends can bounce on, usually to reach higher areas of the level as they go on. There are also hammocks Sonic and friends can hang onto from beneath to cross different sections of the canyon.

There are also plenty of hanging tents on the side of the canyon, and Sonic and friends can use these tents as platforms on the inside to get to higher areas of the level. There are also falling rocks that Sonic and friends should watch out for, bombs that fly around waiting to explode, and strong winds that can push Sonic and friends off the hammocks. The heroes also climb hanging hammocks that have had one end of them cut.

Cyber Sleep Zone

In this zone, Sonic and friends go through facility somewhere in Sonic's world that has a whole bunch of sleep chambers, and when one sleeps in one of them, they are mentally transported to another kind of world, just like in the Matrix. Sonic and friends must use these sleep chambers to open doors and reach Eggman.

In this level, there are plenty of security cannons ready to aim and fire at Sonic and friends, so the heroes will have to watch out for these cannons. The heroes also come across sleep tanks, with a door blocking the main path nearby. The heroes will have to go into the sleep tanks so they can be taken to another world while sleeping, which have switches at the end of them which open the door so the heroes can continue.

In one world, based on Green Hill Zone, there are rolling balls to be found that Sonic and friends must avoid, and there are swinging platforms to use to get to other areas. There are also plenty of energy roads Sonic and friends run on that will appear in the next world, which is based on Chemical Plant zone, and in the third world, which is based off of Marble Garden from Sonic 3, there is collapsing ground and more.

Stash Hideout Zone

In this zone, Sonic and friends go through what happens to be a hidden stash of Eggman's that contains stolen items from different areas such as museums and stores. There are a variety of items and not just a particular kind, but Sonic and friends must get the items back! But first, they must get to Eggman.

In this level, there are mini guns Sonic and friends come across that will shoot at the heroes as they go along to protect the stash. The miniguns will take a way each ring per every hit the heroes take. There are also bombs in the level that Sonic and friends must avoid as they go along the level. There are also plenty of objects the heroes come across that they can bounce off of like a trampoline.

There are also cannons that shoot out object parts that were stolen from museums and other places, and Sonic and friends will have to dodge them as they go along. The heroes also come across nets that will trap them if they get caught, and they must jump multiple times to break free if they are caught. There are also switches that cause bombs to drop whenever Sonic and friends step on them, so they must watch out.

Uploaded City Zone

In this zone, Sonic and friends go through what happens to be a city that has been captured and uploaded into a computer's cyberspace so that Eggman can study it easier. Sonic and friends have found a way into the cyberspace, and it is up to them to free the city and send it back into the real world.

In this level, there are plenty of cars driving around, and these cars will drive around the city, harming Sonic and friends if they are in the way. There are also digital panels that Sonic and friends come across that the heroes will have to match until they are all a certain color, which will open doors to optional routes. There are also panels that cause Sonic and friends to jump high into the air as well.

There are also wires in this level Sonic and friends can surf on, usually avoiding any blocks that may be in the way. There are also photon bridges that turn on and off, so Sonic and friends should cross carefully. The level also has plenty of cranes Sonic and friends can use to get to higher ground, and there are plenty of fountains with water that can send the heroes skyward in the air.

Terrarium Touble Zone

In this zone, Sonic and friends go through some kind of terrarium, much like the giant aquarium in Aquarium Park in Sonic Colors. This park has lots of plants and stones, and there are lots of buildings that are Roman themed. The heroes must go through here to stop Eggman from destroying the plants here.

There is plenty of glass to be found in this level, and the glass is able to be broken, which can lead to alternate routes or drain some water. There is also sharp grass the heroes should watch out for, for touching them means a loss of rings. The heroes also come across flowers they can bounce on, and there are breakable stones which may have hidden goodies right under them that can be collected.

The heroes also come across flowers that act as platforms, and they rise into the air as the heroes go onto them, which can be useful for reaching high places. The heroes also come across grass that moves and will try to wrap around Sonic and friends when they are near. If caught, the heroes must jump multiple times to escape. The heroes also come across water spraying flowers with water that pushes them around.

Tornado Terror Zone

In this zone, as the name implies, the zone takes place in a giant tornado, but that is not all, for there are buildings flying through the tornado after being sucked in, and the heroes will have to go through these buildings to find a way out of the tornado, all so they can stop Eggman's evil scheme.

In this level, there are strong winds Sonic and friends will have to deal with. The strong winds may try to push Sonic and friends off the buildings, which could send them to the bottomless pit below or otherwise cause them to float. There are also floating roof parts the heroes will be able to use as platforms. There are also chandeliers that Sonic and friends can hang onto in the buildings.

There are also plenty of falling objects in the buildings, and these falling objects can be used as bounceable platforms, or otherwise hurt the heroes. The heroes also come across explosives that detonate when the heroes get near them, which will hurt. The heroes also come across flying platforms in the form of tables that they can use while inside, and there are breakable walls and floors the heroes can break to find hidden routes.

Zesty Zen Zone

In this zone, Sonic and friends go through what happens to be a Zen Garden that exists somewhere in Sonic's world. With that said, Sonic and friends come across lots of plants and sand, but there is no time to relax, for Eggman is stealing stuff from here, and it is up to Sonic and friends to get those things back.

In this zone, there is moving sand to be found, and the moving sand will cause Sonic and friends to move backward or forward, depending on the direction the sand is going in, much like a conveyor belt. There are also plenty of bouncy bushes Sonic and friends come across, and the heroes can bounce off of these to reach high items in the sky, depending on how high they jump.

There are also meditation lights to be seen in this level, and the meditation lights will cause Sonic and friends to

gain abilities that should help them throughout the level. There are also energy streams the heroes will be able to ride on to get to higher places with. The level also has flowers that rise that can be used to get to high places. There are also sand gushers that send the heroes skyward or in a diagonal direction.

Corruption Valley Zone

In this zone, Sonic and friends come across a valley that has been corrupted and turned into a barren, evil place. With that said, while some plants remain, much of the area is filled with evil, and many things can harm the heroes. Needless to say, they must get through here to stop the evil Dr. Eggman! Is Eggman involved with the evilness here?

In this level, there are evil orbs the heroes come across that will home in on the heroes as they pass by, and these orbs will harm Sonic and friends if they are touched by them. There is also corrupted, toxic water in this area, which may have angry fish jumping out of them to bite the heroes. There are also evil trees that attack Sonic and friends, though some of them can throw them into the air for items.

Also in this level, there are evil spirits that grab onto Sonic and friends like the ghosts from Sonic Adventure 2. If caught, Sonic and friends must break free by jumping multiple times. There are also evil statues that shoot harmful energy rays at the heroes, causing them to lose rings if they are hit. There is also evil fire that is harmful, and corrupting gas that the heroes lose a ring per second in.

Shield Pathway Zone

In this zone, Sonic and friends go through a pathway where there are many dangerous elements such as fire, water, earth and such blocking the way. Getting through these paths is optional, but the only way to get through these is to use elemental shields, some that respawn, throughout the level. There are more than just the original three elemental shields.

In this level, there are sections with fire Sonic and friends come across, and there should be a fire shield nearby to

use to get through the area. This works on hot water as well. There are also water sections with water currents that can only be passed with a water/bubble shield. The level also has air currents the heroes must use an air shield in order to get to the alternate route nearby.

There are fast machines Sonic and friends will not even be able to pass unless they get the metal shield, and for quicksand and sandstorms, there is the sand shield, which can be used for reaching alternate routes. There are electric paths impassable without the use of an electric shield, and there is crushing gravity the heroes can only pass with a gravity shield in their possession.

The shields have a health bar for as long as they are within their respective element, so it won't extinguish by one hit. Once the bar is out, and the shield is gone, Sonic and friends are in trouble.

Wheelie Way Zone

In this zone, Sonic and friends come across a pathway made entirely of giant wheels, and I mean wheels. Basically, the wheels are kind of lined up like this.

http://image.shutterstock.com/display_pic_with_logo/99103/99103,1330455084,6/stock-photo-steel-wheel-fence-green-wheat-grass-fields-blue-skies-palouse-washington-state-pacific-northwest-96340082.jpg

This place was created as an attempt as a unique pathway for people to go through, which is also made to be safe, but now, Eggman wants to destroy it to make way for an amusement park. Sonic and friends go through here to stop the evil Dr. Eggman from destroying the path.

In this level, there are plenty of spinning wheels Sonic and friends go through that they can run all around. Usually, there is a hole connecting two wheels Sonic and friends can go through to continue through the level. There are also spiked balls the heroes will have to dodge as they spin through the level, and the heroes also have to go find switches in some wheels to get to alternate paths or the next wheel.

There are also bumps forming in the wheels that Sonic and friends will have to watch out for, for they could send the heroes flying into the air and into trouble. There are flaming torches Sonic and friends come across that will burn the heroes should they touch them, and there are electric fences the heroes should not touch. There are also sharp blades on the inside of the wheels that can harm the heroes.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=yCVS1OUC3LM>

Mad Badlands Zone

In this level, Sonic and friends go across what happen to be the badlands, or a badland somewhere in Sonic's world. This area is super rocky, and there are lots of rock formations and erosion to be seen around this area. Sonic and friends must go through here to stop the evil Dr. Eggman. The badlands look like these.

<http://cdn.history.com/sites/2/2013/11/south-dakota-badlands-hoodoos-P.jpeg>

In this level, there are falling rock pillars Sonic and friends come across that will fall over, crushing the heroes if they are under them. There are also sharp rocks the heroes come across that the heroes should not touch, for doing so will result in a loss of rings, or even death if there are none. The heroes also come across vehicles driven by robots that they have to avoid, though they can be destroyed to reveal items.

There are also flying birds Sonic and friends come across that the heroes will have to use to get to other areas of the level, much like the eagles in Sonic 06's Kingdom Valley. The heroes also come across ground that is very hot and red, and touching it will result in loss or rings. There are also structures Sonic and friends can knock over, usually to form bridges or crush obstacles that may be in the way.

Resistance Base Zone

In this zone, Sonic and friends go through a resistance base somewhere in Sonic's world. This base is home to rebels who were against a dictator that was recently overthrown by Eggman, and now the rebels are trying to get free from the mad doctor. Sonic and friends must help make some repairs on the base.

In this level, there are buzzsaws Sonic and friends come across that are used to defend the camp, but accidentally turn on and will harm Sonic and friends if they are to touch them. There are also nets that hang around with items in them, which Sonic and friends can break to get the items. There are also cannons Sonic and friends can use to get to other areas of the level, which can be useful.

There are also catapults that do the same thing, though Sonic and friends must test them by putting items in the catapult and launching them. There are also elevators the heroes can use to get up and down the area to progress through the base. There are also stomp switches the heroes must press three times to make things happen, and there are doors that open via use of a switch nearby.

Study Environment Zone

In this zone, Sonic and friends go through a level where they are in a maze that is made by Eggman and full of captured animals. This maze serves to study the animals as they try to escape the maze. Why Eggman is doing this is unknown, but the heroes have snuck in and must find a way to get the animals out.

In this level, there are walls that rise up to block some paths that the heroes cannot get through, unless they attack it numerous times to break it, or to send a rocket flying into it. There are also laser axes that swing when the heroes get nearby, causing them to be hurt if they are to be hit. There are also walls that close in from behind the heroes, crushing them against the other end wall if they are not quick enough.

There are also energy bursts coming out of the ground, and the heroes will be harmed by these energy bursts if they touch it, unless they stand on the platform above the burst to be sent upward. There are also falling crushers that the heroes will have to avoid, and there are burning fires to avoid as well. There are also swinging hammers the heroes will have to dodge as they go through the level.

Forest Cliffs Zone

In this level, Sonic and friends go through a forest area in a canyon where there are plenty of trees hanging on the cliff. The trees look like this.

<http://previews.123rf.com/images/tristinh/tristinh0609/tristinh060900007/532286-Tree-hanging-over-the-cliff-edge-Stock-Photo.jpg>

And sometimes this,

<http://previews.123rf.com/images/piyaphat/piyaphat1506/piyaphat150600076/41539927-Businessman-hanging-on-tree-branch-over-cliff-hang-on-profit--Stock-Vector.jpg>

But there are many of them on the cliffs, and it makes a vertical forest. There are also trees on small ledges on the cliffs. Sonic and friends must go through here to stop the evil Dr. Eggman.

In this level, there are hanging trees Sonic and friends can swing on, usually to get to higher areas of the level that they may not be able to reach on their own. There are also giant leaves on trees that act as platforms that the heroes can stand on for a short time before they fall off. There are also falling rocks from the top of the canyon that Sonic and friends are going to have to dodge.

There are also plenty of breakable walls the heroes encounter, and these breakable walls often lead to hidden routes. The heroes also come across rivers at the bottom of the canyon that have a strong current that can take them away, though there are some items in them. There are also flowers Sonic and friends can bounce off of, and there are prickly bushes Sonic and friends should not touch.

Origin Valley Zone

In this zone, Sonic and friends go through a valley somewhere in Sonic's world that happens to be the birthplace of humankind, as well as many anthro species as well. Fossils will be seen throughout, and the valley is full of lovely plants. Sonic and friends go through here to stop the evil Dr. Eggman.

In this level, there are collective bones from fossils that Sonic and friends can bounce off of, like the bones of Skeleton Dome of Sonic and the Secret Rings. There are also elastic branches Sonic and friends come across on the trees, and these elastic branches will be able to launch Sonic and friends into the air. There are also spin tunnels, like the ones from Green Hill Zone in Sonic 1.

There are also water gushers in the small ponds of the level that will send Sonic and friends into the air, and there are water currents in the rivers of the valley. There are also swinging bars Sonic and friends come across that they can use to get to higher places. There are also trampoline nets Sonic and friends can use to bounce upward, and there are caves with falling rocks that the heroes should dodge.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=hDgzCshjML4>

Heathland Harmony Zone

In this level, Sonic and friends go through a heathland somewhere in Sonic's world, which looks like this.

http://www.bbowt.org.uk/sites/default/files/imagecache/landing_carousel/images/landing-carousel/RS7080_Wildmoor_BBOWT_Andy%20Fairbairn_01-scr.JPG

And this.

http://saveourwoods.co.uk/wp-content/uploads/2012/04/save-our-woods_RSPB_heathland_1_sm.jpg

Sonic and friends must go through here to stop the evil Dr. Eggman.

In this level, there are sharp flowers Sonic and friends come across that will cut the heroes if they touch them, so it is best to avoid them. There are also sharp leaves on some bushes that fly around that the heroes should try to avoid as well. There are also bouncy flowers that the heroes come across that they can bounce on, usually to get to different areas or higher items in the trees.

There are also bushes Sonic and friends can go through, though the bushes can slowdown Sonic and friends when they move through them. There are also branches that are large but short, but elongate quickly to push the heroes away, useful for a burst of speed. There are sticks that can be used as cornerpoles, and there are flowers that can be pulled to launch the heroes a distance, provided that they don't break.

Coal Caverns Zone

In this zone, Sonic and friends go through a red hot cave where there is lots of coal to be found. With that said, the coal is very hot and burning red and brightly, and thus it is dangerous to touch. Needless to say, the heroes must get through this level to find and defeat the evil Dr. Eggman.

In this zone, as stated before, there is plenty of hot coal to be found that will burn Sonic and friends and cause them to lose rings should they touch them. There are also mine carts used for mining coals that Sonic and friends can ride in to get to other areas of the level. With that said, there are also falling rocks from the ceiling, and they will fall down and hurt or crush the heroes if they are under them.

There is also lots of fire to be seen in this level, as well as heated red walls the heroes will have to use a water sprayer to cool down before they can run on it, unless they have a flame shield. There are also flying sparks flying around, some quite big, that Sonic and friends should avoid, though they can destroy structures. There is also smoke Sonic and friends cannot breathe in, causing them to lose rings every second they are in it.

Lift Legerity Zone

In this zone, Sonic and friends go across a bunch of lifts attached by wires that go throughout the air. The gondolas look like these.

http://www.bergbahnen-wagrain.at/website/var/tmp/thumb_49__contentGalleryBig.jpeg

And these.

<http://www.skiresort.info/typo3temp/pics/4b3a6bfafd.jpg>

Sonic and friends must to go through here to stop Eggman from ruling the world.

In this level, there are lots of gondola lifts Sonic and friends must run inside to make them move. They can make them move very fast. With this, the heroes could move side to side to avoid obstacles, and even move through loops and jump into the air! They can also switch gondola lifts if there is another one next to them. There are ski lifts that go upwards the heroes can jump onto and ride to get to higher areas and to the next gondola.

There are also hill elevators on the ground that Sonic and friends can run on to make them move. The level also has buzzsaws that will damage the lift the heroes are on and thus, damage the heroes. There are also hanging strings the heroes can hang onto, though some of them may be electric. The heroes also come across strong winds that may blow them around, and there are monorail like trains the heroes can ride on, usually to clear an area more quickly. They are hard to catch, though.

Madhouse Mayhem Zone

In this zone, Sonic and friends go through what happens to be a madhouse somewhere in Sonic's world. Yep! This is an asylum level! There are many scary things to be seen in this level, but that should not keep Sonic and friends from going through to stop Eggman, who is after something here.

In this level, there are fences outside and inside that are electric. Touching them will cause Sonic and friends to lose rings or die if they have none. There are floating straightjackets that Sonic and friends come across that will try to wrap themselves around the heroes. If they do so, the heroes must jump multiple times to escape. There are also cartoon like hammers that will try to crush the heroes.

There are also cartoon like buzzsaws that the heroes will have to dodge as well, as they will harm the heroes if touched. There are beds on wheels Sonic and friends can roll around, usually to knock over enemies, and there are guns that shoot electricity at the heroes to shock them. There are swirling tunnels as well that the heroes encounter crazy stuff in, which they must avoid.

Additional Info: Something like this would be the music.

https://www.youtube.com/watch?v=3Fn36I_z3WY

Family Fun Zone

In this zone, Sonic and friends go through what happens to be a family fun center somewhere in Sonic's world, kinda like Chuck E. Cheese. However, aside from animatronics, the level has things like batting cages, go karts, bumper cars, miniature golf and laser tag. No time to play around, though, for Sonic and friends must get through here to find Eggman!

In this level, there are rock climbing sections where the heroes can climb walls, and there are bumper cars the heroes come across that they can ride to destroy enemies to get rings. There are also batting cages where the heroes can jump on or homing attack baseballs to get points, and there are miniature golf sections with holes big enough for Sonic and friends to roll into for alternate routes.

There are also laser challenge areas where the heroes must get through a network of lasers without touching them, and there are go karts the heroes can ride in to get through tracks. There area also 3D rides the heroes come across that they can grab items in as the ride is in motion, and there are indoor playgrounds the heroes can roll through or slide down, and they have ball pits with hidden items, too.

Sphere Strings Zone

In this zone, Sonic and friends go through a level for of toys with balls on strings. This includes the tetherball as well as the paddle ball, ball and cup, a throwing ball on a string and other things. Sonic and friends must go through here, as Eggman plans to do something in the next zone, and it isn't good!

In this level, Sonic and friends come across kendamas, toys with a ball and string, in which they act as the ball hanging on the string, and they can bounce on the sides of th kendama for points. There are also balls and cups the heroes come across that they can grab onto the string and try to fling themselves into the cup, mostly to open alternate routes in the level. Ther are also tether balls where the heroes act as the ball on string to hit objects.

There are also paddle balls that Sonic and friends are once again the ball for this time, and they must try to break through the paddle. With throwing balls on strings, the heroes, as the ball, must try to break through the string. The heroes also become the yoyo part of a yoyo, which they can do tricks to get points as when attached to the string. Sonic and friends also act as the diablo on giant diablo toys that they can also do tricks on to open alternate routes further ahead.

Puppet World Zone

In this zone, Sonic and friends go through an area of Sonic's world that is filled to the brim with puppets. That's right! This is a puppet themed zone! There are many different kinds of puppets here, and Sonic and friends must go through them all if they want to stop Eggman from conquering the planet.

In this level, there are marionette puppets the heroes come across that will try to kick Sonic and friends as they go along. These puppets are big, but their strings are climbable. There are also popsicle stick puppets the heroes can

knock away, causing them to hit objects as they go. There are also animatronic puppets, which can bite and attack the heroes and cause them to lose rings if they are not careful.

There are also stop motion puppets the heroes come across that will try to attack the heroes, and there are hand puppets the heroes can bounce off of, and they can do the same with finger puppets. There are ventriloquist puppets that will spew words that can hurt the heroes if they are hit. There are also radio controlled puppets the heroes can disable by hitting their remote controller.

Party Power Zone

In this zone, Sonic and friends come across a series of party venues with different kinds of parties, from birthday parties to ballroom parties to dance parties and so on. This is Sonic's kind of place to be had, but there is no time to stop and party now, for there are badniks here that are up to something, and the heroes must find out what it is.

