

= Sonic the Hedgehog 2 =

Sonic the Hedgehog 2 (Japanese : ソニック・ザ・ヘッジホッグ2 (??) , Hepburn : Sonikku za Hejjihoggu Ts?) is a platform video game developed by Sonic Team , with assistance from Sega Technical Institute , and published by Sega for the Sega Genesis console . It was released worldwide in November 1992 . The game is the second main entry in the Sonic the Hedgehog series , and the first to feature Miles " Tails " Prower , a flying two @-@ tailed fox . He and protagonist Sonic the Hedgehog must stop the series antagonist Dr. Ivo Robotnik from stealing the Chaos Emeralds in order to power his space station , called the Death Egg .

Development of the game began in November 1991 , two months later than originally intended , because Sega of America felt that it was too soon for a sequel . Both American and Japanese Sonic Team staff contributed to development ; art director Tim Skelly designed the appearance of the game 's new 3D special stages , based on an earlier tech demo created by Yuji Naka . The staff increased the speed of Sonic the Hedgehog 2 in comparison to its predecessor . As with the original game , the soundtrack was composed by Masato Nakamura .

Sonic the Hedgehog 2 was a critical and commercial success . It has sold over six million copies , making it the second @-@ best @-@ selling Genesis game behind the original Sonic the Hedgehog . It has since been released in several compilations and downloads for various platforms , which were also generally positively received . A remastered version was released on iOS and Android devices in December 2013 , including new features such as Boss Rush and Time Attack modes , and the ' Hidden Palace Zone ' , which was scrapped from the original 1992 release . Two sequels , Sonic the Hedgehog 3 and Sonic & Knuckles , were released in 1994 .

= = Plot = =

The game 's two protagonists are Sonic the Hedgehog and his sidekick , Miles " Tails " Prower ; Tails is described as having idolized Sonic as a child and wanting to keep up with him . The game 's premise is similar to that of the original Sonic the Hedgehog . Sonic 's nemesis , Dr. Ivo Robotnik , is planning world domination with his army of robots , which he has placed animals inside , and the power of the seven Chaos Emeralds . However , this time he is constructing an armored space station known as the Death Egg . The goal of the game is to defeat Robotnik , optionally saving as many animals as possible and collecting all seven Emeralds . By default , the game ends with Sonic riding on Tails ' biplane , the Tornado . However , if the player has collected all of the Chaos Emeralds , Sonic , in his Super Sonic form , flies alongside it .

= = Gameplay = =

Sonic the Hedgehog 2 is a 2D , side @-@ scrolling platform game . At the game 's start , the player can select to either play as Sonic , Tails , or both . In the latter mode , players control Sonic while Tails runs along beside him . A second player can join in at any time and control Tails separately . The game takes place over a series of levels , each divided into one , two , or three acts with a boss fight with Robotnik at the end of the last act . The character can jump on enemies to defeat them ; the game also introduces a new move , the " spin dash " or " Super Dash Attack " , by which the player curls in a ball and spins while stationary , resulting in a speed boost . When the player is attacked by an enemy without rings , is crushed , falls off @-@ screen , or exceeds the act 's ten @-@ minute limit , they lose a life and return to the most recently passed checkpoint . Dying with zero lives gives the player a game over .

When the player collects at least 50 rings and passes a checkpoint , they can warp to a " special stage " . In these stages , the player runs through a pseudo @-@ 3D half @-@ pipe course , collecting rings and dodging bombs . A set amount of rings must be collected to pass through each of three checkpoints and in turn to obtain the emerald itself . If Sonic collides with a bomb , he loses ten rings and is immobilized momentarily . The stages rise in difficulty , and the player cannot enter any stage without passing the previous one . After finishing , the player is transported back to the

star post they used to enter the special stage . When all Emeralds have been collected , if the player chose Sonic , he has the ability to turn into Super Sonic , which requires 50 rings or more . Super Sonic is yellow and invincible to enemy attacks , and his speed , acceleration , and jump height are increased as well . However , he loses one ring per second and reverts to being regular Sonic when all of his rings are gone .

The game also has a competitive mode , where two players compete against each other to the finish line , as either Sonic or Tails , in a split @-@ screen race through three of the regular levels and a special stage . After one player finishes one of the regular levels , the other player must finish the zone within 60 seconds , or the level ends instantly . In the regular levels , players are ranked in five areas (score , time , rings held at the end of the level , total rings collected , and number of item boxes broken) . The player with wins in the most number of categories , wins the level . In the Special Stage , players compete to obtain the most rings . The mode ends when all stages have been completed , or if a player loses all their lives , in which their opponent will automatically win .