In this zone, there are giant punch bowls that Sonic and friends can go into to find hidden items in them, or use the punch bowl gusher at the top of the bowl. There are also hanging ribbons the heroes can hang onto to get to higher places. Sonic and friends can interact with the DJ areas of the party to change the music, which has a different impact on the level, depending on what it was.

There are also disco balls Sonic and friends come across that they can bounce on or destroy to reveal items, before they repair themselves somehow. There are also musical notes the heroes can bounce off of as they fly along, and there are exploding birthday presents that don't hurt the heroes, but send them flying upward. There are also silly string cans that shoot silly strings that can push Sonic and friends around, and there are holographic light platforms Sonic and friends can stand on.

Snowflake Highway Zone

In this zone, Sonci and friends go through a highway made of interconnected snowflakes. With that said, the snowflakes look like these.

<http://creativitywindow.com/wp-content/uploads/2012/10/Snowflakes-vector-free-download.jpg>

In this zone, Eggman plans to melt this beautiful highway, so it is up to Sonic and friends to stop him before he does.

In this level, there is plenty of slippery ice to be found that the characters have to run on. Some of the ice on the snowflakes have traction, but it will be slippery a lot of the time! There are also breakable cubes of ice that may contain hidden items. There is also collapsing ice that fall under Sonic and friends' feet whenever they run on it, so they will have to be careful while making their way through.

There are also falling, sharp snowflakes the heroes come across that will harm them if they are to touch it, so it is best to stay out of the way of these snowflakes. Even bigger snowflakes will be able to be ridden on by Sonic and friends, and they can ride these snowflakes to get to other areas of the level. There are also ice spikes on the snowflakes that the heroes should watch out for.

Fulgurite Desert Zone

In this level, Sonic and friends go through a desert area, which is full of fulgurite. The fulgurite looks like this.

<http://whataearth.com/wp-content/uploads/2013/12/La-Fulgurite-pierre-de-foudre.jpg>

And this.

<http://hoaxmuseumimages.s3.amazonaws.com/2013lightning02.jpg>

The fulgurite makes up many different pathways for the heroes to run on, and most of them are stable. Sonic and friends must go through here to stop Eggman from destroying the desert.

In this level, there is visibly sharp fulgurite the heroes come across that can harm them if they touch them, which is why they should stay away from those. There are also fulgurite poles the heroes grab onto to redirect themselves, as well as fulgurite bridges that the heroes will be able to cross, though sometimes they collapse. There is also the usual quicksand the heroes can sink into.

There are also fulgurite pieces that shoot shards of itself at the heroes, causing them to be harmed if they are to be hit by the fulgurite. There are also sand blocks that Sonic and friends can destroy or push to get around areas. The level also has fulgurite that forms when lightning strikes the sand, which could be useful or harmful to the heroes. There are also sand gushers that launch the heroes upward.

Cryo Storage Zone

In this zone, Sonic and friends go through a cryogenic storage facility somewhere in Sonic's world. With that said, the level is very cold, but there is no time to waste, as Sonic and friends must stop Eggman from stealing some things that are within this level.

In this level, there is lots of ice to be found, and Sonic and friends slip and slide on the ice as they go along in the level. There are also frozen animals that break out of the ice that Sonic and friends will have to watch out for, and there are plenty of ice that is breakable and pushable, and the heroes can break the ice to reveal hidden pathways they can enter to go further into the level where they may find hidden stuff.

There are also ice shooters the heroes come across that will freeze them if they are hit. With that said, Sonic and friends will be frozen if they are hit by the ice. There are cryogenic tanks that are empty, and Sonic and friends can enter them to be transported to other rooms. There are also sections with cold liquid that will harm the heroes if they touch it, and there are broken wires emitting frost that can freeze the heroes.

Gymnasium Getaway Zone

In this zone, Sonic and friends come across a giant, miles long gymnasium, presumably built by none other than Eggman himself. With that said, there are many gymnastic implements to be seen, and the level looks like this.

<http://buffalogymcenter.com/site/files/Gym%20Interior.jpg>

Sonic and friends go through here to stop the evil Dr. Eggman.

In this level, there are springboards Sonic and friends come across that they can use to jump into the air, usually to collect aerial goodies and such. There are also block pits Sonic and friends can dig into, finding more hidden items in them. There are also balance beams the heroes can do tricks off of, usually to earn points or earn rings sometimes as they go along in the level.

There are elastic rings the heroes can use to fling themselves into the air, usually to get to higher ground, and there are swinging bars the heroes can swing on and off of. There are also rolling spheres Sonic and friends can interact with in several ways, and there are rolling mats the heroes can roll up to uncover breakable spots in the ground that may have hidden items. There are also gymnastic bumpers the heroes bounce off of when they hit them.

Mosaic Midcrash Zone

In this zone, Sonic and friends go through a series of mosaic structures somewhere in Sonic's world. If you have never seen one, a mosaic looks like this.

<http://kingofwallpapers.com/mosaic/mosaic-002.jpg>

There are plenty of Sonic mosaics, such as this one.

http://orig09.deviantart.net/9de1/f/2011/046/8/7/sonic_mosaic_part_1_by_theforgivenartist-d39m9ry.png

Sonic and friends must go through here to stop the evil Dr. Eggman.

In this zone, there are floating mosaics that consists of blocks. These blocks are breakable, well, most of them are, and the heroes can break the blocks to find hidden items or hidden switches they could collect or activate. There are also blocks that jump into the air, sending Sonic and friends skyward. There are also pits of cement that Sonic and friends can sink in, losing a life if they are to be completely consumed.

There are also shovels Sonic and friends can use as catapults to send them into the air, and there are blocks that are bouncy, and Sonic and friends can bounce off of them if they choose to. The heroes also come across blocks that are heated, and they can cause the heroes to lose rings if touched. Some of the blocks are on the ground and can be pushed, while other blocks just fall from the air, and they will harm Sonic and friends if they are hit, though they can also break parts of the ground.

Jagged Town Zone

In this zone, Sonic and friends go through a jagged town with uneven ground due to an earthquake caused by Eggman. The ground itself looks like this.

<http://previews.123rf.com/images/pling/pling1008/pling100800031/7615411-Man-walking-on-uneven-blocks-overcome-of-difficulty-concept-3d-illustration-Stock-Illustration.jpg>

There are buildings and structures on different parts of the uneven ground, and there are some gaps between the ground, making some areas their own island. It is kinda like these.

http://vignette2.wikia.nocookie.net/paragon/images/3/31/Faultline_Remembered_02.jpg/revision/latest?cb=20061128143528

http://www.gamer.ru/system/attached_images/images/000/297/929/original/faultline.jpg

Only more. Sonic and friends must stop Eggman from destroying this town further.

In this level, there are rock pillars that fall as Sonic and friends step on them. They can lead to a bottomless pit, so the heroes must be careful as they make their way around. There are also moving pillars of rock that the heroes can ride to get to other areas of the level. There water gushers from broken hydrants that send the heroes upward if they touch them, and there are earthquakes that damage the city further and can knock the heroes off their feet.

There are also pads that are diagonal, and these pads will cause Sonic and friends to launch across huge gaps that will otherwise be hard to cross. There are also rocks the heroes can attack to send them flying into enemies, and some parts of the ground will rise as the heroes go, which could be useful in reaching higher routes. There are also spiky rocks in the ground that launch into the air every few seconds, hurting Sonic and friends if they are hit.

Submersible City Zone

In this zone, Sonic and friends go through a city that not only sits atop the ocean, but it also is also to close itself in a dome and submerge underwater, with windows seeing the ocean life outside. Eggman wants some of the energy sources here, and it is up to Sonic and friends to stop him before he gets them.

In this level, there are strong winds, which are stronger the higher the heroes go in the city. There are also plenty of sunlight absorbing machines that are hot to the touch, and Sonic and friends will lose rings after several seconds of touching them. There are also shields that act as bumpers from Casino Night Zone, and these shields can cause the heroes to bounce around like a pinball. There are also cars Sonic and friends can ride or have to avoid.

When the city submerges into the ocean water, there are water gushers that Sonic and friends can use to be sent flying upward into the air, which can help reach higher routes. There is also breakable glass the heroes can destroy to access new routes, and there are water slides Sonic and friends slide down. There are also dolphins in the giant pool sections the heroes can ride, and there are bubbles in the level Sonic and friends can ride on top of to reach higher areas.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=4W1PIHGw5Fw>

Medicine Plant Zone

In this zone, Sonic and friends go through a plant that is kinda like that of Chemical Plant from Sonic 2. The only difference between this and chemical plant is that this plant produces medicine, liquids and pills. Eggman wants to deprive some people of medicine, and is thus stealing from the plant, so Sonic and heroes have to stop him before he gets away with it.

In this level, there are conveyor belts like in past levels of Sonic the Hedgehog that Sonic and friends can run on as they go along in the level. There are also plenty of medical chemicals that Sonic and friends will have to go into, and these medical chemicals can heal Sonic and friends from poisonous objects in the level. There are, that said, poison bombs Sonic and friends will be able to get infected by if hit, and the liquids are needed to cure that.

There are also chemical gushers that send the heroes skyward, usually to get them up to higher areas. There are also pills that, when Sonic and friends touch, will grant the heroes powers, from intangibility to flight. There are also chemical slides the heroes can slide down on to get around, and there are pills fired as bullets from walls the heroes will have to watch out for as they go. There are also chemicals dumped from above that knock the heroes downward, and there are pill capsules with items in them that Sonic and friends can open.

Additional Info: Something like this would be the music.

https://www.youtube.com/watch?v=UI1sQ7t7_p4

Harbor Night Zone

In this zone, which takes place at night, Sonic and friends go through a harbor area. The harbor itself is also a city with buildings that extend to the waters below. The buildings, the underwater parts, look like this.

<http://volumatrixgroup.com/wp-content/uploads/2011/09/10-Underwater-green-structures-powering-themselves-with-renewable-energy-3.jpg>

Only wider and touching the ground. Sonic and friends into some of these buildings, above and under the water. The heroes must stop Eggman from destroying this place.

Inside the buildings, there are carpets that are wavy, and will knock Sonic and friends into the air if they touch the waves while running on them. There are also plenty of pots with water guns that shoot and push the heroes around. Outside on the harbor area, the heroes come across water arcs they can ride to cross gaps between the waters. There are also boats that can be used as platforms the heroes can find hidden stuff in. The heroes go through some of the boats.

There are also vehicles on the boardwalk, which has shops like any boardwalk, by the way, and they can run over and damage Sonic and friends if they are to be hit. There are also bouncy ropes the heroes can bounce on as they go along, and there are also plenty of cargo boxes with hidden items in them that the heroes can obtain by breaking the boxes. The sails on some boats are elastic, and these elastic sails can redirect Sonic and friends as they fly through the air in some sections of the level.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=6ODIbXoT8nk>

Soda Waters Zone

In this level, Sonic and friends come across a lake that is highly carbonated like a soda. There are bubbles that are

like this.

http://www.groennfell.com/uploads/1/4/2/6/14263406/3707755_orig.jpg?261

And this.

<https://thumbs.dreamstime.com/z/gas-bubbles-10056495.jpg>

And this.

<http://il2.picdn.net/shutterstock/videos/4199977/thumb/1.jpg>

The water is still normal colored, though. Sonic and friends must stop Eggman from polluting the water.

In this level, there are exploding bubbles marked by their brown color. These bubbles, when they explode, will cause Sonic and friends to lose their rings. There are also tiny air bubbles that portionally refresh the heroes' air supply, though not completely. There are bigger, and yet still small bubbles that carry Sonic and friends upward, which can be useful in terms of getting to higher places. There are also floating logs on the water that the heroes can run on to make them move.

There are also large bubbles Sonic and friends can jump into, which will cause them to float upward slowly to reach high places, provided they don't get the bubble popped. There are blue bubbles that Sonic and friends can use as stepping stones, and there are water currents that carry the heroes around. On the surface, there are plenty of carbonated gushers that send the heroes in the air, and there are boats that Sonic and friends can ride to other areas of the level, though they may have to deal with badniks along the way.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=ODUOBq92lxA>

China Town Zone

In this zone, Sonic and friends go through what happens to be a China Town district somewhere in Sonic's world. This Chinatown area looks like this.

https://upload.wikimedia.org/wikipedia/commons/f/f5/Chinatown_manhattan_2009.JPG

And this.

http://unisci24.com/data_images/wlls/11/207252-chinatown.jpg

Sonic and friends must find Eggman before he steals something valuable.

In this level, Sonic and friends come across bouncy lamps hanging on the lines above, and Sonic and friends can bounce off of these lamps to get across high places. The level also has plenty of lines without lamps that Sonic and friends can zip through like a zip line to cross areas as well. There are also fireworks that light up as Sonic and friends get near them, harming them with explosions if the heroes are too close to them.

There are also chinese chariots Sonic and friends come across that the heroes can ride on. They are optional, but riding them will lead to a good amount of points, and can make platforms and alternate routes appear. There are also dragon cannons that the heroes can hop into to launch themselves into the air. Sonic and friends also come across buddha statues that drop rings, and there are gongs Sonic and friends can hit to make items appear out of thin air.

Silly Shop Zone

In this zone, Sonic and friends come to what happens to be the largest shop in the world. This shop actually has different items from different games; from the Black Market in Sonic Adventure, the Skill shop from Generations, the shop from Sonic 06, the Extreme Gear shops and even the Jewel Shop from Sonic Shuffle! Sonic and friends must go after Eggman, who is after something here.

In this level, there is the merchandise from the different countries in Sonic Unleashed. Some are misplaced, but Sonic and friends can return them to their place to get rings back. That said, there are single rings with the number 100, 500 or even 1000 exclusive in this zone that the heroes can collect. They do not count towards your ring total in the end, but they can be used to buy different things here. You only lose a portion of them when hit. They do not affect Sonic's normal ring count, though, so they can't be used to protect Sonic.

There are skills from Generations that Sonic can buy and use in and out of the level as well as items from 06's shop only used in level, like the Custom Gems. There is Extreme Gear Sonic and friends can ride after buying, and there are plenty of Chao Eggs and fruits that can help give Sonic and co. powers. There are music and video players from Unleashed that can open hidden routes as long as they are playing, and there are Forcejewels from Shuffle that alter Sonic's luck, making badniks miss or be clumsy in some way.

Additional: Though optional, if you buy many things to fill up a certain pit somewhere in all acts, Sonic and friends can use the items in the pit to reach an exit to an alternate zone.

Genetic Reserve Zone

In this zone, Sonic and friends go through a reserve that has genetically engineered and mutated plants and animals, from discolored fruits to deformed trees to hybrid animals. Sonic and friends think this place is odd, and that Eggman is the one who created this place. That is not true, but Eggman already has traps for our heroes.

In this level, there is genetically engineered fruit that Sonic and friends will see explode when they get near them, and the explosion will hurt. So Sonic and friends must avoid these explosions. There are also unusually hot vegetables, also genetically engineered, that Sonic and friends must not touch, there are also hybrid horse-cows

Sonic and friends are able to ride to plow over enemies and obstacles.

There are also sharp leaves the heroes should avoid, as they will harm the heroes if they are to touch them. There are also plenty of rainbow colored flowers that act as platforms that rise into the air for Sonic and friends to reach high places with. There are also gaseous spores that will drain Sonic and friends' rings every second, and there are vines with flowers on them that split that Sonic and friends can hang onto to reach higher places they could not reach on their own.

Spectacular Showtime Zone

In this zone, Sonic and friends go to a show where they have to perform. There are many different things to do, and though mostly optional, the audience reacts to what the heroes may do, either cheering if they succeed or booing if they fail. These stunts also affect Sonic and friends' end of level grade. They will have to pull off these stunts if they wish to reach Eggman.

In this level, the audience will cheer or boo the heroes for each stunt. Succeeding at a stunt will cause the audience to cheer, and open certain alternate routes or raise platforms, while failing will make them boo, and some alternate routes and platforms will be closed or disappear. That said, there are also swinging bars the heroes can swing on and impress the audience if they jump on the landing target.

There are also boost ramps the heroes can use to fly across the air. If they land successfully on the other side, the heroes will impress the audience. There are also swings Sonic and friends must use to cross a pit of snakes. If they don't fall into the pit, the heroes will be cheered. There are also cannons that launch the heroes upward, but the heroes must do tricks to impress the audience. The heroes also have to outrun an explosion, which will impress the audience if they are not touched by the explosion.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=XNGs6lYvkVU>

Material Cave Zone

In this zone, Sonic and friends go through a cave with many materials, the substances used to build things in Sonic Rush Adventure and Sonic Lost World 3DS. The heroes also come across small workspaces where the materials are used to build things. That said, Sonic and friends must stop Eggman from collecting the materials for his own evil plans.

In this level, there are many different kinds of colorful materials, some of which the heroes can break to uncover hidden items and alternater routes. With that said, the heroes also come across mine carts they can optionally ride to get through certain sections, and there are plenty of hammers that are big and used for building that can harm the heroes if they hit them.

There are also giant wrenches that can throw the heroes upward into the air to collect items or reach high ledges. There are rocks hanging from the ceiling that are spiky, and can hurt the heroes if they are to touch them. Some rocks also fall as well from above, and should be avoided. The heroes also come across heaters used for heating materials for building, and they will burn the heroes if they touch them. There are also plenty of dynamite that can explode and hurt the heroes.

Tree Highway Zone

In this zone, Sonic and friends go through a series of vertical, horizontal and diagonal trees that have been made into roads. The road trees are mostly flat, and they even create loops and corkscrews Sonic and friends can run on! They will have to do so to get to Eggman, who made these trees, making them artificial.

In this level, there are parts of the tree roads that collapse under Sonic and friends' weight. This could send them falling to a lower area if they are not able to pass the part on time. There are also ramps that pop out of the ground and go back in. If Sonic and friends run on these ramps while they are up, they will fly through the air. There are also giant rings the heroes can pass through, and they build up speed each time they go through one.

There are also trees the heroes can knock down to make pathways the heroes can cross, and there are thorny branches the heroes will have to avoid as they go along. There are also pieces of fruit that fall when Sonic and friends get nearby, and though they can hurt the heroes, they can be used as weapons by attacking. There will be axes on some parts of the trees. Jumping on it or homing attacking these axes will split the road into two, creating a new path to take.

Pattern Point Zone

In this zone, Sonic and friends go through a place made of a series of colorful patterns, such as these.

<https://s-media-cache-ak0.pinimg.com/236x/78/72/85/787285725daa071f32ef52d08765fc3a.jpg>

<http://www.rgraph.net/images/pattern2.jpg>

<http://image.naldzgraphics.net/2012/04/23-spotted.jpg>

<http://science-all.com/images/wallpapers/pattern-images/pattern-images-12.jpg>

<https://static.greatbigcanvas.com/categories/patterns-7628.jpg>

http://bashooka.com/wp-content/uploads/2012/04/patterns_7.jpg

Sonic and friends must go through here to stop the evil Dr. Eggman.

In this level, there are changing patterns, which may affect the overall layout of the level in some way. There are also plenty of shooting rings that come out of the pattern walls, which will harm the heroes should they be touched. Parts of the patterns will rise from out of the surface, and they can push Sonic and friends out of their path in mid air or they can be used as platforms to get to higher areas.

There are also platforms that appear and disappear in some pattern, which must be crossed with careful timing. There are also stair structures that shift in different directions, which means they will have to be crossed wisely as the heroes go along. There are elevator platforms that dissolve as they go up, meaning the heroes will have to jump off them after a certain point as they ride them. There are also borders coming out of the patterns that block the path the heroes will take, and the heroes will have to go around them.

Flicky Dimension Zone

Based on the homeworld dimension of the Flickies in Sonic 3D Blast, also known as Sonic 3D: Flickies Island, Sonic and friends go through a dimension that is home to many different kinds of Flickies. Recently, however, Eggman has come to capture the Flickies and turn them into robots, so naturally, it is up to Sonic and friends to stop him.

In this level, there are trees that spin, and they have branches Sonic and friends can climb to reach the rather high places in the level. There are also sections of the ground that spin, changing Sonic and friends direction whenever they step onto one of these parts. There are also Flickies that carry Sonic and friends to higher places or save the heroes whenever they fall off into a bottomless pit, being saved by the birds before they fall in.

There are also groups of Flickies that act as shields, and they fly away after Sonic and whoever friend they guard get hit. In some cases, they can even attack badniks and destroy them for the heroes. There are also slides in the form of a giant piece of grass Sonic and friends come across that they can slide down, and there are exploding flowers with petals the heroes should avoid as they go along. There are runes embedded in stone that the heroes will be able to light up to open passageways.

Laser Facility Zone

In this zone, Sonic and friends come across a laser facility somewhere in Sonic's world that uses lasers to cut things and make writings and images. Yep. This is a laser writing facility stage! There are many dangerous lasers here, and Eggman is wanting to control all of the lasers for his evil deeds. Naturally, it is up to Sonic and the gang to go over there and stop him from getting them.

In this level, there are breakable metals that may have some hidden items in them, and some items may be exclusive to this level, like a laser shield. There are also pushable gemstones the heroes could use as a foothold to reach higher places. There are shooting lasers the heroes must avoid, but they can write things and draw images if Sonic and friends manage to dodge them, which will open new routes depending on the text and image.

Also in this level, there are spike needles that harm Sonic and friends to the touch, but start writing when the heroes attack them, which could make something happen that alters the level. There are panels with written text that Sonic and friends can stand on and tilt to change direction before jumping off to a higher area. There are also plenty of laser nets the heroes will have to avoid, and there are laser crystals that can be pushed onto certain platforms to make machines work.

Pet Power Zone

In this zone, Sonic and friends go through a level where there are a lot of pet elements to be found. There are no actual pets here, but there are items associated with pets. There are many different pets and pet toys to be found here, but Eggman wants to steal some pets to convert into robots. Sonic and friends must stop him.

In this zone, there are hamster wheels Sonic and friends can run on. Doing so will cause doors to open for the heroes to get through. There are also pits of pet food with jumping platforms coming out of them that Sonic and friends will be able to use to get across the pits. There are ferret balls the heroes can knock around that can roll over enemies, and there are catwalks and cat climbing structures the heroes can interact with.

There are also squeaky dog toys, and hitting these will cause Sonic and friends to bounce off of them, which is useful for getting over enemies. There are giant cat scratchers the heroes can climb, but they must beware, for something makes slashes at the heroes every few seconds that can harm them. There are seesaws with weights Sonic and friends can use to fly high into the air, and there are also leashes Sonic and friends can grab onto, being lifted to higher places afterward.

Map Madness Zone

In this zone, Sonic and friends come across a map themed area that looks like an entire map somewhere in Sonic's world. It is not flat, for there are platforms, and the road markings turn into roads that are wide and walkable. It is also maze like, with more than one way to get to the goal. It looks like Eggman is here, and Sonic and friends are gonna have to stop him.

In this one, Sonic and friends come across roads that pop out of the ground when Sonic and friends step onto them, causing them to be able to run on them. This only works on certain roads. There are also plenty of rivers that become big that the heroes can go through, but not all of them work that way. There are also plenty of folding platforms that are not accessible when they are folded.

There are also spots on the map that if Sonic and friends go into one of them, they will be able to go into a white and semi colored map version of the building that they can go through. There are libraries, which have library elements like ladders and book stacks. There are plenty of stadiums with soccer balls and baseballs that can harm the heroes. There are also towers with labs and offices, and there are energy plants that have machines and energy to watch out for.

Black Bargain Zone

In this zone, Sonic and friends come across a series of stores that happen to be part of the black market. The black market area mostly takes place at night outside, at the stands and in warehouses, though some small shops are traversable. Eggman has been doing business here. Sonic and friends must find out what it is.

In this zone, there are stolen personal items that the heroes come across. These range from keys to credit cards. The keys can be used to open new rooms. There are medicine liquid bottles (not the drugs that are illegal, just copies and illegially replicated) that are grouped, and when they break, they all break and flood the place. There are also exotic pets, some which are let out to chase Sonic and friends. There are also organs the heroes come across that they can slip or bounce on.

There is also stolen crude oil that Sonic and friends come across that Sonic and friends can make explode via nearby flames, or ride the barrels. There are also cosmetics that harm the bodies of the heroes if they crash into them, causing them to lose rings over time. There are also weapons that somehow fire or attack at Sonic and

friends whenever they get near them, and there is also pirated media that Sonic and friends can insert to computers to make things happen, like making platforms appear or opening new routes.

Object City Zone

In this zone, Sonic and friends go to a city that is rather odd, for it is made entirely of giant objects of different kinds, from all types of cans, all types of boxes, all types of bottles, thermometers, wheels, carpets, cameras, flash lights, pens, batteries, candles, hammers, antennas and all that. All of these items and more make up the city. Eggman wants to control the city, so Sonic and friends must stop him.

In this level there are many buildings made of different giant objects, such as lamps, spray cans, dull, featureless cereal boxes, bottles, flashlights and more. Some of these buildings can be pierced knocked over, and can lead to hidden items on the inside. There are also giant balls, wheels and other objects used as transportation at nighttime. That said, there are also giant carpets used as roads.

There are giant batteries and light bulbs used in the city as a power source, and they can be hot or electric, which are both dangerous to Sonic and his friends. There are giant pens that are tall and act as street posts, which Sonic and friends can swing on to get across different areas and maybe climbing them as well. There are giant flashlights that light up the night sky at night, and they can be bounced on when the heroes touch them. There are also giant yardsticks and ropes that make up bridges.

Plant Battery Zone

In this zone, there are plenty of giant fruits and vegetables as well as normal sized fruits. Now, all of these fruits and vegetables are being used as batteries to power up some machines here, so it is kind of like these.

<http://www.thisiscolossal.com/wp-content/uploads/2012/08/battery-3.jpg>

<http://3.bp.blogspot.com/>

uqoHMFsPR6w/U1nRd84MtYI/AAAAAAAF2Q/KnggGwoQ6QM/s1600/fruit+battery+to+power+up+led+light.jpg

Sonic and friends come through here to stop the evil Dr. Eggman, who is trying to collect the massive amounts of energy here.

In this zone, there are many chargers, and these chargers are electrified, which means they can cause Sonic and friends to lose rings if they are touched by the electricity. There are also windmills that can redirect Sonic and friends' jumps just like in Sonic Advance 2's Sky Canyon. There are also cars parked that somehow get going when Sonic and friends are near, running over them if they are not careful enough.

There are also giant fruits and vegetables rolling through the level that Sonic and friends can run on, or else run away from, since they can hurt. There are energized fruit and leaves Sonic and friends come across that they can unwire, though this may make later machines unable to work at full capacity, which could block some alternate routes. There are also antennas that turn Sonic and friends into energy and send them through the zone to another antenna.

Compass Craze Zone

This zone takes place on a giant, arena shaped airship in the form of a giant compass. This giant compass is not meant to transport anything, but the whole level goes along the compass arrow, and when the compass arrow moves, the level moves as well. Sonic and friends must go through here to defeat the evil Eggman.

In this level, there are direction changer switches that can alter the direction the arrow is facing and thus the level. Changing it from either north, south, west, east, southwest, southeast, northwest and north each. There are also switches that make parts of the level go up or down by stretching. There are also items and routes that can only be obtained by changing the compass arrow to point to where those items and routes are.

There are also giant wheels Sonic and friends can walk on to cause it to roll, which is useful for running on enemies. There are doughnut shaped objects around poles Sonic and friends can run on to make the doughnut shaped objects go up or down. There are also giant hammers that cause waves to form in the ground by hitting them, and there are giant rocks coming out of nowhere that can harm the heroes. Sometimes, there will be claws that will grab the heroes and try to take them off the stage.

Rest Relaxation Zone

In this zone, Sonic and friends go through what is a rest area somewhere on the highway in Sonic's world. This rest area is rather large, has hotels, restaurants and gas stations, and has a nature trail that actually leads to four other rest areas. Each rest area looks like a bigger version of this.

<http://www.dot.ca.gov/hq/maint/ra/Bowers1.jpg>

Sonic and friends will need to get through them all to get to the evil Dr. Eggman.

In this level, there are welcome centers that Sonic and friends come across that have rolling spheres in the center. By hitting a switch, the heroes can make the sphere roll and cause platforms to come down. There are also vending machines the heroes can hit to cause rings to come out, and there are tourist bridges made of wood that can collapse under the heroes weight.

There are toilets and sinks in the restrooms as well. The sinks can explode, while the toilets have guns above them that shoot at the heroes. In the hotels, there are elevators Sonic and friends can ride to get to higher places, and there are gas barrels at the gas stations that can be knocked around to explode on things. There are also water fountains Sonic and friends can jump into to rise into the air and get aerial items.

Prophecy Ruins Zone

In this zone, Sonic and friends come across the ruins of a city that was once inhabited by prophets and psychics. With that said, Sonic and friends see things carved up in stone that the prophets saw coming, many of which are modern things like telephones, TV, computers, cars, etc. Sonic and friends have to go through here to stop the evil Dr. Eggman.

In this level, there are runes flying off the walls that Sonic and friends have to dodge, though some of them will actually work as platforms for the heroes to use. There are stone sculptures based on modern objects that topple when Sonic and friends get near them, meaning they have to watch out for them. There are also spring gushers from fountains that can launch the heroes into the air.

There are also blocks that Sonic and friends can move to place on spots that, when all spots are covered by blocks, will open a nearby, alternate route. There are also crystal balls that Sonic and friends can walk on to change the image shown in them, opening different routes ahead depending on the image, though some of them will roll and chase Sonic and the others. In the library, there are giant pieces of paper that Sonic and friends can use as platforms, which will have its text glow and send the heroes into the air for a brief moment, high in the air, that is.

Colored Fire Zone

In this level, Sonic and friends come across an area covered in lava and fire. Not just any kind of lava and fire, but colorful lava and fire, with the colored lava looking like these.

<https://s-media-cache-ak0.pinimg.com/236x/c1/ea/83/c1ea83a2322d57e0a6035404f5eca019.jpg>

http://sites.jmu.edu/chemdemo/files/2011/06/100_3448.jpg

And the colored lava looking like this.

<https://www.youtube.com/watch?v=7fLf3RTfN90>

Sonic and friends must brave the flames and go stop Eggman from destroying the area.

In this level, there are burners Sonic and friends come across that sprout fire and block the way. Sonic and friends have to turn a nearby knob in order to shorten the fire in order to get through. There are also plenty of flames of different colors, and they can harm the heroes if they touch them. There are also chemical tanks of different colors that the heroes can knock into the flames to change their color, just to match each flame in color to move on.

There is also lava to be found of different colors, and these colorful lava pits are dangerous to touch. The light blue lava, however, will kill on contact, regardless of having rings or a shield, so the heroes must be careful around these. There are also colored fireballs that come out of the lava, and there are flamethrowers that the heroes must avoid. There are heated platforms that cool down every few seconds the heroes must quickly cross, and there are color flamed axes the heroes will have to avoid.

Costume Corner Zone

In this zone, Sonic and friends go through what happens to be a costume shop somewhere in Sonic's world. That's right! This is a costume shop themed level! This level has many different kinds of costumes to be found, but for whatever reason, Eggman is trying to destroy some of them. It is up to Sonic and friends to stop him as usual.

In this level, there are staffs Sonic and friends can use to extend their spin attack and hit enemies with a wider radius. This only last for a few hits. There area also tryout rooms where Sonic and friends can try on costumes if they choose to do so. There are also costumes Sonic and friends

can grab and take to the tryout rooms.

There are also costume abilities for each costume that is used. For example, a wizard costume would allow for using spells, or a lumberjack with an axe. There are also accessories that Sonic and friends come across that they can knock around the level and into enemies to destroy them, especially smaller enemies. There are also swinging lamps the heroes can get hurt by if they are hit, though they can be hung onto and be used to swing around the room in many directions.

Blast Processing Zone

You read the name right, my friend! This is a level based on the famous blast processing term for the Sega Genesis back in the 90s. With that, everything is faster and more powerful in this level, and amazing things can be done by the machines here. Eggman has taken over this level, so it is up to Sonic and friends to free it from him.

In this level, there are fast elevators, and I mean fast. These elevators will go up and down, and when they stop, they might squash Sonic and friends or send him flying to the ceiling unless they jump. There are also powerful crushers that can crush the ground, cracking it. There are also powerful cars that can drive through walls.

There are enhanced conveyor belts that Sonic and friends can ride, though the ride will be uneasy. That said, there are powerful shooters that can destroy parts of the level when they try to shoot Sonic and friends. There are platforms that generate energy, which can send the heroes into the air real high like the floor in Wacky Workbench in Sonic CD. There are also fast moving cranes that can pick up Sonic and friends and move them around, and there are fast functioning computers that create platforms at an amazing rate.

Abstract Amazement Zone

In this zone, Sonic and friends go through what happens to be an abstract dimension, as in opposite to concrete (which is being tangible). There are no concrete, tangible things in this zone, and many "objects" are made of things like time, space, anger, love, beauty, truth, progress, relaxation and more, and they all have strange sensations if touched. Sonic and friends must stop Eggman from conquering this realm.

In this level, there are abstract lasers that Sonic and friends come across, which are dangerous and can harm Sonic and friends if they are to touch them. There are objects that Sonic and friends can sink into when they stand on them, getting stuck if they stand for too long and must jump repeatedly to escape. There are also tornadoes that move slowly.

There are energy boosters of green color that Sonic and friends can stand on to boost their powers for a short time, useful for defeating strong enemies and opening paths to alternate routes. There are also energy gushers that Sonic and friends can jump into, causing them to be sent into the air or be lifted to higher places as the gushers rise. There are elastic orbs Sonic and friends can stand on, and they will jump off of the orb at high speed when they try to get off of it. There are "objects" that Sonic and friends come across that explode when Sonic and friends touch them. The heroes also come across energy waves that will push the heroes if they are in front of them.

Trampoline Road Zone

In this zone, Sonic and friends a road made of trampolines that Sonic and friends bounce on as they go along. Yep! This is a trampoline themed stage here, and the roads are made of them! No time to bounce around, though, for Eggman is here, and he is up to something. Sonic and friends must find out what it is.

There are unsteady paths on trampolines as the heroes go, as they will bounce up and down uncontrollably as they try to walk on the bouncy trampoline. There are diagonal trampolines the heroes can use as springs, while there is the bouncy floor from Sonic CD's Wacky Workbench, which sends the heroes flying into the air.

There are also bouncy platforms that bounce off the trampoline and bouncy floor, and Sonic and friends can catch these platforms and ride on them if they wish. There are also bouncy ropes

Sonic and friends can jump onto and bounce off of. There are small trampolines that Sonic and friends can bounce off of, gaining height in each jump, and there are stretched trampolines that Sonic and friends can step on, causing it to send them into the air when they do.

Spiritual Sky Zone

In this zone, Sonic and friends go across the sky above a forest somewhere, only that there are spirits and spirit guides in the sky the heroes interact with that look like these.

http://1.bp.blogspot.com/_vY8I5HvOvk8/S5mHewP2mTI/AAAAAAAAAJM/5tP2q5bTYNM/s1600/projectbluebeamjesus.jpg

<http://www.dancingtoeaglespiritsociety.org/Images/brave.jpg>

<http://qualteam.tripod.com/sitebuildercontent/sitebuilderpictures/indian-skymaiden.jpg>

<http://animalwall.xyz/wp-content/uploads/2016/03/other-spirit-wolf-wolves-animals-sky-nature-desktop-photo-736x552.jpg>

These spirits can be friendly, and can help the heroes against the evil Eggman.

In this level, there are clouds Sonic and friends can walk on, and these clouds are able to be punctured to get to lower levels as long as the heroes do not fall off completely. There are also strong winds the heroes must deal with as they go along, and there are bouncy clouds the heroes can bounce off of.

As for the spirits, there are wolf spirits that will try to bite Sonic and friends, but when hit on the nose, it stops and the heroes can run on its head to proceed. There are also women and men that gently pick up the heroes and lift them to higher routes. There are bears that slash that the heroes must go through, eagles that carry Sonic and friends and deer that have antlers the

heroes can swing on.

Console Craziiness Zone

In this zone, Sonic and friends go through large machines that look like the inside of a Sega Console, all three in fact, separately. From the Sega Saturn to the Sega Genesis to the Sega Dreamcast, these machines are all here for Sonic and friends to go inside in, and they will have to do so to stop Eggman, who is tampering with the place.

In this level, there are cartridges Sonic and friends come across in the Sega Genesis areas where if they touch them, they might get shocked, but if they press a switch, they might eject it and find hidden items under. There are also spinning CDs in the Saturn and Dreamcast areas that Sonic and friends can stand on or run on to make them go faster or slower.

There are also spinning red platforms that spin fast, so the heroes will have to use timing to get onto these platforms. There are circuit tech boards that Sonic and friends can bounce off of if they are to touch them. There are Sega Holographs that point to hidden walls Sonic and friends can break through, and there are repulsive flashes in the systems that will bounce Sonic and friends back if they are hit.

Probability Palace Zone

In this zone, Sonic and friends go through a city-like area somewhere in Sonic's world where probability is the main gimmick and theme to be dealt with. There are things that change the probability of things happening, and these will be utilized as Sonic and friends go to stop Eggman.

There are circles of probability cards, each with a number like 50% or 99% or 30 percent%, but never 0 or 100 percent. The same card, as the cards spin, must be caught at least three or more times to change the probability of something later on, going faster each time. There are also bonus targets that change in number that the heroes can hit by cannon.

There are also swinging poles Sonic and friends can swing on that influence probability. The

higher the heroes jump from it, the more the probability will change. There are also random machines that give Sonic and friends items, depending on what probability they have received earlier. The probability items in this level will affect the chance of something happening, effects changing or chances for survival. But they won't always happen, even with the collected probability.

Pyroclastic Hills Zone

In this zone, Sonic and friends go through a hill of black and red lava rocks, such as cinders, basalts, ash, tephra and more. This place is near a volcanic area somewhere in Sonic's world, with leftovers from the volcano's pyroclastic eruption. The heroes go through here to find Eggman.

In this level, there are boulders Sonic and friends must dodge as they go past the cliffs they fall on, or else they will get hurt by the boulders. There are breakable cinder blocks in the area that uncover items for Sonic and friends to find, and there is steam coming from the cracks of the ground that can burn the heroes.

There are small flowers on the cooled lava beds that the heroes will be able to bounce off of a short distance, and there is cooled lava that the heroes can break through in order to find hidden routes below. There are also ash pits the heroes can sink into, causing them to die if they are to sink into them. There are machines as well that blow cinder rocks at Sonic and friends, causing them to lose one ring per rock that hits.

Mad Music Zone

In this level, Sonic and friends go through an area of music. Only the music isn't from your typical musical instruments, but it can be from anything. To get an example, here is a clip showing such a thing happening.

<https://www.youtube.com/watch?v=-rxOVpetZTY>

From pots to book pages, anything can be made into music in this level. With that said, Sonic and friends must save this world from Eggman, who plans to destroy it.

In this level, there are pans and pots Sonic and friends can interact with, and there are musical notes Sonic and friends can bounce off of. There are also spray cans that make music by spraying, and there are bottles Sonic and friends can jump into and bounce off the walls to make music from within.

There are also computer mice Sonic and friends can bounce to make click in order to make music, and there are pages from books the heroes can rip to uncover hidden items. There are also axes that can destroy things, while making a chopping sound, while there are wheels Sonic and friends can propel forward to make a screech and destroy enemies. The same can be done with doors being made to shut.

Lava Aquarium Zone

In this zone, Sonic and friends go through an aquarium of some sort where there are no fish, but is instead an aquarium filled with giant lava lamps. That's right! This is a lava lamp themed stage! There are many lava lamp bubbles to be seen in this level, both inside and outside the tanks containing them. Eggman is after the energy source of this level, so it is up to Sonic and friends to stop him from getting it.

In this level, Sonic and friends come across giant wax bubbles like those in a lava lamp that they can bounce on to reach higher places. There are normal bubbles that come out of the ground Sonic and friends can bounce off of as well. There are light fixtures above that fall when Sonic and friends near them, crushing them if they are hit by them. There are also plenty of lighting bolts that will shock Sonic and friends should they be hit.

There are also breakable glass Sonic and friends can break to access hidden areas, but beware, sometimes the water in them is hot. There are also plenty of wind fans that blow the wax bubbles around and Sonic and friends away, too. There are elevators Sonic and friends can use to

get to higher areas of the level or sometimes lower areas, and there are glass, colored blocks Sonic and friends can push onto switches to activate things.

Latin Land Zone

In this zone, Sonic and friends come across what appears to be a Mexican village of some sort. The village is colorful, and looks like this.

<https://i.ytimg.com/vi/-Bc-zZ6pU8Y/maxresdefault.jpg>

And this.

http://media.nintendo.com/nintendo/bin/RCB_myLOCmVdSXT9NvpjKDqekPFTB0vD/Zn1AnGrKfi_x2_YgE01Cn_DEBcu8cn7J6.jpg

Sonic and friends must go through here to stop the evil Dr. Eggman.

In this level, there are maracas to be found throughout the level, and Sonic and friends can knock these maracas to make sounds to change the arrangement of some things. There are pinatas with rings that Sonic and friends can hit to gather, and there are cacti that are harmful to touch. There are also giant masks that spew fire from their mouths, and Sonic and friends must be careful to avoid the flames.

There are also plenty of red hot chili peppers Sonic and friends can eat, causing them to run non stop for a short time. There are also sombrero hats Sonic and friends can stand on as they spin, which they can then jump off of. There are also giant guitars with strings Sonic and friends are able to bounce off of, and there are speakers that blast sound that can blow Sonic and his friends away if they are near them. There are also balloons Sonic and friends can bounce off of.