= = = Knuckles the Echidna in Sonic the Hedgehog 2 = = =

Sonic & Knuckles was released in 1994 , two years after Sonic 2 . The Sonic & Knuckles game cartridge features a special " lock @-@ on " adapter by which the player can attach other Genesis cartridges . Attaching Sonic 2 unlocks Knuckles the Echidna in Sonic the Hedgehog 2 , a variation of Sonic 2 whereby the player plays as Knuckles the Echidna , a character introduced in Sonic the Hedgehog 3 (1994) and not playable until Sonic & Knuckles .

Though the game is largely identical to Sonic the Hedgehog 2 , Knuckles may glide and climb walls , allowing him access to new areas . He cannot jump as high , making some areas , such as certain boss fights , more difficult . Fewer rings are needed to progress in special stages and the score made within them no longer resets . The two @-@ player mode is removed .

= = Development = =

Following the release of the original Sonic the Hedgehog , creator Yuji Naka quit Sega due to disagreements over its corporate policies . Mark Cerny , who had recently founded the Sega Technical Institute (STI) at Sega of America , met with Naka in Japan and offered him a higher salary and more creative freedom if he joined STI . Naka agreed , and Hirokazu Yasuhara , lead level designer of Sonic the Hedgehog , also decided to move to STI . Yasuhara had been assigned to help Cerny establish STI in 1990 , but the outbreak of the Gulf War delayed his move to the United States by three months , during which he joined Sonic Team and became part of the Sonic project .

Development of Sonic 2 began in November 1991 , two months later than Cerny had intended , because Sega of America initially felt it was too soon for a sequel . Both American and Japanese Sonic Team staff contributed to development ; art director Tim Skelly designed the appearance of the game 's pseudo @-@ 3D special stages , based on a tech demo created by Naka . The special stages were created out of pre @-@ rendered 3D polygons , video of which was compressed and halved , both vertically and horizontally , to fit in the game cartridge . Sonic 2 also introduced Sonic 's sidekick , a two @-@ tailed flying fox named Tails , inspired by Japanese folklore about the kitsune and created by level artist Yasushi Yamaguchi . Sega of America objected to the character 's name , Miles Prower (a pun on " miles per hour ") , so he was given the nickname Tails as a compromise . Masaharu Yoshii served as the game 's director . The staff increased the speed of Sonic the Hedgehog 2 compared to the first game .

The game was originally believed to contain time travel elements and also have a port to the Mega @-@ CD / Sega CD , Sega 's add @-@ on for the Genesis . The port never surfaced , and time travel was instead implemented in an original Sonic game for the Mega CD , Sonic the Hedgehog CD .

A demonstration cartridge of the game was stolen at a New York toy show earlier in 1992 . Sega 's Akinori Nishiyama stated that the leak was due to the lack of security . The prototype features a

playable section of a level titled " Hidden Palace Zone " , a level cut shortly before release . Naka said of the level :

The basic idea was about the same as it was in Sonic & Knuckles . You 'd encounter the stage through normal play by collecting the emeralds . The idea behind the stage was , " Where do the Chaos Emeralds come from ? " That 's where Sonic was originally supposed to be granted his Super Sonic powers . We finally were able to use it in S & K , though it wound up being quite different from what we had planned in Sonic 2 . But even from Sonic 1 we 'd been throwing around those sorts of ideas . Still , when we were running out of time , we looked over things quickly trying to figure out what to dump ... and CHOP went the Hidden Palace . There 's simply no way we could have thrown that in by the deadline at the rate we were going .

The " Hidden Palace " level was lost for over 20 years until it was included in the iOS remaster release in December 2013 , which implemented the level . Sega provided some magazines , such as GamePro , with screenshots of early builds of the game that showed another removed level ; a desert themed level , named " Dust Hill Zone " . Naka has also alluded to another , unidentified , scrapped level in the Sonic Jam Official Strategy Guide , explaining why the " Metropolis Zone " had three parts to it , while every other level only had two : " Due to problems with the story , Act 3 was going to be a different Zone that would only appear once , but since it was cut , we still wanted to have something after Act 2 . So that 's why there are three acts in this one . We had already finished the map , and it would have been a shame to waste it , so this is what we went with . "

= = = Music = = =

Sonic the Hedgehog 2 's music , like the previous game , was composed by Masato Nakamura , bassist and lead songwriter of the J @-@ pop band Dreams Come True . The music began early on in development with only concept images for Nakamura 's reference , but having a previous game meant he had experience with creating music for the Genesis , and began taking a similar approach to the first game . Nakamura treated Sonic the Hedgehog 2 as a film , and designed the music around the atmosphere that he felt from the images of the stages . Except for the graphics and some discussion with Sonic Team , Nakamura was given freedom over the music creation which he believes was the reason why he was able to create " such melodic tunes and unusual rhythm patterns " .