Gothic City Zone

In this zone, Sonic and friends come across a city that has dark clouds, and is gothic all the way. Taking place on the rooftops of this dark city, there are many dangers to be seen and found as Sonic and friends try to go through the area. Now, it is said that there is a building with technology that is quite special, and Eggman is after it, so Sonic and friends must yet again go and stop him from getting it.

In this zone, there are flying gargoyle statues Sonic and friends come across that will try to land and crush them as they come by, meaning the heroes must be quick to pass them before they get crushed. There are also plenty of doors with items coming out of them that can harm the heroes. There is lightning coming down that can harm the heroes, and some statues break apart, falling on the heroes if they are not careful.

There are spotlights Sonic and friends can aim at the moon, causing lunar light roads to open up for the heroes to get through. Sometimes, there are highways with cars Sonic and friends must watch out for, and there are glass windows Sonic and friends can break through to get to other areas of the level. There are also giant ball and chains, sometimes with spikes, that Sonic and friends must avoid as they go along.

Colorful Cave Zone

In this zone, Sonic and friends go through a cave that is colorful in many ways. The cave looks like this.

<http://img.xcitefun.net/users/2013/09/335256,xcitefun-sorek-cave-illumination-1.jpg>

And this.

<http://media-cdn.tripadvisor.com/media/photo-s/02/3d/ef/a3/colorful-cave-cathedral.jpg>

Needless to say, Sonic and friends must go through here to stop Eggman from conquering the world.

There are hanging rocks that will fall as soon as Sonic and friends come near them, and will crush the heroes if they are under them. Sometimes, though, the heroes will have to hit the rocks to make them fall. There are lights Sonic and friends can move to activate platforms by aligning them to the walls, and there are boulders Sonic and friends must outrun. There are also plenty of exploding rocks the heroes should watch out for.

There are also plenty of color changing rocks which, once broken, will cause a certain thing to happen, depending on the color the rock is when broken, like making platforms appear. There are also wall switches the heroes can hit to open doors to other areas, and there are mine carts the heroes can ride. There are search lights that, if they find the heroes, will cause alternate routes to close.

Air Plant Zone

In this zone, Sonic and friends go through a power plant powered by Air, the main source of energy for Extreme Gear in the Sonic Riders games. That's right! This is an Air producing power plant we have here! Now the town that this power plant is in uses Air for everything, but Eggman has taken over the town and power plant, so it is up for the heroes to go through this power plant to free the town.

In this zone, there are Air tunnels Sonic and his friends can spin through to reach other parts of

the level. There are also wind roads the heroes can run on, like the wind roads in Windy Valley of Sonic Adventure 1. There are platforms shot by air into the air, which Sonic and friends can use to get to higher ground, and there are plenty of power lines broken and spewing electricity that can harm the heroes.

There are also wheels like those in Scrap Brain Zone in Sonic 1 which Sonic and friends can run on to gain speed, and there are conveyor belts Sonic and friends can run on as they go along in the level. There are also plenty of fans that can blow Sonic and friends away unless they keep on running. Also, there are exploding tanks of Air that the heroes should watch out for if they do not want to get hurt.

Bit Barrage Zone

In this zone, Sonic and friends go through a world where every thing is in different gaming bits. There are 4 bit, 8 bit, 16 bit, 32 bit, 64 bit, 128 bit and 256 bit objects found in the level, some in the form of sprites. This makes the level rather retro in a way, but there is no time to stop and look around, for Eggman has laid traps out for the heroes in this level. Let us see if they can get through and avoid these traps.

In this zone, there are 8 bit blocks the heroes can jump on, causing them to break and sometimes reveal hidden items in them. There are also large cylinders that roll that Sonic and friends have to avoid. There are ropes Sonic and friends can hang onto to get to higher areas like with a bungee rope, and there are plenty of platforms with fire on them that will spew once the heroes step on these platforms.

Also in this level, there are doors Sonic and friends must find keys to open. When they are opened, they lead to higher, alternate routes. There are also plenty of swinging blades the heroes will have to watch out for, and there may be swinging hammers too. There are giant guns that fire at the heroes when they get near them, and there are 16 bit water gushers that send the heroes airward.

Medieval Village Zone

In this zone, Sonic and friends go through what happens to be a medieval village. The village looks like this.

<http://www.bigboytravel.com/wp-content/uploads/2015/04/best-medieval-cities-in-europe-colmar-france-Rue-des-Marchands.jpg>

And this.

<https://s-media-cache-ak0.pinimg.com/originals/34/02/59/3402593e231fba7d762fa26895c33ad3.jpg>

Here, Sonic and friends must make it through the town if they want to stop Eggman.

In this zone, there are floating barrels to be found that spin, but are not like the Carnival Night Zone barrels in Sonic 3 and Knuckles, and Sonic and friends can ride on them. There are also elastic benches the heroes can use to fly up to higher places, and there are rectangular springs build into the ground that launch the heroes upward when they step on them. There are also spiked barrels rolling down hills the heroes must avoid.

There are also plenty of flower platforms the heroes can jump on which rise into the air when stood on, and there are wells with water gushers flowing out of them that Sonic and friends are able to enter when the gushers are not flowing. There are also plenty of electric coils that will harm the heroes if they are to touch them, and there are plenty of wooden cranes that pick up Sonic and friends and lift them to higher areas.

Hyperspace Base Zone

In this zone, Sonic and friends go through a base in hyperspace, the space starships travel through when they are going faster than light. Eggman has built a base here, and he is up to no good, as usual, anyway. There are alien ships flying through hyperspace as well, but they are mostly not important, and Sonic and friends will have to go through this base to find Eggman, and stop him from carrying out his evil plan.

In this zone, there are hyperspace winds that Sonic and friends will be affected by in terms of movement, which can make things hard. Sometimes, the base will move, which means it is important not to jump or else the heroes will fall off. There are also plenty of platforms that turn over, requiring the heroes to jump when they do, and there are cannons that will try to shoot the heroes when they get near them.

There are also pipes that Sonic and friends can spin through, which carry the heroes to other areas of the base. There are colored platforms the heroes can jump on to change color, making something happen when the platforms all match in color. There are doors that are locked, but can be opened through a series of homing attacks or jumps, and there are giant cups on springs the heroes can enter to be taken to higher areas of the level.

Comic Chaos Zone

In this level, Sonic and friends come across a world which is made entirely of comic book pages. That is right! This is a comic themed stage! There are many comic worlds to be found, and comic elements to be interacted with by the heroes, and while some are helpful, others are dangerous. Eggman has trapped the heroes into this world, so it is up for the good guys to go find a way to escape.

In the 3D and 2D sections of the level, there are white lines floating around. These lead to different comic page boxes the heroes can travel to. They just have to touch the white lines. There are also words surrounded in special effect bubbles like wham and swoosh, some are helpful, some are dangerous. There are collapsing buildings to watch out for as well as swinging poles the heroes can swing on.

There are also plenty of elevator platforms the heroes can use to get to higher ground, and the heroes will also come across lasers that will try to hit the heroes, damaging them if they are hit. There are also explosions that can be dangerous, but can break open newer routes if used right, sometimes making things easier for the heroes. There are also giant hands that grab the heroes and move them to higher areas of the level.

Planetary Highway Zone

In this zone, Sonic and friends go through a planetary highway set in outer space. And no, they do not have to worry about their planet having to be destroyed to make way for an intergalactic highway. This place was built by Eggman to travel and move things to different planets for different purposes. With that said, Sonic and friends must chase the mad doctor as they go through this highway.

In this level, there are vacuum tubes that will try to suck Sonic and friends in and take them to a lower route. There are also vacuum machines that suck rings lost. That said, there are also plenty of ball and chains Sonic and friends can run on to move in a semi circle before hitting the other side of the ground, like in Flying Battery Zone in Sonic 3 and Knuckles. There are also meteors that the heroes will have to watch out for.

There are also plenty of radiation rays the heroes will have to dodge as they go through the level, and there is changing gravity, which changes in direction or gets heavier or lighter. There are also planetary rings the heroes can run on while avoiding obstacles on them should they decide to jump onto them when they get close enough. There are also laser turrets that shoot at the heroes when they get close by.

Television Terror Zone

In this zone, Sonic and friends go through the world of television. With so many different channels to go through, the heroes will find themselves through many different things before this is over. The level layout is the same, regardless of which channel is on, but the appearance

varies per channel. The heroes will have to go through this level as they go chase Dr. Eggman through this place.

There are remote controls the heroes can touch to change the channel. The level layout, as said before, does not change, but the appearance does depending on the channel. There are Sci Fi themed channels to drama channels to news channels and more. There are also radio antennas that transport the heroes around, and harmful radio waves to avoid. There are also plenty of explosions that create platforms for the heroes to use.

There are also energy roads Sonic and friends can run on that turn on and off every few seconds. There are obstacles that are exclusive to different channels, like giant guns in western channels and lasers in Sci Fi channels. There are hammers on ropes that can be used to knock down doors that are too strong to knock down otherwise, and there are plenty of particle winds that carry the heroes to higher places.

Dictionary Danger Zone

In this level, Sonic and friends go through what happens to be a dictionary themed world. That's right! This is a dictionary level we have here! In this zone, there are many words and definitions to be found throughout, as well as sounds and syllables that make up each word. Eggman is trying to alter some of the words in the dictionary to alter reality, so it is up to the heroes to stop him before he does so.

In some areas of the level, there are plenty of yellow switches that turn some of the words into objects, from springs to spikes, for the heroes to use. There are also plenty of sounds listed above some words that the heroes can bounce off of. Some letters act as platforms that fall when the heroes step on them, requiring them to get through those parts quickly. There are syllables the heroes can touch in a certain order to open new routes.

There are also ladders that move upwards the heroes can stand on to reach higher places in the level. There are definitions that can be changed with a jump attack, which will cause words to be changed to different objects when the yellow switches are pressed. There are bladed letters that

fall when the heroes get near them, harming them if hit, and there are scrambled letters that can be rearranged to form bridges to certain areas.

Drill Base Zone

In this level, Sonic and friends go through a drilling base somewhere underground in Sonic's world. Needless to say, this is Eggman's base here, and Eggman is using this base to cause earthquakes and such on the above surface. With that said, Sonic and friends come across many different hazards here, but there is not time to gawk now, for the heroes have an evil scientist to stop from taking over the world!

In this level, there are gears that Sonic and friends can jump in between as they go along. There are also drills that fire at the heroes should they be close enough, and some of them do tear through walls to create alternate routes. There are also plenty of rocket sleds the heroes can ride to get to different areas of the level, and there are plenty of pistons the heroes must avoid being crushed under as the heroes go along.

Outside the base, which the heroes will have to go through in some sections of the level, there are pools of lava the heroes must avoid. There are also plenty of falling rocks that the heroes will have to dodge or else they will be crushed. There are plenty of lasers from the base that shoot at the heroes when they get nearby, and there are rolling spiked balls the heroes will have to move to avoid as well.

Rescue Mission Zone

In this zone, Sonic and friends go through a large building buried in rocks where there are trapped people inside, and there are vehicles and bulldozers working to rescue the people. With that said, Sonic and friends do not have to rescue anyone, as they free the trapped people as they make their way through the zone. Eggman is said to be behind this, but whatever the case,

the heroes have to make it through the zone!

On the surface, there are bulldozer cranes that can pick up Sonic and friends, throwing them into the air. There are also bulldozers that push Sonic and friends around, which can be helpful or a hinderance. With that said, some crusher pistons can be activated to crush rocks below, as long as the heroes don't get crushed themselves. There are also explosives that can be activated and destroy the rocks as well.

Inside the buildings, some people are trapped behind walls. Spindashing or punching them will free them, and the people will activate newer, optional routes for the heroes to go through. There are also plenty of electric wires that can shock the heroes if they are not careful enough around them. There are switches that open doors, and there are rolling wheel objects the heroes can ride on.

Bleak Hope Zone

In this zone, Sonic and friends come across a mysterious junkyard with visionary puddles. This junkyard represents lost hopes and dreams as well as wishes that never came true. So you see, this kind of place is rather bleak and sad, as you see things and visions in water that show what could of been, but sadly couldn't. That said, Eggman is after something here, so it is up to th heroes to find it before he does.

In this level, there are broken, spinning barrel objects that go up and down, but break when the heroes jump on them enough. There are also plenty of sharp glass frames the heroes can be harmed by if they are to touch them. There are puddles Sonic and friends can enter to access lost dreams and wishes, which look rather twisted about. There are also floating objects the heroes can hang onto and ride on.

There are also plenty of fires in this level, and needless to say, these fires will burn the heroes should they touch them. There are also plenty of wheels that are sometimes sharp, but also sometimes bouncy. There are also broken trophy objects that the heroes can jump into to gain points, like some of the slots of Casino Night Zone from Sonic 2. There are also plenty of energy

roads that deactivate as Sonic and friends run on them, so the heroes must move quickly.

Memory Lane Zone

In this zone, exclusive to Sonic only, the action takes place in Sonic's memories. Mostly, these memories take place in adventures Sonic has had before he first battled Eggman. This does not show much of Sonic's past life, and that is fine. Sonic is trying to remember something from Christmas Island, where the memories mostly take place, that he needs to remember in order to stop Eggman.

In this level, there are breakable walls to be found, and Sonic can spin dash or boost through these walls to get through them. There are swinging platforms and balls, the former Sonic can ride on, while the latter Sonic must avoid. There are plenty of water slides Sonic can ride on down to lower areas. There are also pushable pillars Sonic is able to push in order to make bridges he can cross.

There are also collapsing ruins that will fall when Sonic gets near them, crushing him if he does not make it, so he must be quick. There are ropes Sonic can hang onto, and sometimes bounce on. There are breakable pieces of ground like in Angel Island Zone from Sonic the Hedgehog 3 and Knuckles that Sonic can break, and there are plenty of vines Sonic is able to swing on to reach other places.

Devil Island Zone

In this zone, Eggman has accidentally sent an island underground via earthquakes to a volcanic underground. The doctor is still after something here, and whatever it is, it isn't good. The heroes must find the object before Eggman does yet again. That said, there is plenty of plant life, but there is also lots of fire and lava to be found that the heroes will have to avoid as they go through the level.

In this level, there are lava beaches to be found, with lava waves that the heroes must avoid by hiding under some rocks. There is also sand turned into glass by the heat that the heroes can break to get rings. There are plenty of fireballs coming out of the lava for the heroes to avoid, and needless to say, there is fire everywhere, and the heroes will get burned and lose rings if they are to touch them.

There are also plenty of palm trees the heroes can bend to use as catapults to get to higher ground, and there are breakable and pushable rocks the heroes can use in some way. There are also vines the heroes come across that the heroes can hang onto or swing on to cross different areas of the level, and there are plenty of water slides from waterfalls the heroes slide down to get through the level.

Peril Pharmacy Zone

In this zone, Sonic and friends go through a level that is set in a pharmacy, oddly enough. With that said, the pharmacy has many different types of medicines to be seen, and it looks like this.

http://day.kyiv.ua/sites/default/files/uu152/apteka-muzey4_0.jpeg

And this.

<https://s-media-cache-ak0.pinimg.com/736x/1a/36/0e/1a360eb226255dc9fbd1efb37791948b.jpg>

Only bigger. With that said, Sonic and friends must stop Eggman from getting a secret formula he wants to make something that isn't good.

In this zone, there are giant bottles of medicine that Sonic and friends can break, mainly to unblock the path so they can move on. There are also plenty of tall bottles the heroes will be

able to push to uncover holes in the ground that they can go into. There are also plenty of pills Sonic and friends can break to gain rings, and there are also areas with vats of medicine Sonic and friends will have to go into to press switches that open new routes.

There are also plenty of sprayers that spray medicine liquids that will push Sonic and friends around if they are hit by them, and there are tubes Sonic and friends can spin through to reach other areas as well. There are also plenty of elevators that lead to higher floors, and sometimes they will lead to the basement as well. There are also tubes above that will spill liquid medicine every few seconds that will knock the heroes downward.

Photography Parlor Zone

In this zone, Sonic and friends go through a photography studio that also doubles as a one hour photo. Yes, this is a photography themed zone we have here! There are many photography elements to be seen here, and these elements can be helpful or harmful to the heroes in some way. The heroes need to find someone to help them against the Eggman, but he is trapped somewhere around this place, which is why they are here.

In this level, there are umbrellas that Sonic and friends can bounce on, usually to get to higher areas of the level. There are also light fixtures that shine light every few seconds, causing items to appear when and only when the lights are on. There are also cameras that flash, but the heroes can gain points when they do poses when the camera takes pictures. There are also pictures on the walls that have items that pop out as the heroes near them, and they can be interacted with in some way.

There are also panels on the ground that, when the heroes step on them, will cause light fixtures to fall, causing the heroes to get hurt if they do not make it through in time. There are also plenty of swirly patterns in the air that, when Sonic and friends touch them, will cause a change in scenery. There are digital photo switches that can also change the scenery or bring forth items, and the heroes also go through the inside of a camera with all its photos the heroes can go through.

Meteor Shower Zone

In this zone, Sonic and friends come across a meteor shower with rocks falling from the sky and landing in their area. With that said, Sonic and the gang must avoid these meteors, some of which are large, and make it through this zone as they go along, though some of these meteors may be rather helpful. That said, Sonic and friends must go through this level to stop the evil Dr. Eggman, who is said to be responsible for the meteor show.

In this level, there are meteors that fall from the sky, and Sonic and friends must avoid them. However, Sonic and friends may be able to use some meteors as stepping stones to reach higher ground. There are also fires Sonic and friends will have to avoid as they go along, and these fires may also burn down things to block alternate routes. There are also trees that can be knocked down by meteors, helping or hindering Sonic and co.

There are also plenty of bombs that explode when the meteors hit them, and they cover a wide area, so the heroes must be careful. There are cannons that can be used to destroy some meteors, which, if used correctly, will save some alternate routes from being blocked. There are holes that form when the meteors hit them that may have hidden items in them, and there are spinning blades set up by Eggman, which can harm the heroes.

Stealth Airship Zone

In this zone, Sonic and friends run on an airship used by Dr. Eggman, kind of like Wing Fortress Zone from Sonic 2. However, this airship is different in that it is a stealth airship, and though the level is mostly clear enough to see where the heroes are going, the airship is otherwise invisible and clear. Nevertheless, the heroes must take this ship down, as it is going to attack a nearby city within the next several minutes.

In this zone, there are propellers that can harm Sonic and friends should they ever touch them,

and there are plenty of switches that can make the ship visible for a short time, making it some things available to be interacted with. There are plenty of bouncy floors like in Wacky Workbench of Sonic CD that send the heroes skyward, and there are plenty of turrets that shoot at the heroes.

There are plenty of wind currents that blow the heroes away and possibly off the ship if they are not careful. There are rotating blades that act as platforms for the heroes to cross. There are cranes that should be avoided at all times, for being grabbed by one of them will throw the heroes off the ship and into the bottomless pit below. There are also platforms moving upward that act as elevators.

Slammin' Submarine Zone

In this zone, Sonic and friends go through a submarine in the oceans of Sonic's world. This submarine is like Aquatic Base from Sonic 06, and Ocean Base from Sonic Advance 3. There are many mechanical traps to be found that will try to impede the heroes, and the heroes will have to go outside the submarine at times. The submarine is owned by Eggman, and the heroes must find out just what he is up to.

In this zone, there are plenty of water slides to be found, and these water slides will carry the heroes downward into lower areas, needless to say. There are plenty of mechanical platforms that rise when the heroes step on them, and there are magnetic switches that the heroes can activate to destroy robots. There are also laser turrets that fire at the heroes, though they can hit switches if the heroes can lead the lasers to them.

There are also plenty of pipes for the heroes to spin through that lead to different areas of the level. Outside the submarine, there is seaweed the heroes can get caught in, requiring multiple jumps or a spin dash to escape. There are also water currents that push the heroes around to different areas of the level, and there are coral that can be broken that the heroes will be able to find hidden items in.

Historic Plaza Zone

In this zone, Sonic and friends go through a historic district in a city somewhere in Sonic's world. The district looks like this.

http://img1.10bestmedia.com/Images/Photos/124424/p-waxhaw-historic-district-waxhaw-main-street_54_990x660_201405312048.jpg

And this.

<http://image.shutterstock.com/z/stock-photo-narrow-alley-with-old-buildings-in-italian-city-60947674.jpg>

And this.

http://buildingscience.com.678elmp02.blackmesh.com/sites/default/files/migrate/jpg/BSI013_Photo_05.jpg

Sonic and friends must save the district from Eggman, who wants to destroy some of the buildings to find something.

In this city, there are seesaws Sonic and friends come across that have balls at one side that, when launched, will send the heroes upward if they have reached the other side of the seesaw. There are cars driving by that can harm the heroes if they run over them, and there are plenty of manhole covers that the heroes can go in enter some sewers. There are also ladders the heroes can use to climb the buildings.

There are also flagpoles that Sonic and friends can swing on, horizontally or vertically. There are

many hydrants that spew water that can push or launch the heroes upward as well, useful for getting to high places. There are plenty of bricks falling out of buildings that cause the heroes to lose rings if they are hit, and there are lots of cranes the heroes can hang onto to reach higher areas.

Mangrove Island Zone

In this zone, Sonic and friends go through an island full of mangroves, which look like these.

http://ocean.si.edu/sites/default/files/styles/colorbox_full_width/public/photos/Mangroves_in_Puerto_Rico.jpg?itok=dhy3e7y0

https://www.tentree.com/blog/wp-content/uploads/2014/03/Dominican_republic_Los_Haitises_mangroves-deleted-3a0414f2fa1a4b1def31dcbcd956120f.jpeg

http://joostvanuffelen.com/sites/default/files/pictures/DSC_4407_edit%20_Large_.jpg

That said, Sonic and friends must stop Eggman from destroying these mangroves.

In this zone, Sonic and friends can bounce off the bouncy branches of these mangroves, and they can also spindash or boost through the roots under them. There are claws coming out of the sand that the heroes walk on, and they will try to grab Sonic and co. and drag them through the sand. The heroes also come across treasure chests that need keys to open, which hide items or switches they can activate or obtain.

There are also water currents the heroes come across that will carry them across the water, sometimes with poles to grab onto along the way. There are bubbles the heroes can jump into and ride in to get through some areas of the level. There are also water gushers on land that send the heroes into the air, and there are plenty of fans that can blow the heroes away if they

are not careful enough.

Element Valley Zone

In this zone, Sonic and friends go through a valley somewhere in Sonic's world. This valley is made of many different elements of the periodic table, which means it is made of iron, gold, copper, neon, cobalt, sodium and other elements. With that said, Eggman is after some of the elements here, destroying the valley in the process, so it is up to Sonic and friends to stop him before he does any more damage.

In this zone, there are falling metallic pillars Sonic and friends come across that will fall when they get close, crushing them if they are hit. There are also certain elements that cause explosions when they fall into the water, which can be dangerous. There are spherical rocks Sonic and friends can roll around, and there are switches that need the giant rocks to be on them in order to activate them.

There are also plenty of gases that will drain Sonic and friends' rings the longer they are in them, and there are pools of mercury that are toxic, and will cause the heroes to lose rings. There are also plenty of rock tunnels the heroes can spin through to get to different areas of the level itself, and there are plenty of rocks popping out from the ground violently that will harm the heroes should they be hit by them.

Bonsai City Zone

In this zone, Sonic and friends go through what happens to be a bonsai tree city, which looks like these.

<https://asultan1.files.wordpress.com/2014/07/18lonk7x1kr2ojpg.jpg>

<https://s-media-cache-ak0.pinimg.com/originals/d6/ad/ab/d6adabf97a3538240aee730833b2a1a5.jpg>

<http://www.bbcicecream.com/blog/wp-content/uploads/2012/02/Bonsai6.jpg>

And Sonic and friends must go through here to stop Eggman from tearing the whole place down.

In this zone, there are ropes Sonic and friends are able to climb, which they can use to get to higher ground, and there are walkways that collapse under the heroes' feet, causing them to fall to a lower route if they do not make it through in time. There are buckets that drop rocks when the heroes get near, harming them if they are to be hit. There are also windows the heroes can break through to get to different areas.

There are also leaf platforms the heroes can use to get to higher places, but they fall off the tree if the heroes stand on them for too long. The heroes come across tree branches that are bent that will swing to hit the heroes when they get close enough, causing damage. There are plenty of razor leaves being shot at the heroes, and there are cannons the heroes can use to cross gaps or reach higher areas.

Lava Burial Zone

In this zone, Sonic and friends come across a town which is buried under lava, which looks like these.

<http://photorator.com/photos/images/the-buried-church-tower-of-plymouth-montserrat-the-city-was-overwhelmed-by-volcanic-e-rhellscapeporn-42642.jpg>

http://www.schnapp.org/bosi/images/LowQ/20041014_12.jpg

Eggman is searching for something here, something ancient, so it is up to the heroes to stop him before he finds it.

In this zone, Sonic and friends come across boulders they can roll or break, which may have hidden rooms under them. There are also plenty of tunnels the heroes can spin through to reach underground areas. There are stone pillars that fall and crush the heroes if they are under them as they fall, and there are chimneys that still spew smoke that will drain the heroes' rings should they be in them.

There are also lots of cars that explode when Sonic and friends get near them, and they are buried under the lava as well. There are drills Sonic and friends can use to tunnel through the cooled lava to find hidden items that may be underground. There are lots of branches the heroes can catapult from, and there are lots of flowers that the heroes are able to bounce on to get to higher places.

Cliffside Town Zone

In this zone, Sonic and friends go through a village built on the side of a mountain cliff, like these.

<http://tombraders.net/stella/walks/TR9walk/screenshots/cliffside-village-3.jpg>

<https://s-media-cache-ak0.pinimg.com/736x/38/c4/d5/38c4d5818e5ad2589fcd3f16f979b757.jpg>

And it is high up, and one mistake could lead to a deadly fall. Sonic and friends must stop Eggman from destroying this little village.

In this level, the walkways can break apart, causing Sonic and friends to fall downward if they are not quick enough. There are conveyor belts the heroes can run on, sometimes to open doors that are nearby. There are also lots of rocks falling that could crush the heroes, or at least harm

them, and there are plenty of roofs with breakable spots the heroes can break to access alternate routes.

There are also plenty of rock climbing sections the heroes can climb to reach higher areas of the level, and there are tunnels the heroes can spin through to get to other places. There are lots of plants the heroes can use as catapults to be launched to higher areas or across any kind of gap they may come across. There are lots of trap doors the heroes can fall through as well should they not be careful enough.

Artificial Island Zone

In this zone, Sonic and friends come across an artificial island made by Eggman himself, which kind of resembles these.

<http://cdn3-www.webcoist.momtastic.com/assets/uploads/2009/04/dubai-world-islands-2.jpg>

<http://www.wonderslist.com/wp-content/uploads/2015/03/Palm-Islands.jpg>

It is also a resort under construction. Sonic and friends must find Eggman and find out what he is up to.

In this zone, Sonic and friends come across machines that spew sand, which will push the heroes around if they are hit. There are water waves coming in that will knock the heroes into the water, which is not a bottomless pit. There are floating barrels Sonic and friends can homing attack or jump on to cross areas, and there are lots of cranes the heroes can hang onto to be taken to other areas of the level.

There are also structures Sonic and friends can run on, which will collapse if the heroes are not quick enough to make it through them. There are water gushers the heroes can jump into to be launched to higher places, and there are lots of sand turrets that shoot lasers at the heroes

when they come by. There are also lots of treasure chests the heroes can open to find hidden items that may be inside.

Light Art Zone

In this zone, Sonic and friends come across an area with light painting, such as these.

<https://graphiti-app.com/wp-content/uploads/2016/01/18mrdsvf3z0ftjpg.jpg>

<http://lightpaintingphotography.com/wp-content/uploads/2010/12/Antiparticle.jpg>

https://upload.wikimedia.org/wikipedia/commons/a/a2/Light_painting_screw.jpg

<https://i.ytimg.com/vi/o3awBklqCK0/hqdefault.jpg>

This looks really pretty, but there is no time to stop and look around, for the heroes must find one of Eggman's robots to find out what he is up to.

In this zone, there are light roads that have explosions follow Sonic and friends as they run on them, harming them if the heroes slow down or stop. There are also light switches the heroes can press to make light paintings come alive. There are "light pipes" the heroes can spin through to get to other areas of the level, and there are lots of energy blasters that shoot at Sonic and friends.

There are also lots of energy bombs that explode when the heroes get near them, and there are loads of light panels that launch Sonic and friends into the air when they step on them. There are rockets the heroes can activate to draw lights throughout the air that the heroes can run on, and in this zone, there are lots of burning lights that can harm the heroes should they touch

these lights, so they must stay away.

Haunted Highway Zone

In this zone, Sonic and friends come across an abandoned highway that is very haunted, and ghosts and paranormal things happening in this old place. There are many dangers to be found in this level, and though the heroes may not want to go through here, they have to do so to stop Eggman. Though there are lots of haunted elements here, there is lots of speed elements as well, being a highway and all.

In this level, Sonic and friends come across speed boosters that endlessly increase their speed the longer they keep running, which can be hard to control after long. There are also ghosts in the level that will try to grab the heroes, requiring multiple jumps to escape if caught. There are also undead hands in the cracks of the road that will try to grab Sonic and friends as they go along.

There are also bridges with long, skeletal hands that will try to grab the heroes as they try to cross them. The heroes also come across ectoplasm mists that will slow their movement should they try to move through them. There are spectral lights the heroes can attack to send them flying, usually useful in taking out enemies. There are also street signs that, when touched, can alter the level in some way.

Insanity Castle Zone

In this zone, Sonic and friends go through a castle that is old and disturbing, and affects the heroes' minds as they go through the level. The deeper they go into the level, the more effects they have to deal with, like Eternal Darkness on the Nintendo Gamecube. Some are harmless, while some become increasingly more dangerous. Can our heroes make it out of here alive?

In this level, there are many different effects the heroes come across as they go through the

level, from bugs crawling on the screen, human girls appearing and speaking with text boxes, static screen or discoloration of characters, Sonic and friends losing their legs or heads and yet able to go on, and much more. Some of these effects can be disturbing. There are also axes that fall should the heroes get near them, and hanging statues that fall when neared.

There are also hands coming out of cages that the heroes have to avoid, and there are lots of chains that may try to wrap around the heroes should they be not so careful. If caught, the jump button must be pressed multiple times to escape. There are also blocks the heroes can push, some which need to be pushed in order to open new pathways. There are also lots of rolling blades the heroes should watch out for.

Carnival Island Zone

Named after the island from Samba de Amigo (but not the same place, but Amigo does cameo here), this zone is like Green Hill Zone and Palmtree Panic from Sonic CD, only a fiesta is happening in this area! That's right! This is a fiesta tropical island stage! There is a party going on and everyone is happy, though that might change since Eggman is here. Sonic and friends must keep this place happy by driving him out.

In this zone, Sonic and friends come across balloons that they can pop, and there are lots of flyign dragon like decorations moving through the air that the heroes can run on or ride across large gaps. There are also zip lines the heroes can ride along, and there are parade floats around the area with interactive objects of different kinds. There are also musical instruments to interact with like maracas and falling confetti the heroes can bounce off of.

There are also rolling balls that are dangerous to touch, so the heroes will be harmed if they touch them. There are also tunnels to spin through like in Green Hill Zone, and palm trees the heroes can shake to make objects come out of them. There are also water gushers that send the heroes into the air, which is useful for getting to high places, and there are rotating platforms the heroes can spin on.

Additional Information: Something like this would be the music.

<https://www.youtube.com/watch?v=jr9i7w60Gm4>

Robot Memorial Zone

This zone occurs in a memorial of some sort made by Eggman to honor his fallen robots, especially his most prized and brilliant ideas for robots there were. There are many different memorial elements here, and the heroes must deal with many traps throughout this zone, and Sonic and friends must go through here to stop Eggman, who has built this place on the path the heroes take to stop him.

In this zone, there are robotic cannons the heroes come across that they can go into to be shot out high into the air, like with the cannons from Bullet Station in Sonic Heroes. This is useful for collecting items. The heroes also come across trap doors with spikes below them that the heroes can fall into if they are not careful, and there are lots of energy spheres coming out of walls the heroes must avoid.

There are also robotic hands coming out of the walls that can grab the heroes if they are not careful, which require multiple jumps to escape if caught. There are also letters on the ground the heroes can light up by touching them to make different things happen by matching the letters. There are also flowers on the ground the heroes can bounce off of to gain height and spin through the air.

Flooded Tower Zone

In this zone, Sonic and friends come through what appears to be a flooded tower, as the name implies, that has lots of water in it that does not flow out the windows. There are many water elements to be found in this level, as well as tower elements as well, but whatever it is the heroes come across, they must be careful, for Eggman has laid traps for them in this level, and they aren't pretty.

In this level, Sonic and friends come across water currents that the heroes can be carried through to different areas of the tower, but they must avoid spiked balls along the way. There are also water gushers that shoot from the ground that send the heroes flying upward to higher areas of the level. There are also many bubbles the heroes come across that are big, and can be bounced on to cross gaps.

There are also propeller like objects coming out of the walls that the heroes can use as platforms to cross the area. There are bouncy chains in this level that the heroes will be able to bounce off of to reach heights or otherwise just hang onto in order to cross areas. There are also slots on walls the heroes can jump into that move around with the heroes in them to different areas of the level.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=FruCNi4Aq9I>

Video Valor Zone

In this zone, Sonic and friends come across a level made up of different videos, some in 3D. The level itself has many different things from these videos that the heroes will be able to interact with, and they seem connected together to form entire areas. What dangers await our heroes in this level? What traps has Eggman laid out? Only one way to find out, and that is to go through this level.

In this level, there are platforms that spin every few seconds, and while they can be used to traverse areas, these platforms can be hard to stand on when they are moving fast. The level also has different things from videos like partial tubes and catapults the heroes are able to interact with as they go along. The heroes will also come across play buttons that activate videos the heroes may need to go through.

There are also stop buttons that do the opposite, which stop the videos temporarily and allow the heroes to traverse them much easier. There are bouncy lines that are connected to the ground and ceiling vertically that the heroes can bounce off of to sometimes climb up different areas by bouncing between them. There are skip buttons the heroes can press to skip parts of the videos to further parts that may be useful.

Rubber Road Zone

In this zone, Sonic and friends come across a rubber road, one that is solid enough to support the weight of the heroes, but is one that is quite twisted, turned and bent, which could be a lot of fun. It is unknown who built this rubber road, as it appears Eggman was not the one who made this place, but it does seem Eggman has laid some traps for the heroes here, so they must be careful.

In this level, there are soft spots in the level that the heroes can bounce off of, which send the heroes up to higher areas of the level. There are twisting platforms in this level that, when the heroes step on them, may be unsteady to stand on. There are ropes on the sides the heroes can bounce on, and there are levers the heroes can push to twist the roads even more, sometimes leading to alternate routes.

Also in this level, there are hammers that strike the ground, causing waves that can knock the heroes off their feet, meaning they must watch their step as they go along. There are drills that tear through the roads, and not only can they harm the heroes if touched, but they can create paths to even more dangerous areas. Sonic and friends also come across stretched walls that, when touched, will send the heroes flying.

Electric Meadow Zone

In this zone, Sonic and friends go through what happens to be an electric, lit up meadow made from artificial, plastic flowers. Yep, it is that kind of level we have here. All the flowers here that were natural were replaced, and this area is some sort of garden. Eggman did not make this

garden, but he is draining power from the garden itself, and the heroes must go to stop him from doing further damage.

In this zone, there are artificial flowers the heroes can jump on, causing them to launch upward spinning in the air. There are also many wires that the heroes can hang onto, grind on, or get tangled into. If the heroes get tangled, they must jump multiple times in order to escape. There are natural trees the heroes can interact with, mainly by swinging on the branches of the trees to higher areas.

There are also lights in the air that act as bumpers like from the casino stages in past Sonic games, which Sonic and friends will be able to bounce on. There are fling plastic flower petals flying through the air that are dangerous to touch, though Sonic and friends can ride on these. There are also energy rocks that explode when the heroes get near them, meaning they must try to avoid them as they explode.

Molecular Madness Zone

In this zone, Sonic and friends go through a level made up of molecular structures, which means the level looks like these.

<https://image.shutterstock.com/z/stock-photo-molecular-structure-of-ascorbic-acid-vitamin-c-the-compound-is-naturally-occurring-organic-326435957.jpg>

<http://www.mbs.ac.uk/news/wp-content/uploads/healthcare-molecular-structure.jpg>

http://img.weiku.com/a/005/351/molecular_formula_C143H244N50O42S4_Nesiritide_Acetate_7876_1.jpg

Sonic and friends go through here to stop the evil Dr. Eggman.

In this zone, Sonic and friends come across orbs that are connected by lines. Sonic and friends can bounce on these orbs or knock them off to cause structures to collapse. The lines are not to be touched, though, as the lines are filled with dangerous energy that can harm the heroes should they try to touch them. There are roads between these objects that collapse as the heroes run on them, sometimes.

There are also hexagons the heroes can stand on and use as platforms to get to higher areas of the level. Some of the orbs shoot lasers at the heroes, and these lasers can be dodged to avoid getting hurt. The heroes also come across structures that reassemble themselves when the heroes hit a switch nearby, which can be useful for getting to alternate routes. There are also explosions on the main road that must be avoided.

Chrome Desert Zone

In this zone, Sonic and friends go through a desert area filled with chrome metal that is reflective, which means parts of the level will look like these.

https://upload.wikimedia.org/wikipedia/commons/9/9d/Chrome_ball_in_Ginza.jpg

http://www.creativeshrimp.com/wp-content/uploads/2015/02/bean_01.jpg

http://farm2.static.flickr.com/1065/5100559849_c37f1125e5_m.jpg

Sonic and friends go through here to stop Eggman from destroying the entire desert.

In this zone, Sonic and friends come across quicksand areas they can sink into. If they sink completely under, they will lose a life. There are also sand falls that the heroes can jump up through like the sand falls of Sandopolis Zone of Sonic 3 and Knuckles. There are also sand guns

that spray sand that can knock Sonic and friends around the level, sometimes off of cliffs, so they should be careful.

Also, there is pushable and breakable chrome rocks the heroes can interact with, which sometimes hide alternate routes for the heroes to explore. There are also pushable chrome pillars the heroes can push over to make bridges that they will then be able to cross to get to other areas of the level. There are also chrome boulders that roll down hills that the heroes are going to have to watch out for.

Stilt Village Zone

In this zone, Sonic and friends go through a stilt village somewhere in the middle of a grassland area in Sonic's world. This stilt village does not have water surrounding it, but is like a harbor town on land, and also kind of looks like a town made of watch towers as well. Eggman has been seen coming through here, and it is up to the heroes to follow him and find out where he is going.

In this zone, there are catapults that Sonic and friends can use to be launched large distances around the level, and sometimes to hidden routes. There are also plenty of ropes the heroes can grind or hang on, or even bounce on to reach higher areas. There are also pillars holding up structures the heroes can destroy in order to knock down the structure for them to reach.

There are also cannons that shoot cannonballs at the heroes, and they must dodge them. However, some cannonballs can be used to destroy structures to knock them down. There are also plenty of moving pillars that tilt back and forth, making it so the heroes can use them to cross any gaps in between. There are also hooks the heroes can grab onto that carry them upwards to higher levels.

Aqueduct Roads Zone

In this zone, Sonic and friends go through a series of aqueducts intertwining with each other somewhere in Sonic's world. Sonic and friends come through lots of water and platforms and mini roads on the water. Sometimes, the water is very deep. No time to look at the pretty scenery, though, as Eggman is trying to destroy these aqueducts, and it is up to Sonic and friends to stop him.

In this zone, there are many platforms on the aqueducts, some which sink into the water as Sonic and friends step on them. There are also boats Sonic and friends can ride, though they do not actually control the boats. There are ramps the heroes can launch from, by running or on the boats, which can be useful for getting items hanging in the air, or higher areas that lead to alternate routes.

In the water, Sonic and friends come across seaweed they can get tangled in. If they are tangled, the heroes must jump multiple times to escape. The heroes also come across pillars that collapse and may fall on the heroes if they are under them, which means they will have to be careful around them. There are also water gushers the heroes can use to be launched into the air to higher places.

Additional Info: Something like this would be the music.

<https://www.youtube.com/watch?v=kLU2JA1XBG8>

Nanite Swarm Zone

In this zone, Sonic and friends come across an area devasated by winds of nanites. These nanites escaped from Eggman's based, and are causing all kinds of trouble in a nearby town. Naturally, it is up to Sonic and friends to stop the nanites somehow before they cause any more damage. Sometimes, the nanites will be dangerous for Sonic and friends, while other nanites will be helpful.

In this zone, Sonic and friends come across nanites that alter the terrain, like creating spikes on

platforms. The heroes must get through these areas before the nanites manage to change the areas. There are also plenty of energy beams firing from above the heroes must avoid as well, and there are lots of nanite clouds that will harm the heroes should they try to go through them without a shield.

Also in this level, Sonic and friends come across nanites that may carry Sonic them across gaps the heroes could not cross on their own. The heroes also come across nanites that block the way so the heroes cannot pass through them, requiring the use of a nearby energy cannon to get past them. There are also plenty of structures that are fragile, due to the nanites eating them, and will collapse when the heroes step on them.

Romantic Resort Zone

This level Sonic goes through is much like Tropical Resort from Sonic Colors in that it is a hotel area/resort area that Sonic runs through. However, unlike Tropical Resort, this level is romance/love themed, and there are heart shaped hot-air balloons in the sky like in Sonic Generations' Rooftop Run. The colors red, white and pink are seemingly everywhere. The outdoor areas (to an extent) and indoor areas are decorated much like most of the pictures here.

<http://i.imgur.com/C9feZOR.png>

Sonic will have to go through here on his way to defeat Eggman.

There are many heart shapes throughout this level, but there are red hearts that float or move around in the air. These hearts act much like the bumpers in past pinball levels like Casino Night Zone from Sonic the Hedgehog 2. Sonic can bounce off these heart bumpers like he would with any other bumpers. There are smaller, pink heart bumpers that break apart once Sonic lands on them. However, breaking these hearts may cause alternate routes further in the level to be blocked, so be careful what you break.

There are chocolate-made platforms in the air Sonic goes through, and Sonic can use them to reach higher ledges. Sonic can also use a stomp attack or even a simple jump or homing attack to break them, though the softer chocolate pieces take more hits to break. There are wrapped present boxes Sonic can push or kick around. Sonic also comes across lipstick kiss shaped panels that teleport Sonic around the room should he touch one of these, and has he touches one of these, he disappears and emerges from another lipstick panel.

Look very closely in one of the rooms, and you will see a painting with a small purple, fairy winged dog eating many boxes of chocolates.

There are Cupid shaped statues that Sonic comes across as he makes his way through here. They function like the neon statues in Starlight Carnival, Act 2 from Sonic Colors DS. When Sonic jumps on one of these, the statues will shoot an arrow with Sonic on it, causing him to cross large gaps. There are also heart shaped balloons around the area. Sonic can grab onto the string of these balloons and hang on as the balloon slowly descends downward. This can be useful in getting around enemies below or going across pits of spikes from below.

There are also teddy bear dolls around this level as well. On their own, they do nothing special, but some of these teddy bears will latch onto Sonic, slowing him down until he spindashes or boosts away. The large teddy bears may chase after Sonic! There are giant roses that have their petals falling off and flying around areas, and Sonic can ride these petals to reach otherwise inaccessible places. These petals can move around in different directions. There are diamonds that change color from clear, to blue, to purple and then disappear as Sonic bounces off them, like the colored blocks from Casino Night Zone from Sonic 2.

In the outdoor areas, there are river like sections Sonic goes through. Sonic can enter the water, but there is not much to do in there. There are boats of love going down the river and even through tunnels Sonic will have to traverse, battling badniks and Egg Pawns on the way. There are also platforms that function like the weird platforms from Carnival Night Zone from Sonic 3, and when Sonic stands on them, they fall, but when Sonic jumps constantly, they rise and rise in the air until they reach a certain point. Sonic can use these to get to higher areas.

Arcade Avenue Zone

This takes place in a whole city around nighttime. There are lots of lights to be seen in this lit up city. However, this is not a casino city at all. Rather, it is an arcade like city. That's right! This is an arcade themed city you're in! Sonic will have to make his way through this city on his adventure to stop Eggman. This does look like a rather fun place to be in, but with Eggman on the loose, chances are, there will be trouble you have to deal with.

in this zone are in the form of air hockey tables, pool tables, ping pong tables, basketball tables and Foosball tables, all that have objects that can knock Sonic around or even harm Sonic if he is not careful! There may be some puck or ball Sonic will have to watch for. Sometimes, Sonic can exit these roads by getting to the goal area on the other side of the road. Sonic can interact with the pool balls on pool tables.

Many of the roads here are made of arcade levels, and you get to see some beat 'em up, platformer, shooter and other kinds of games to be seen. There are some things that do not actually hurt Sonic, but some other things can actually do so and cause the blue blur to lose rings if he is hit. There are plenty of elements from different games that include level gimmicks and such, and you might even see some streets modeled after some games made by Sega, such as Golden Axe and Jet Set Radio.

Sonic also finds him around various redemption games that he can interact with. There are whack a mole like games Sonic can play to win rings. There are also skeeball games Sonic can optionally play in a chance to win some rings. Sonic also goes through a "Dance Dance Revolution" like game with falling arrows, which Sonic will have to use as platforms to get to other areas. There are also air gun games that shoot Sonic from a blaster onto a target, with Sonic gaining rings in accord to what part of the target he hits.

There are arcade games Sonic can play in. These games have a coin slot thing similar to the slot thing of the pinball-slot machine areas in Casino Night area. Sonic must jump through these slots to play, and they usually cost about five to ten rings. Once Sonic jumps through the slot of these games, he can go into the arcade machine and play those games and try to win some rings in the game. There are also special, green rings Sonic can obtain, and they can be used to open rooms that serve as alternate routes or rooms with lots of goodies. The special rings can only be obtained by playing games. Sonic can lose these like he does with normal rings so of you get hit, you must try to get your rings back before they disappear.

The games themselves come in different forms. They come in many forms such as Tetris like games, racing games, shooting games. and such that Sonic can play, though not all of them give free rings to Sonic if he completes them. Sonic would have to dodge objects, avoid enemies or break things to get points, and he may win a certain amount of rings based on how many points he has obtained. The games sometimes have a time limit, but can be much longer, and can stop by pushing a special button around the arcade machine to press should the player want to stop for some reason. The games are like Frogger, Breakout, Pong, Invaders, Tempest, Tetris, Asteroids, Centipede and more.

Balloon Highway Zone

Taking place in the skies, this area is set on a series of differently shaped balloons in the sky above the land. It's kind of like the Poke Floats from Smash Bros Melee. There seems to be some kind of highways linked by hot air balloons that carry them, but one wrong step, and you'll fall into the lands below! Still an amazing sight from high above in the sky. Sonic will have to cross the balloons carefully to move onward. He just has to watch his step!

There are many parade-like balloons of different shapes, sizes and forms. Sonic will have to use these balloons to get across the whole stage. Some balloons pop and start to fall out of the sky once Sonic steps on them, so Sonic must be careful! There are balloons like those in Sky Babylon from Sonic Rush Adventure. Though without the crystals, these balloons can carry Sonic upward in the air. There are also balloons that Sonic can bounce on.

There is an aerial road connected by hot air balloons that Sonic will have to run. These roads do contain balloons, and different platforms that can be used to access multiple routes. There are plane like badniks that will try to shoot Sonic as he runs through here. There are blimps in this area too. They have a strong wind section much like that in Sonic 2's Wing Fortress, where Sonic was blown away and had to hang on to the panels on the ship to stay onto it.

There are fans that blow Sonic upward, and can help Sonic reach higher areas. Some of these fans are sharp, and will harm Sonic if he gets too close. Sonic also goes across large blimps like he did (as Classic Sonic) with the blimp from Rooftop Run from Sonic Generations. Sonic must

traverse these blimps to move forward, but he must watch steaming jets here and there that could burn Sonic if he unfortunately touches one.

There are balloons that wiz around like a balloon losing air that Sonic can ride for a short time. Sonic still has to make sure that he doesn't fall off the balloon as it blows itself through the air. There are bouncy balloons Sonic can bounce up from, which are less numerous than the larger balloons. There are paragliders hanging in the air that Sonic himself can ride on, provided if he can get a hold on one of them so that he can use them.

Sky Treetops Zone

As the name implies, this level takes place high in the skies. Sonic will have to go through aerial gardens with plants covering them, and Sonic will have to go through giant trees, vines, and go up beanstalks. There are giant leaves and platforms will have to traverse. In a way, this is a mix between Frog Forest from Sonic Heroes (without the Frogs) and Sky Sanctuary from Sonic 3 and Knuckles.

At the start of the level, Sonic will be on the ground, and must climb a giant beanstalk upwards. These beanstalks have grindable vines, some that grow as Sonic grinds on them, and there are vines Sonic can grab onto and swing back and forth on, jumping off to get to other areas at the right time. Sonic also swings in a circle or around the beanstalk or other structures like from Sonic Adventure 2's Green Forest, though Sonic will keep swinging until he jumps up.

Also along the way are grassy platforms floating or attached to some structures Sonic can jump onto. Sonic also can use giant leaves or bouncy clouds to get around. After Sonic goes up a tree stalk, he will have to run through a long range of floating land, some being held by long trunks that hold them in place, extending to the ground below. These lands consists of giant or mid-sized floating islands, a maze of vines (not really maze like, but still like a jungle of mazes) and floating gardens. Often, Sonic will come across other large bean stalks, which may have hidden routes, or Sonic can just go up or down on.

The floating gardens are ruin like areas similar to Sonic 3 and Knuckles' Sky Sanctuary Zone.

There are fields of grass and flowers, non-working fountains, floating platforms, old, metal garden fences and many structures and walkways. Some of this area, outside the flowery fields, are covered in different plants as a feature. The flower fields have some big flowers that can be used as platforms. These ruins have bridges that collapse as Sonic runs on them.

Sonic also goes through maze like vines. There are planks that Sonic can stand on, but some of these vines are prickly, and do make a resemblance to the bramble levels from Donkey Kong Country 2. These kinds of vines can harm Sonic. Also, these areas, though not limited to, are windy, and can blow Sonic around, but luckily, they do not always send Sonic into thorny vines.

Also, there are floating islands of considerable size that have trees on them, and not just any tree. These trees are huge and tall! The tops of these trees, inside the branches and leaves are areas like the vine areas, but with branches. Sonic can come out of the tree tops riding a large, gliding leaf. Sonic can go inside the large tree trunks, which have many platforms to use inside, similar to the tree levels in Donkey Kong Country 3.

There are tree branches and roots that connect to other islands. Sonic can grind on them, or more properly, surf them. There are thick, wide branches Sonic can run on around the trees. Sonic can run around the tree trunks on the outside at times. Sonic can also do this on the inside, and run up or down these areas. Around these areas, there are long leaves Sonic can run into, causing them to be pushed down and act as a bridge or ramp for Sonic to use.

There are mushrooms of different sizes Sonic can use to bounce around in the sky. Large fruits like from Frog Forest from Sonic Heroes are also present, and can be used to bounce higher. Sometimes, there will be clouds that are thick enough to be traversed by Sonic. However, there are some areas with a kind of mark that, should Sonic step onto, will sink through and be sent falling into the depths below. Now, not all trees are huge, but can be skinny and narrow, and have openings at the bottom with springs inside that will send Sonic upward. These trees have no leaves or branches at the top, So Sonic will fly straight out.

Wildfire Fury Zone

This level has two sections: one on a large grassland and forest on the outskirts of a mid sized town with some tall buildings, and in the town itself. Sonic must be careful when going through here. Why? Well, after a short time after the first act starts, Sonic will encounter tank sized flying air ships that launch a huge amount of bombs onto the area in an attempt to get rid of Sonic. Sonic will survive, but he will find that the grassland and forest around him has become engulfed in flames from the bombs. Sonic must escape the grasslands and forests.

The grasslands and forest areas are like Angel Island Zone from Sonic 3 and Poloy Forest from Tails Adventure. Sonic will have to run through the grasslands when finding a way out of the fire. Sonic should stay out of the tall grass, which mostly has fire. There are smoke clouds Sonic must avoid, for getting caught in them will cause Sonic to lose rings slowly the longer he is in there. There are some logs that Sonic can jump onto, which then catch on fire and burn, requiring Sonic to jump off quickly. This is like the grassy platforms above the lava in Sonic 1's Marble Zone.

Sonic also must watch for blasts of flames bursting upward every few seconds. There are patches of fires Sonic must jump over. Sonic can use tree branches to get goodies up high, but it is risky, for one, the branches will fall once jumped onto, and the leaves can be on fire. Sonic also goes past bushes and shrubs that catch on fire as he passes by. Sonic also will have to run down or up hills while outrunning a big log on fire that has somehow started rolling down after Sonic.

There are old houses Sonic can jump onto, but break apart once Sonic lands on them, so using them as platforms to reach higher areas can be tricky. Sonic does come into the forest, where there is much fire that Sonic must avoid. Some areas in the forest have flames that open up a gap every few seconds and then close it, requiring timing for Sonic to pass these safely. Sonic also has to go through hollow logs or hollow tree trunks to proceed. Sonic has to watch for fireballs falling from the trees as well, as well as flaming pieces of wood.

Some trees on fire can fall over and land on Sonic, crushing him if he is under the tree. Sonic also must outrun some trails of leaves that burn and spread quickly behind Sonic as he runs. Sonic also must watch for fire explosions that make tree parts fall to block or make an alternate path for Sonic. As Sonic exits the forest, he can see the skyline of the town, which is not only on fire as well, but seems under attack.

The next act has Sonic run through the town itself, which is like Westopolis from Shadow the Hedgehog, and Crisis City from Sonic 06 without the lava; just the fire. Sonic will have to avoid

explosions from the buildings, and he may run past bridges or crossing areas that lead to alternate routes, which will be destroyed by the fire if Sonic does not make it, requiring him to find another way.

This town is under attack by a fleet of tank sized Eggman ships that are attacking the city. Fortunately, the citizens have evacuated the city already. Some debris fall onto the streets as the fleet attacks. Some structures may be bombed or lasered to create new paths. Sonic has to jump over waves of fire that move in his direction. In one point, a giant ship approaches Sonic and tries to drop bombs onto him, much like the Flying Battery in Angel Island Zone in Sonic 3.

Sonic also runs around avoiding attacks from one of the ships, which aim at Sonic, with markers on Sonic visible. With skill, Sonic can use the attacks to open new routes in some way. Some of the tall buildings may tip over, or completely fall over, causing Sonic to die if he is under it. Sonic can run around the damaged streets and tilted buildings. After defeating the boss and have Eggman flee the city with his armada, it will start to rain heavily, but the fire will be taken out, and as Sonic frees his friends or does something else to complete the level, the fire, in the city and outskirts, will be all gone.

Demolition Valley Zone

This whole zone takes place in a large, grassy and rocky canyon somewhere in Sonic's world. For whatever reason, this canyon has many kinds of bombs all over the place. Some of these bombs can be useful, while others can be harmful. It is supposed that Dr. Eggman was the one who put all of these bombs in this old, green canyon. As he goes after the evil Dr. Eggman, Sonic will have to avoid dangerous traps and do his best not to get harmed by the bombs.

There are mines on the ground that blow up when Sonic steps on one. These mines can harm Sonic if he does not keep running past them. Sonic also comes across floating mines that explode when Sonic is near them. There are rocky pillars that have bombs on them. With a homing attack, Sonic can cause the bomb to explode and cause the pillars to fall down and make a bridge. When running up hills and slopes, Sonic will have to avoid bombs stuck on them.

There are fuses that are connected to dynamite in some sections of the level. These are mostly optional, but Sonic can light the fuse by knocking a fire lantern into it. After that happens, the fuse will start to burn, and eventually, it will cause the dynamite to explode. Sonic can cause this to happen in order to access different alternate routes. This is much like the TNT sections of Lost Labyrinth Zone Act 2 from Sonic the Hedgehog 4: Episode 2.

There are rolling crates of TNT that Sonic can push and even ride. However, the TNT crate will explode once it hits something, so it is best not to ride it for too long or Sonic will get hurt. There are bombs that pop out from the ground as well. These bombs are small, but Sonic can do a homing attack and knock the bombs into either some rocks or into a group of enemies, which will end up destroying them.

There are TNT crates that Sonic can jump on. Once he jumps onto these boxes, a countdown will begin starting with the letter 3. Sonic will have to stay out of the way once the timer reaches 0, which is when the crate explodes. Sonic can also press switches to cause explosions in rock walls, revealing alternate routes and possibly hidden routes. There are also bomb like badniks around like those from Sonic's Starlight Zone. Some of them are big.

There are also mini bombs that are shot from the ground. Once they are in the air, they will slowly land on the ground and explode, but they will also harm Sonic if he touches them. There are also explosions coming from pipes with platforms on top of them. These explosions will send the platform on the pipe high into the air. Sonic can use these platforms to reach otherwise unreachable areas, but he should make sure not to touch the explosion from under it.

Additional Information: Morshu from Zelda CD-i would be proud.

Harbor Havoc Zone

This zone, as the name suggests, takes place right in a harbor around the coast of the sea. There are many harbor pathways Sonic come across, and there are also many boats in the area Sonic will have to go through as he makes his way through this zone. It is a rather calm day here at the harbor, but that will soon change, for Dr. Eggman is causing havoc on the docks, and it is up for

Sonic the Hedgehog to go after him and stop him before he does any kind of harm to the harbor.

There are plank boardwalks with water gushers under them, sending some of the planks into the air. Sonic can use these to reach higher areas or otherwise reach items that are hanging around the air. There are boardwalks that move because of the waves under them, and if Sonic is not careful while crossing these certain boardwalks, he will be flung into the waters below. Sonic does not actually die when touching the water, but the floor beneath the surface is very shallow, so there is not much going on down there.

There are barrels floating on the waters as well. Much like the barrels from Sonic and the Secret Rings' Pirate Storm level. Some barrels stay afloat, while others simply sink down and then come back up. Sonic must jump on them or use his homing attack on them to get around the level here. There are also wooden platforms that sink when Sonic jumps right onto them, but when Sonic jumps off of them, they rise back up on the surface, much like the ice platforms on water in Sonic 3's Ice Cap Zone

There are crates around the dock that Sonic can destroy to find hidden paths or hidden goodies around the level. Also, there are hanging hooks Sonic can use to get to higher areas he could not access otherwise. There is also hanging cargo that floats above the level, and they will fall down when Sonic comes around them. If Sonic does not get past these cargo crates before they land, he will be crushed by them.

There are also cannons Sonic can use to get across areas. Sometimes, the cannons fire a large bullet thing Sonic can use to get across the air. Sometimes, there will be ships in the background manned by Eggman robots that will try to shoot cannonballs at Sonic, like in Haunted Ship from Sonic Rush Adventure; only that the cannonballs being used here can actually destroy part of the walkway Sonic is running on, so be careful!

As said before, Sonic will have to go through large boats around the harbor. There are ships that have large beams of metal that Sonic can run on, and they also have springy ropes Sonic can bounce off of just like on the blue springy ropes on Haunted Ship from Sonic Rush Adventure. Also, there are high masts on the ship that have hidden goodies Sonic can obtain if he can reach them. The ships also have small robots that Sonic can use as platforms or may contain hidden goodies.

Sometimes, like in Huge Crisis from Sonic Rush, Sonic will have to go through the interior sections of the ship. Here, there are piston crushers that go up and down, and they can crush Sonic if he is not careful when getting by them. Also, there are spin tube sections Sonic will have to go through to continue through the level, like the tubes from Chemical Plant Zone from Sonic the Hedgehog 2. There are also large cargo boxes Sonic can use as platforms or just simply spindash or boost through.

Icicle Palace Zone

In this little zone here, Sonic has to go through an ancient palace, which is actually an entire palace made of ice. Located in the middle of the cold, icy lands, this palace is nevertheless very beautiful, both on the inside and outside of it. It may look very pretty, but Eggman has snuck into the castle, and has laid out traps for our favorite blue hero. Of course, most of the traps are ice based. Sonic will have to make it through this large, icy palace as he goes to find the rotten Dr. Eggman.

There is a lot of ice in this level, needless to say, and Sonic will skid across the ice like anyone would do on any slippery ice surface. Sonic will have to dodge obstacles along the way as he tries to make it across the slippery ice floors he skids on. There are also ice ramps and slides that Sonic goes down, kind of like the slides in Ice Cap Zone from Sonic the Hedgehog 3. There are also ice blocks on the ceiling that may come down and crush Sonic.

There are areas with large piles of snow that Sonic can jump on and use to reach higher areas that may be above him. There are also icicles on the ceilings of the palace that will fall down and hurt Sonic should he be come in contact with them, though there are some icicles that can drop and pierce through the ground, making platforms. Sonic can also hang on some icicles for a short period of time before they break off.

There are ice cubes in the palace that Sonic can push across the icy floors, and he can ride the ice blocks as they move. There are ice floors that crack when Sonic steps on them, and if Sonic stands on the cracking ice as it breaks, he will fall down to lower sections of the level, and he will have to continue from there. Also in this palace, there are frost vents Sonic will come across.

These vents will freeze Sonic for a moment if they touch them, and Sonic will lose rings once the ice breaks.

There are pools of water in some lower rooms Sonic goes through, but be careful, some of them are very cold, to the point that they will harm Sonic if he touches them. There are tall pillars Sonic comes across, and Sonic can push these pillars to make bridges to reach the other side of the area. There are some ice blocks Sonic comes across, and he can break them down by jumping, boosting or spin dashing into them.

There are some areas that take place on the outside areas of the palace. Sometimes, there will be overly large snowflakes that come down. If Sonic jumps onto one, he can be able to use it and ride across the air like he was riding Extreme Gear. There are ice sculptures that Sonic can break through, sometimes revealing hidden areas Sonic can go into. Sonic will have to watch out for spiky ice floors he may come across as he goes through the whole, icy palace.

There are trap doors on the walls that open when Sonic comes near, shooting ice spikes at Sonic, harming him if he is hit. There are blue switches Sonic can press to open new routes or make some inaccessible areas accessible. There are swinging ice balls attached by rope to the ceiling that swing back and forth, and will harm Sonic if he is hit by these spiky balls. There are also ice ropes Sonic can climb on, and are either blue or purple. If they are blue, Sonic can only go up them, and if they are purple, Sonic can only go down on them. There are also ice wheels that chase after Sonic every now and then.

Tribal Town Zone

This takes place partly on a mountain, a forest and a savanna grassland in one level. However, most of this level takes place in an exotic, tribal village with many different things to interact with. This is currently inhabitable, though the village people are not present at the moment. Perhaps Eggman scared him away, for his robots are here. Whatever the case, not is not the time to stop to worry about the people! Besides, they are fine. The village itself has many fossils of animal remains, including those of dinosaurs.

So, Sonic starts off outside the village. When Sonic enters, he will come across clay huts with straw roofs, most of these Sonic can run into. These roofs often have a patch Sonic can stomp through, to find hidden areas with goodies, even though this is the inside of a house. The huts are decorated with different tribal art and decorations, with feathers and bones and such.

There are irreasonably big bead strings. These can be used as a trampoline of some kind that Sonic can bounce on, like one of the ropes from Kingdom Valley from Sonic 06. Also, there are huge totem poles Sonic can jump on top of. Be careful, though, as some of these totems have faces that shoot arrows from their mouths at Sonic. There are large drums Sonic can bounce on and off of.

There are bone yards Sonic comes through with the remaining bones from eaten animals. Also, most of the fossils are found here. Sonic can run along the spines of some fossils, run on collapsing bridges of bone, or use homing attack on the bones to get through gaps or alternate routes, or break bones with the homing attack AND a spindash, jump dash or boost to get through bone barricades. Sonic exits through the skull of a dinosaur that opens its jaw as Sonic approaches.

There are wooden wheel objects or ropes Sonic can enter act with. Sonic can pull ropes to lower or raise structures or cranes Sonic can use somehow. The wheel objects make bridges appear, open drawbridge like doors or open doors that open outwards, and can be used as a platform then. They can also lower or raise platforms that Sonic can use as a stepping stone. Sonic goes past clay structures with ancient paintings one could see in a cave.

There are African styled tapestries Sonic can run on to cross some areas, and Sonic can swing on these too. There are fire torches that can harm Sonic, and boiling pots of hot water that ma be knocked over by a robot as Sonic approaches. Sonic will have to dodge the water, for it is hot! Sonic will also have to go on wooden platforms attached to wooden fences, and jump over such fences as the are sharp and spiky.

Sonic also passes breakable pots in the area. There are straw baskets that are like the ones from Meta Junglira from Sonic Triple Trouble. These baskets launch Sonic in an upward direction, and sometimes in horizontal areas, which Sonic will have to use to reach higher areas. There are lots of hills, and Sonic will also have to get past mud pits, which Sonic will sink into and die in if he is not careful. The forest areas have tree houses with swingable ropes, elevators and switches to

lift objects or activate bridges. There are also wooden walkways to run on.

Sometimes, Sonic will have to pass fire places that explode, with flames flying and hitting Sonic if he is not careful. Sonic also comes across tipi like tents that have tops Sonic can bounce on top of, and can be used to reach goodies in the air. There are clothes lines hanging on nearby houses. Humorously, if Sonic tries to run past these at full speed, they will cover Sonic, and Sonic will struggle to get these clothes off completely as you try to move them. Pressing the jump button will make them come off quicker.

Sonic also comes across fires that, when he nears them, release a fire bird with just a long, extending neck and head. They are optional, but they act as a road Sonic can run on. Don't be afraid. The flames won't harm you. There are statues and large masks Sonic comes across. Sonic has to hit them to open gates, or sometimes uncover secret routes of some kinds that are mostly optional.

Here is one from me.

Neighborhood Rush Zone

This takes place in the outskirts of a city, and in a neighborhood area filled with houses, some parks, some buildings and many other things. Sonic will have to rush through the neighborhood on his adventure to stop the evil Dr. Eggman. Though it is a bright sunny day, and while there are cars, you won't see any human being in this zone. Strange enough, but what the hey. It does seem happy around here, but watch out, for Dr. Eggman has laid some traps for Sonic to deal with!

The level is kind of like this little level here.

<https://www.youtube.com/watch?v=9EFUhsO9vLk>

Sonic mainly runs down the roads that make up the neighborhoods past the houses. Sonic will have to avoid cars as he goes by this neighborhood area. There are some areas where Sonic comes in from one side of a house and out the other end. These are usually short sections. However, there are big houses Sonic runs through. They have stairs Sonic can run up and tables Sonic can vault over. Sonic can also use the roofs to get around if he is able to.

There are park areas in this zone too. Sonic the Hedgehog comes by swings, which he can move and use to swing higher to gain goodies in the air. Sonic also comes across slides that he can slide down, as well as other playground equipment in the area such as a jungle gym, monkey bars and such. There are also picnic areas Sonic goes by at quick speed. Sonic also goes through sandbox areas and can climb up some of the trees.

There are water fountains Sonic can jump onto to be blasted upward to get to goodies that may be in the air. There are futuristic apartments Sonic passes by, which may have pools that Sonic can jump into to find goodies! There are bridges Sonic will have to run over, and there are also fences outside that Sonic will have to jump over. The parks may also have small baseball/soccer fields, basketball or tennis courts Sonic runs by. In the basketball courts, Sonic gets 5 rings if he can shoot himself into the bucket.

What do you all think?

Ash Town Zone

This zone takes place in a city area at night time. However, this is not just any city. This is a city that takes place after a nearby volcano has erupted. Because of this, the town is burned and it is covered to the brim with ashes, and there is some smoke as well. The sky in this city looks like this:

<http://www.flickr.co...ife/5239076340/>

Sonic will have to go through here as he makes his way to find and defeat Dr. Eggman.

In this level, there is ash falling right from the sky and it makes it look like it is snowing. This is much like the falling ash from the storybook pages from the beginning of Skeleton Dome from Sonic and the Secret Rings. There are also snow plows Sonic can boost or otherwise spin dash through as he makes his way through the whole zone area. These snow plows are just too thick for Sonic to run past on his own.

There are also ash covered areas that may hide hidden rooms behind or underneath them that Sonic can optionally go into as well as alternate routes. There may be small fires on some structures that Sonic can get harmed by, unless he uses a wind based move to extinguish the flames first. There are also spheres of coal Sonic can use his boost or spindash to break through, sometimes revealing more routes.

There are some areas where the ash on the ground is so thick that it can actually slow Sonic down so easily, even with a spin dash or boost. At the same time, there are clouds of black smoke in the air. Should Sonic ever get caught in these clouds of smoke, he will lose a ring every second he is in the smoke, similar to the smoke from that one badnik from Lava Reef Zone from Sonic and Knuckles.

There are fog areas that Sonic will not lose rings in. However, these fogs can make it hard for Sonic to see where he is going, so it is best to take care when Sonic is in such fogs. There are structures that are burned black from the lava from the volcano eruption. If Sonic uses the boost, the spindash or otherwise uses his homing attack, he will be able to knock these structures down, causing routes for alternate paths to come up.

There may be cars covered in ash around the level. These cars can be used as a footstep to reach higher areas Sonic could not reach on his own. There are holes on the ground in some sections that may shoot a small stream of black smoke. If Sonic comes across any of these, and if he is not careful enough to avoid touching them, he will lose some rings after being hit by the smoke.

Dead Central Zone

In this zone, Sonic and friends go through an area that is a mixture between a morgue and a cemetery, but is mainly a morgue. Yep, this is one of those stages! As creepy as it is, at least the morgue, this place is not haunted. Believe me. This place has different kinds of burials and dead bodies, which are in the form of skeletons rather than corpses. Eggman is looking for the power of a deceased person. Can Sonic and friends stop him?

In this zone, there are roller tables Sonic and friends can push and ride to roll over badniks, and this can be used for opening doors that are locked. There are also buzzsaws on moving poles the heroes will have to watch out for, and there are cutting devices on the ceiling the heroes can break to open a new path above. There are also plenty of doors where the dead bodies are kept, but some of them contain items to collect.

There are also bags the heroes can open to reveal even more items, and sometimes a badnik of some kind. The heroes also can come across a freezer section with cold ice on the ground that makes Sonic and friends slip and slide, and the heroes come across hooks they can grab onto and swing on. With this said, there are also cremation devices that spew fire the heroes will have to watch out for, and there are caskets that go through pipes once the heroes jump into them, which lead to different areas of the level.

Body Parlor Zone

In this zone, Sonic and friends go through a parlor where one gets tattoos, piercings of different kinds and skin implants for decorative purposes. A bit unusual for a zone idea, but this place is much larger than you can imagine, much too big to be what it is, even. How did it get so big? Never mind that, an item of importance has fallen here, and Eggman's robots are out to get it. Sonic and friends must get it first.

In this zone, there are chairs that Sonic and friends can jump onto, which rise into the air which can allow for Sonic and friends to reach high areas. There are tattoo pictures Sonic and friends can interact with, which may be in the form of fire that actually burns, bubbles the heroes can

use to move around and saws that chase Sonic and friends, but can open any hidden routes in walls if the heroes lead them to it. There are other kinds of tattoo pictures too.

There are also sharp piercings that have sharp edges the heroes will have to watch out for, though some of these piercings can contain crystals the heroes can pick out and throw at enemies and sometimes switches that require these crystals to open. There are skin implants that Sonic and friends can bounce on to reach higher areas or roll across the area to destroy badniks, while there are plenty of breakable skin implants floating in the air the heroes can bounce on, causing them to break.

Dance Damage Zone

In this zone, Sonic and friends come across what happens to be a dance studio somewhere in Sonic's world. That's right! This is a dance studio stage, and a dance themed stage. Everything in this zone is dancing, from the poles to tables to chairs and such, or at least moving in different patterns to the beat. Eggman wants to find out the source of what makes everything dance here, so Sonic and friends must stop him.

In this zone, there are panels on the ground the heroes can dance to, requiring presses of buttons to dance correctly. If the heroes can dance through all panels, there will be points or rings awarded. There are dancing poles the heroes can swing on, sometimes to gain momentum and other times to reach high places. There are panels that launch out of the ground to send the heroes skyward.

There are also platforms moving to the beat in different patterns. Hitting a nearby switch will change the tempo and beat, causing these platforms to move differently, sometimes to alternate routes the heroes can't reach on their own. This works for the other dancing objects as well. Furthermore, the heroes can jump on dancing objects which will send them in the air after a short time. There are also dance ropes the heroes can hang onto and perform dance maneuvers on to dodge enemies.

Comedy Chaos Zone

In this zone, Sonic and friends come across what happens to be a comedy club of some sorts. That's right! This is a comedy club themed stage! This zone implements different kinds of physical comedy, mostly physical comedy, but other kinds of comedy as well with different kinds of jokes. The heroes must go through here to stop Eggman from stealing some items, and making objects dangerous for the performers.

In this zone, there are clown unicycles the heroes can ride on, sometimes through a loop, if they want to. There are diving boards into different items the heroes can interact with to gain points. There are lots of invisible objects from mining that are interactable, and can lead to hidden routes if traversed correctly. The heroes also come across cacti that pop from the ground that can hurt the heroes.

The heroes can also come across pies that are thrown out of nowhere that will harm the heroes if they are to be hit, and there are cars with badniks that keep coming out until the cars are destroyed. Some of the platforms are words that make up jokes, and if Sonic and friends find a switch to hit, the words turn into the answer to the jokes. There are also sections that have jokes with purple rings the heroes must collect to unlock the answer to gain points. These are optional, though. There are also banana peels the heroes can slip on, usually running into dangerous objects because of the slipping. There are also falling anvils and objects the heroes should avoid.

Charity Carnage Zone

In this zone, Sonic and friends go through an area where charities of different kinds are being held, and with that, there are different activities to be seen that the heroes will interact with. There are 5k runs to talent shows to singing fundraisers and so on in this level, and there is lots of money being made, too. However, Eggman wants the money for himself, so it is up to the heroes to stop him from getting it.

In this zone, there are 5K run sections the heroes can run in. If the heroes can make it a distance

without stopping, the heroes can gain rings or points. There are also raffles the heroes can interact with by putting a ticket into one of the boxes. If the heroes destroy all badniks by the end of the stage, they win the raffle and get rings. This is optional, though. There are also talent show sections where the heroes can hit objects that launch them into the air to do tricks, and there are singers with musical notes the heroes can bounce off of.

Also in this level are yard sale sections that have ziplines the heroes can zip on through. Blood and organ donation areas are also here, but try not to step on the bags. They won't break, but will cause the heroes to slide into dangerous objects. There are sections where food and clothing are stored that the heroes are able to interact with, but if any are damaged, rings and points are to be lost. There are also games like ones with hoops the heroes can jump through to gain points, though this is optional.

Laundry Load Zone

In this zone, Sonic and friends go through what happens to be a laundry cleaner area. That's right! This is a laundry themed stage! This laundry themed stage has lots of clothes, needless to say, and there are cleaning machines to be found in this area as well. This area may not seem important, but there is a piece of clothing Eggman is after because it holds special power. Can our heroes get it before Eggman?

In this zone, there are conveyor belts above carrying clothes the heroes can hang onto to ride to different parts of the level as they wish. There are also laundry baskets the heroes can jump in to remove clothes to find hidden items in them. There are also laundry bags the heroes can jump into, and upon doing so, a badnik will come and drop the bag with the heroes in it down a shaft, which lead to hidden items. There are liquid sprayers that push the heroes around.

There are also washers with springs near them that, should the heroes be hit by the springs, will get thrown into the washer and become trapped in there unless they jump multiple times to escape before they drown in the water. There are dryers that shoot the heroes across the area, and there are coat hangers the heroes can use to launch themselves high into the air. There are vats of laundry detergent that, if the heroes fall into them, will have them come out covered in detergent and slowed down until they jump enough times.

Wildlife Wonder Zone

In this zone, Sonic and friends go through what appears to be a mix between a wildlife rescue center and a municipal animal shelter. Yep, it's that kind of level here! There are different animals aside from the usual cats and dogs, many of which come from the wild, needless to say. Unfortunately, Eggman is here to steal animals to make into robots, so it is up to Sonic and friends to prevent him from doing so.

In this zone, there are rolling logs the heroes can run on, but they have to be careful because they might fall off as the logs spin. There are swinging poles the heroes can swing on to reach other areas of the level, and there are plenty of wild animals the heroes will have to avoid as they go on through. There are also birds that will gladly carry Sonic and friends to higher areas of the level.

There are also cages to be found that, should Sonic and friend be stupid enough to go into them, they will be locked in, requiring a few spin dashes or punches to get out. There are also sharp, giant medical objects that can hurt the heroes if they are to step on them, and there are doghouses with hidden surprises in them if the heroes care enough to go into them. There are also plenty of dogs that guard items that will bite if the heroes near them, meaning they will have to press a switch to pull the leash back on the dog to get the item.

Design Danger Zone

In this zone, Sonic and friends come across what happens to be a design studio of some kind. This design studio is made and owned by Eggman himself, which contains different vehicles and robots he has made over the years. Now that the heroes have found out about this place, they can go and find details on Eggman's latest doomsday device, but they don't have a lot of time to go into everything else, unfortunately.

In this zone, Sonic and friends come across lasers that guard some of Eggman's designs. There are switches the heroes must press to turn the lasers off. There are also plenty of cameras that

will shoot lasers if they spot Sonic and friends, and there are card keys needed to open certain doors. The heroes will also come across holographic images of Eggman robots and vehicles that the heroes can bounce on.

There are also drawing machines that draw from above, and Sonic and friends can hang onto them to be carried to another area. There are lots of ink jars Sonic and friends can break to cover themselves in ink, which is useful to getting past certain security checkpoints. There are CDs the heroes can collect to enter into computers and make designs of vehicles and robots appear, which can then be traversed to get to alternate routes. There are also gun turrets that shoot bullets that cut Sonic and friends' rings bit by bit.

Antique Amazement Zone

In this zone, Sonic and friends go through a giant mansion full of precious antiques. There are many different kinds of antiques here, from clocks to furniture to urns and so on. This seems like a cool place, and the antiques seem pretty sturdy. However, Eggman is here to steal an antique that contains a special power, and it is up to Sonic and friends to get to it before he does and uses it on them.

In this level, there are antique casino machines that Sonic and friends can hit to cause it to go, and if three images are lined up correctly, the heroes will get rings. There are also grandfather clocks the heroes can hit to make a sound that changes the layout of the level some. There are chairs and beds the heroes can bounce on and there are urns and pots that contain hidden items.

There are old school elevators in this level as well, and the old school elevators can take Sonic and friends to higher or lower sections of the level. There are plates the heroes can jump on without breaking them, and can be used to reach higher areas. There are cabinets which require old keys to open, and these keys are hidden around the mansion as the heroes go through, and there are glass vases that Sonic and friends can jump into and be shot upward to higher areas by the water in the vases.

Game Garden Zone

In this zone, Sonic and friends come across a garden full of lawn games. If you don't know what lawn games are, take a look here.

https://en.wikipedia.org/wiki/Lawn_game

There are different kinds of lawn games to be had, and these lawn games are interactable for Sonic and his friends as they go through the level. There are also garden elements in this level as well, and overall, Sonic and his friends must go through here to stop Eggman, who wants to steal a ball that contains power that was accidentally shipped to here.

In this level, there are giant flowers Sonic and friends can stand on as platforms, some of which can shoot Sonic and friends across the area. There are vines Sonic and friends can grab onto, and use as a means to swing around the area. There are water fountains that can shoot Sonic and friends upward, and there are spiky hedges that will damage Sonic and friends if they touch them.

There are also croquet hammers that can knock Sonic and friends into ball form and across the ground, while there are also bocce balls Sonic and friends can ride on or roll across the ground. Sonic and friends also must watch for lawn darts and horseshoes as they go through the area, for they can make the heroes lose their rings if they are to be hit. There are also cornhole boards that have holes in them. If Sonic and friends jump through these holes, they will gain points.

Alchemy Atrocity Zone

In this zone, Sonic and friends come across a laboratory made specifically for alchemical purposes. With this in mind, many alchemy elements reside in this area, and there are many kinds of alchemy being practiced. Eggman is here to steal a stone that contains power he can use

to defeat Sonic, and has his robots all over the place. Sonic and friends of course, must stop him from getting it.

In this zone, there are different alchemy potions that have a variety of effects depending on their color. Red potions turn Sonic and friends into a random animal, blue ones turn them into a random object, green ones grow the heroes to a large size, yellow ones hinder the heroes in some way, purple ones shrink the heroes, and others give different powers. There are also tubes the heroes can spin through.

There are ladders the heroes can move and use to reach higher areas of the level, while Sonic and friend can open books to make magical things happen, such as making platforms appear. The heroes can also hit stones that glow to activate machines nearby that the heroes can use in some way. There are tables that roll across the ground that the heroes can push and ride on as well. The heroes also come across energy spheres that, if touched, will harm the heroes, which means they have to be avoided.

Sanctuary Citadel

In the dark, polluted, inhospitable area of Sonic's world, where the air is smokey and the water is acidic, and the weather is too dangerous to live under, and where there are no plants and green, there are towers where everything in them is like a paradise of some sort, with lots of clean water and plants and clean air for the people who live in it. Eggman is trying to take over this tower, so Sonic and friends must stop him from doing so.

In this level, there are energy roads that turn on by pressing a switch that could lead to hidden or alternate routes for the heroes to go to. There are pools with waves and a surfboard the heroes can ride. There are vines that can be used as a catapult to send Sonic and friends throughout the level, and there are fountains that send the heroes skyward to higher areas of the level.

Also in this level, there are sections where the glass windows break, letting smoke and lightning

into the building. When this happens, the heroes will have to make it to the next room where the door shuts behind them, blocking the smoke and weather. There are also monorails the heroes can hang onto to get to other areas as well as solar panels that can somehow be used for teleportation. There are also artificial winds the heroes can use to cross large gaps.

Chaotic Karst Zone

In this zone, Sonic and friends go through a karst area somewhere in Sonic's world. A karst is a kind of rocky landform. With that said, there are lots of rocks and sinkholes to be found in this level, and there are fissures to be seen too. Eggman wants to build a new base here by destroying the karst, so it is up to Sonic and friends to stop him before he succeeds in destroying the karst.

In this level, there are foothold platforms that collapse when Sonic and friends step on them, meaning they must be quick to cross them. There are swinging platforms on ropes that swing back and forth, and Sonic and friends can use these to cross gaps. There are also plenty of ropes Sonic and friends can bounce off of, and there are ropes on elastic platforms that send the heroes upward when they jump on them.

There are also plenty of rocks falling from above, which could be a danger to Sonic and friends if they are in the way of the rocks. There are also plenty of tunnels blocked off by rocks that must be broken with a spin dash in order to be accessed. There are also plenty of spiky rocks that, needless to say, will harm Sonic and friends should they jump onto one of these. There are also boulders Sonic and friends can push to roll over badniks or destroy barriers up ahead.

Police Panic Zone

In this zone, Sonic and friends go through what happens to be a police station. In this zone, there are many dangers and many cops that shouldn't be a bother to Sonic and friends, but they are due to Eggman's mind control. This police station is actually an international world police headquarters building Eggman has managed to take over, so it is up to Sonic and friends to free

it from Eggman's grasp.

In this zone, Sonic and friends come across laser gates that must be turned off by pressing a switch before the area behind them can be traversed. There are cameras that Sonic and friends must sneak past or else they will close doors ahead until the heroes are out of the camera's sight. There are jail cells Sonic and friends can be trapped in, requiring a spin dash to escape, and there are giant handcuffs that encase around the heroes if they are caught.

Also in this zone, Sonic and friends come across gun turrets that shoot at the heroes, harming them if they are to be hit. There are plenty of computers that explode when the heroes get near them, so the heroes must be careful not to be caught in the explosion made by these computers. There are plenty of energy nets that will fall from above in stairways to hurt the heroes, and there are doors that must be opened by a card key found somewhere in the building to open.

Aqua Battlefield Zone

In this zone, Sonic and friends come across a military battlefield where every weapon is made of water. That's right! This is a water battlefield stage! There are many water guns like toy water guns that shoot water all around the area. It's like a water park one could go to. But there is no time to have fun, for Eggman has taken over the battlefield, and Sonic and friends must chase him out!

In this zone, Sonic and friends come across water guns that shoot water that pushes the heroes around, sometimes knocking them into the water if they are not careful. There are water balloon catapults that throw water balloons at the heroes, harming them if they are to be hit. There are cannons shooting water filled bubbles that can also harm the heroes, and there are slippery water sections the heroes slip on.

There are plenty of water cannons Sonic and friends can activate before grinding on the pressurized water that comes out of them. Under the water, there are water bombs that explode when Sonic and friends get near them, and with that, they will be harmed if the bombs explode on them. On the surface, there are boats Sonic and friends can use to ride across the water, and

there are giant water buckets that drop large amounts of water every 10 seconds, causing the heroes to fall into the water if the falling water hits them.

Dark Waters Zone

In this zone, Sonic and friends go through a deep dark lake somewhere in Sonic's world. That's right! This is a dark waters themed level here! The heroes must not only find air bubbles most of the time in this level, but they must try to find light sources to make it easy to see things. Eggman is polluting this lake, so it is up to Sonic and friends to go and stop him before he succeeds.

In this zone, the area is very dark, and it is hard to see even the character the player controls, but it is still possible to see them, nonetheless. Sonic and friends also come across light sources that, when hit, will temporarily light up the room. They can also find a light lamp to see where they are going as long as they don't get hit while carrying it. There are also giant bubbles the heroes can float in to get to higher ground.

There are falling rocks in this level as well, and Sonic and friends can get hurt by being hit by these rocks. Sometimes, the heroes will get caught in seaweed, making it hard to move unless they spindash or boost themselves free from the seaweed. There are scooter boards underwater the heroes can grab onto to ride for a while until a certain point of the level, and there are lots of water currents that redirect the heroes to different parts of the levels, but can be a hindrance.

Drain Disaster Zone

In this zone, Sonic and friends go through some drain pipes somewhere in Sonic's world. They also go through drain channels, which look like this.

https://thumb7.shutterstock.com/display_pic_with_logo/242395/242395,1228530784,1/stock-photo-urban-drainage-system-storm-drain-flood-control-channel-21596749.jpg

It is raining by the time Sonic and friends get here, and Eggman is trying to pollute the storm drains, so it is up to Sonic and friends to stop him before he does so.

In this zone, there are giant water spouts the heroes can climb to get to other areas. Thing is, though, they will be washed away by a large amount of water if they don't make it through quickly. Also in this zone, there are pillars that go up and down from the ground the heroes can use as platforms. Some of the drain pipes collapse and can crush the heroes if they are not quick enough, and sometimes, the area will completely flood, forcing the heroes to go underwater.

Also in this level, there are gutters the heroes can spin dash into, which may contain hidden items that can be collected. Sometimes, Sonic and friends have to cross areas while avoiding water coming out of the pipes that will knock them out of the air. There are also plenty of objects floating on the water that can be used as boats to cross different sections to get to different areas. There are also lots of drains that can be activated by a switch to drain the water to make it dry.

Stolen Stash Zone

In this zone, Sonic and friends come across a cave where Eggman has hidden weapons he has stolen from GUN. The weapons are stored in this cave, and Eggman is planning to use these weapons for a particular scheme of his. What is that scheme? Even the heroes don't seem to know. One thing is for sure, though, Sonic and friends must stop Eggman before he uses these weapons for his scheme.

In this zone, there are falling rocks the heroes must watch out for, for they might get crushed or hurt if they are to be hit by them. There are giant boulders the heroes will have to outrun as they go along in this cave. There are also TNT crates that Sonic and friends can jump on, causing them to explode after three seconds. There are also gun turrets that can harm the heroes if they are to be hit by them.

There are also lots of explosive crates that can explode by hitting them, which means the heroes

must stay away from these. There are cannons that shoot large bombs that will harm the heroes, though they can lead the cannons to hit walls that, once broken, will lead to hidden routes. Sonic and friends also come across a security bot they cannot destroy, and if they are detected, they will be hit by an unavoidable attack. Some small cannons can be used by the heroes to shoot at different enemies or to destroy walls or cross gaps.

Odd Oasis Zone

In this zone, Sonic and friends go through what happens to be an oasis. That's right, this is an oasis themed stage, and a very large one at that! There are plants in this desert oasis environment and lots of water that you can go into, but there is no time to relax and enjoy the sun, for Eggman wants to destroy this oasis, and it is up to Sonic and friends to stop him from doing so.

In this zone, there are plenty of palm trees, which Sonic and friends can shake to drop items out of them. There are also plenty of trees that are bent, and can be used as catapults to launch long distances by jumping onto them. There are also plenty of sand gushers on the sides of the oasis that can block the heroes unless they jump through them, and there is quicksand the heroes will sink into when they stand on them.

There are also underwater sections with currents that will carry Sonic and friends through the area outside of their own control, and there are water gushers on the surface that send the heroes skyward when they are hit by them. There are also water waves that come out every now and then, chasing the heroes as they keep on running through the area, and there are lots of magnifying glasses producing heat rays that will harm Sonic and friends from above if they are to be hit by them.

Sunny Shrubland Zone

In this zone, Sonic and friends go through what happens to be a shrubland somewhere in Sonic's world. That's right! This is a shrubland themed stage! This shrubland is very green and pretty,

with lots of bushes and shrubs to be seen as one goes by. Unfortunately, Eggman wants to tear down this shrubland to make a new base, so naturally, Sonic and friends must go and stop him.

In this level, there are many shrubs and bushes Sonic and friends can hide in, and while this is optional, they can be great for avoiding badniks that patrol the area. There are also lots of small bushes that act as springs that send Sonic and friends upward to higher areas of the level. There may be cacti that can harm the heroes, and there are rock tunnels the heroes are able to spin through.

There are also large stones that can be pushed forward to uncover hidden paths, or broken instead. There are dust tornadoes in the level that will carry Sonic and friends upward to higher areas, or just throw them in one direction. There are plenty of strong winds too, which can blow Sonic and friends backward or forward, depending on the direction they blow in, and there are lots of trees with falling leaves the heroes can ride like a surfboard, which can be useful for gliding through the air and getting to high places.

Underwater Fire Zone

This zone, as the name suggests, takes place in a lake where there is fire burning underwater. That's right! This is an underwater flames stage! There are lots of dangerous flames to be seen in this level, flames that are best to be avoided. But the flames are what gives this place its charm. However, Eggman wishes to extinguish all fires in this area, meaning it is up to Sonic and friends to stop him.

In this zone, Sonic and friends come across many flames, some which are so hot (the white ones, that is) they can kill Sonic and friends instantly, regardless of whether they have rings or a shield (except a flame shield). Sonic and friends also come across flamethrowers underwater that will burn the heroes if hit, and there are fireballs coming out of the ground as well.

Being an underwater stage, this level has lots of water elements. There are bubbles Sonic and friends can jump into to ride in, and there are plenty of water currents that push Sonic and friends around the area as well. There are also flame ropes Sonic and friends must use timing to avoid, for they move like a jump rope. There are also bombs that explode when the heroes get

near them, causing them to drop flames onto the floor that can be dangerous for Sonic and his friends.

Prison Punch Zone

In this zone, Sonic and friends wake up in a prison owned by Eggman himself! That's right! This is a prison themed stage! Eggman has somehow captured the heroes and has placed them in a cell somewhere in the prison. Needless to say, this prison will not keep Sonic and friends stuck inside for long. The heroes must escape so that they can stop Eggman and save the world.

In this zone, Sonic and friends start in a cell where a spiked wall is moving in their direction. They must break the bars to escape. They can also break bars later in the level. There are cameras that, if they spot the heroes, will close doors until the heroes move out of view. There are lots of lasers that block the way and require a switch to deactivate, and there are lots of gun turrets that fire at the heroes.

There are tables that, when Sonic and friends jump on one, will be hit by a falling heavy object, launching them forward or backward depending on which direction they are facing, which can be helpful or a hindrance. There are also lots of barbed wire outside that will harm the heroes should they touch it. Also outside are searchlights the heroes must avoid, for being seen causes enemies to appear. There are also platforms that elevate when the heroes step on them.

Air Aeration Zone

In this zone, Sonic and friends come across what happens to be a giant air filter plant somewhere in Sonic's world. This air filter is being used to purify the air near the city in the distance, and this air filter is doing a good kind of job in doing so. With that said, Eggman wants to make it so the air filter pollutes the air, and Sonic and his friends must stop him from doing that.

In this zone, Sonic and friends come across wind fans that can blow them away or upward, which can be helpful or a hindrance to the heroes. The heroes also come across wind blowers that simply push the heroes backward every several seconds. There are turbines the heroes are able to ride to get to the other side, and there are platforms coming out of the filter tower the heroes can climb.

The heroes also come across trees that they can jump into, which not only freshen the air, but contain hidden items for the heroes to collect. Sonic and friends also come across switches that turn off the winds in the next room, making it so that it is safe to travel in them. There are plenty of smoke filled rooms that will drain Sonic and friends' rings the longer they are in them, so they must get out of there fast. There are also razor wind blades flying around that the heroes must avoid.

Lava Boats Zone

In this zone, Sonic and friends go through a sea of lava filled with boats made to sail on the lava. That is right! This is a sea of lava with boats on them! Despite the heat from the lava, these boats are able to sail well and not sink into the lava unless they were to hit a rock that tears a hole in them. Eggman is after some things on one of the boats, and the heroes must stop Eggman from stealing it.

In this zone, Sonic and friends come across lots of lava, which will harm or even kill them if they are to touch it. There are also fireballs coming out of the lava they must avoid, and there are lava streams jumping out of the lava to be avoided as well. The heroes also come across platforms, some which collapse under their weight, so they must make sure to get through them quickly.

On the boats the heroes go through, there are gun turrets that fire at the heroes when they come by, so the heroes must be careful not to get hit. The heroes also come across platforms that rise into the air when the heroes jump on them. There are crates that explode when the heroes hit them with enough force, meaning they should be careful not hit these crates so hard, and there are plenty of hooks on cranes the heroes can use to get to higher ground. There are also pistons inside the ship that can crush the heroes if they are not careful.

Secret Society Zone

In this zone, Sonic and friends come across what happens to be some sort of secret society headquarters. Yep, this is a secret society themed stage! Not the Lightning Bolt Society from Sonic Boom, mind you, but something more like the Illuminati. Eggman has come here to steal secrets from the secret society, and it is up to Sonic and friends to go and stop him before he gets those.

There are tables the heroes can stand on, and some of the tables have parts that rise upward when the heroes step on them. There are giant paddles that the heroes must avoid as they go along. There are giant books as well, and while they can be used as platforms, they can close and crush the heroes if they stand on them for too long. There are also pictures that Sonic and friends can smash through to find hidden areas.

There are giant axes in this level that Sonic and friends are to avoid as they swing on down as they come along. There are also giant coins that can flip, throwing the heroes off of them if they are standing on them for too long. There are also lit, giant candles that blow fire towards the heroes as they come by, burning them if they are hit, and there are pentagrams in this level that can teleport the heroes to other areas of the level. There are some statues that spit acid every few seconds, and their eye must be hit three times to open an optional passage. There are also Eyes of Providence that, when hit, make random things appear.

Liquid Crystal Zone

In this zone, Sonic and friends go through what happens to be a liquid crystal themed stage. The liquid crystals, as well as the stage itself looks like these.

http://news.rice.edu/files/2013/04/0429_VERDUZCO-1-web.jpg

<http://yenra.com/wiki/images/Liquid-crystal-hydrogels.jpg>

<http://images.fineartamerica.com/images-medium-large/cholesteric-liquid-crystals-michael-abbey-and-photo-researchers.jpg>

Sonic and friends must stop Eggman from destroying this lovely place.

In this zone, there are pools of liquid crystal that the heroes can sink into like quicksand. Sometimes, they lead to hidden rooms, while other times, they lead to death. The heroes also come across breakable crystals, sometimes having items in them if broken. There are liquid crystal bridges that bend when Sonic and friends run on them, and there are sharp crystals the heroes should avoid.

There are also giant liquid crystal waves that can knock the heroes backward or off the stage if they are not careful, and there are liquid crystal gushers that throw the heroes upward if they are over them. Sometimes, liquid crystal drops come from above, which can hit the heroes and send them downward if they are in the air, into a bottomless pit if they are unlucky. Some parts of the floor move, causing Sonic and friends to move along with them like a conveyor belt.

Retro City Zone

In this zone, Sonic and the other heroes go through what happens to be a city that is in the past. There is a 60s section, a 70s section, 80s section and a 90s section, each showing elements associated with each era represented in its respective section. The heroes must come here to stop Eggman from conquering the city and ruining its themes by making the whole city Eggmanland themed.

In this zone, Sonic and friends run down the streets of the city, which have cars that can run over the heroes if they are unlucky enough to get hit. The cars are in the style of each era they are in. There are also street lamps Sonic and friends can swing from, and there are fire hydrants that explode when Sonic and friends get near them, which could harm them. There are also trucks

the heroes can ride on top of to get around. Building designs are slightly different in each section and media from each era appears too.

In the subway, which changes theme magically when it goes to each new section, there are trains the heroes will have to avoid as they go along. There are glass windows as well that can be broken. The heroes come across things that only appear in certain sections of the city, like some kinds of stores being in one city and machines not working well as their successors in future eras as well as varying designs and graffiti art in the 80s and 90s sections. There are also plenty of elevators the heroes can use to go up buildings to the rooftops if they wish.

Asinine Adhesive Zone

In this zone, Sonic and friends come across a place where there are loads of adhesives. That's right, this is an adhesive themed stage we have here! The adhesives are there to help or hinder Sonic and friends, and they are all over the place, some of them splattered across the ground. Eggman is trying to steal some adhesives to make a trap for Sonic, so Sonic and friends must stop him before he does get them.

In this zone, Sonic and friends come across sticky adhesives on the ground that they can get stuck on, requiring a single jump to escape. There are adhesive drips the heroes must dodge, or they will get entrapped in adhesives and must jump multiple times to escape. There are also plenty of adhesives on walls the heroes can use to climb them, and there are adhesive bombs the heroes must dodge.

There are also adhesive sprays Sonic and friends will have to avoid or else they will get entrapped with adhesives. There are plenty of platforms on ropes going up and down, and can be used to ascend areas of the level. There are blaster guns that do not activate until the heroes are trapped in adhesives, and they will shoot at Sonic and friends unless they escape the adhesives by jumping. There are also platforms that go up and down quickly, sending the heroes upward if they are on them when they rise.

Crystal Cliffs Zone

In this zone, Sonic and friends go through an area made entirely of crystals and gemstones. That's right! This is a mountain made entirely of gems and crystals to the very core! The heroes will come across crystal trees, crystal plants, crystal rocks and more as they go through this level. Eggman is planning to mine the area for its very crystals, but Sonic and friends have come to stop him.

In this level, there are crystal rocks the heroes can break with a jump, or roll across the land to roll over badniks. There are also plenty of crystal platforms on the rivers, which sink as Sonic and friends stand on them. There are also plenty of crystal spikes that, when touched, will harm the heroes and cause them to lose rings, while there are crystal poles the heroes can swing on.

Also in this level are crystal flowers the heroes can get trapped in shortly after jumping on them, requiring multiple jumps to escape. There are lots of crystal trees the heroes can break and knock over to create bridges the heroes will be able to cross. There are also lots of energy beams from shooters the heroes can redirect into crystals to break them after a few seconds, and there are many crystals from above in trees that fall, harming the heroes if they are to be hit.

Wild Wax Zone

In this zone, Sonic and friends come across an area made entirely of wax. Yep, this is a wax themed zone we have here! Some of the wax is melting, but most of it is intact, despite being out in the sun. Maybe the wax is heat resistant? I don't know? But whatever the case, Eggman wants to destroy most of the area and steal some of the wax. Can Sonic and friends stop him from doing so?

In this zone, Sonic and friends come across breakable wax cubes they can attack to open new paths that lead to different areas. There are also plenty of wax poles the heroes can swing on,

horizontally and vertically. There are lots of sticky wax the heroes can get stuck on, and there are fire blowers the heroes can aim at the wax with to melt some of the wax so that they are able to move on through.

Also in this zone, Sonic and friends come across falling wax blocks that will crush them if they are under them when they hit the ground. There are also plenty of wax puddles the heroes can spin dash on to break them, causing them to open newer paths or reveal hidden items. The heroes also come across lots of hot wax shooters that they will have to avoid or get burned by, and there are lots of blades used to cut the wax that the heroes will have to dodge or get hurt by.

Mirage Desert Zone

In this zone, Sonic and friends come through a desert with what appears to be a city, but in fact, almost everything here is a mirage! Yep, this whole place is a mirage! It's like a fata morgana, like this.

<https://uproxx.files.wordpress.com/2015/10/flying-city.jpg?quality=100&w=650>

Now, some of the platforms and roads are actually real, as they have been set up by Eggman to make this city mirage look real. Eggman is up to something here, but what? Sonic and friends must find out what it is.

In this zone, Sonic and friends come across platforms that, if they try to get to them from below, will disappear like they are part of the mirage. They must get to them from above. There are also contracting roads that get smaller as Sonic and friends run on them, so they must keep running. There are mirages on the ground that look like water, so it can easily fool the player and the heroes. There are also energy rays that shoot at the heroes.

There are also switches that solidify the mirage buildings for a short time, so the heroes will have to cross these areas quicky if they wish to get to alternative routes. There are also plenty of blades that come in three that swing around, harming the heroes if they are to be hit. There are

fans that Sonic and friends can get blown away by if they stand in front of them, and there are illusion projectors that, if destroyed, could reveal hidden routes the heroes can traverse, unless they see through the illusion. The projected illusions may be solid, though.

Acid Anger Zone

In this zone, Sonic and friends come across an area filled with lots of burning acid. This acidic level even has acid rain that is dangerous for our heroes! There are lakes of acid and plenty of other dangers to be found as well, and these dangers will be harmful to Sonic and friends, but there is not time to turn back. Eggman was seen going through here. It is up to our heroes to follow him!

In this level, Sonic and friends come across pools of acid that will harm them if they step into them, so they must stay out of them. There is also acid rain, as said earlier, that will burn the heroes unless they take cover and wait until the rain clears, which takes a short time. There are acid shooters the heroes can avoid or lead into destroying walls with alternate routes behind them, and there acid gushers the heroes should avoid.

There are also plenty of platforms that collapse under the heroes' weight when they step on them, which means they must get across them fast. The heroes will also come across falling rocks that can crush the heroes if they are not careful enough. There are lots of burning flames to be found in this level as well, and touching the flames will cause the heroes to lose their rings or die if they have none. There are also barrels of acid that the heroes can knock into enemies.

Size Sanity Zone

In this zone, Sonic and friends go through what happens to be an area where sized can be warped. Everything around Sonic and friends can become either big or small, which can be helpful or hindering to the heroes. With that said, Eggman is here, and wants to learn the secrets of this land. Sonic and friends thus must go and stop him from learning the secrets before he puts them to bad use.

In this level, Sonic and friends can go through large blue rings. Doing so will make the level either large or small, and can affect the level and the obstacles and enemies in them. There are objects that Sonic cannot fit in or through if they are small, so they have to be made big. There are cubes that drop from above to crush the heroes, and there are turrets which, when enlarged, can shoot Sonic and friends out like cannons.

There are balls Sonic and friends can crush when small, or ride on or push if large. There are ropes that trip Sonic and friends when small, and can be used for swinging when large. There are also trees that can be used as poles for speed boosts when they are small, and can be climbed when they are enlarged. There are crates that are kickable when small, and can be used as platforms when they are large. Sometimes, breaking landforms when they are small will cause alternate routes to appear when enlarged.