Nakamura created the music while he was recording with Dreams Come True in London , working on their fourth album The Swinging Star . As a gift to Sonic Team , Masato produced an alternate version of the ending theme with Dreams Come True , which was included in the album they were recording at the time . In 2011 , the stage music from Chemical Plant and Casino Night Zone were remixed by Sega for use in Sonic Generations .

Later in October of the same year , a three @-@ disc compilation of the music from Sonic the Hedgehog and Sonic the Hedgehog 2 was released in Japan . Alongside music from the game , the compilation includes comments by Yuji Naka and an interview with Nakamura . The first disc contains original tracks from both games , and the second contains Nakamura 's demo recordings produced during the games ' development . The third disc contains " Sweet Sweet Sweet " by Dreams Come True , its English @-@ language version " Sweet Dream " , and 2006 remixes of both songs by singer Akon which were used in Sonic the Hedgehog (2006) .

= = = Release = = =

Sega launched a \$ 10 million advertising campaign for Sonic the Hedgehog 2 's release . Sega sought a global release date to make the game available in all stores on the same day , a fairly novel concept at the time . This required Sega to reconfigure its distribution system to ensure that games were available in all major stores . The release date , Tuesday , November 24 , 1992 was marketed as " Sonic 2s day " . While the Genesis release in North America and the Mega Drive release in Europe both released the game on this day , Sega made the game available a few days before in Japan on November 21 , 1992 . 400 @, @ 000 copies of Sonic 2 were sold in the first

seven days after release and over 6 million in the life span of the console .

== Alternate versions and ports ==

=== 8 @-@ bit version ===

A version of the game for the Sega Master System and Game Gear was developed by Aspect . Though based on the original game of the same name , it is a distinct game , with different level designs and a different plot , and this version , unlike the 16 @-@ bit release , does not have the spindash , which led it to being thought to be made before the Sega Genesis version .

=== Compilation releases ===

Compilations that include the game are Sonic Compilation (1995) for the Sega Mega Drive / Genesis ; Sonic Jam (1997) for the Sega Saturn ; Sonic Mega Collection (2002) for the Nintendo GameCube ; Sonic Mega Collection Plus (2004) for the PlayStation 2 , Xbox , and PC ; Sega Genesis Collection (2006) for the PlayStation 2 and PlayStation Portable ; Sonic 's Ultimate Genesis Collection (2009) for the Xbox 360 and PlayStation 3 ; and Sonic Classic Collection (2010) for the Nintendo DS .

=== Download releases ===

The game was made available for download on Wii 's Virtual Console on June 11 , 2007 , PlayStation 3 via the PlayStation Network on April 19 , 2011 , and Xbox 360 via Xbox Live Arcade , the latter having enhancements such as online leaderboards , achievements , and online play . Various mobile phone versions exist as well , including the iOS release . A remastered version of the game , made using Christian Whitehead 's " Retro Engine " , was released for iOS , Android and Windows Phone devices on December 12 , 2013 , featuring Knuckles as a playable character , a boss attack mode , online multiplayer , additional multiplayer stages , and the previously unreleased Hidden Palace Zone . The game was released as part of the Nintendo 3DS 3D Classics line in Japan on July 22 , 2015 , with a release in North America and Europe initially slated for September 2015 , before being pushed back to October 8 .

== Reception ==

Due to the popularity of its predecessor , Sonic the Hedgehog 2 already had an established fanbase anticipating its release . The game received critical acclaim upon release and was a best seller in the UK charts for 2 months . As of 2006 , the game has sold over 6 million copies , making it the second best @-@ selling game for the Sega Genesis (after the original Sonic the Hedgehog) .

Reviewers praised the game for its large levels , colorful graphics and backgrounds , increased cast of characters , enemies , and music . GameSpot stated that " time may have eroded Sega 's prominence , but it hasn 't done much to diminish how sweet Sonic the Hedgehog 2 is , " and , along with other reviewers , commented on how it is still a fun game to play . Electronic Gaming Monthly awarded it as the best Sega Genesis game of 1992 . In 2000 , Game Informer ranked Sonic 2 number 61 on its " Top 100 Games of All Time " list , calling it " the most challenging and finely polished Sonic the Hedgehog title . " Mega placed the game at # 36 in their " Top Sega Mega Drive Games of All Time " list . Critics also enjoyed the faster gameplay the game offered in comparison to its predecessor , as well as its new features . Lucas Thomas of IGN praised the new " Spin @-@ Dash " ability , which would prepare Sonic to launch at a faster speed . Thomas also noted that the levels of Sonic 2 were designed to showcase the character 's speed , and was less a " platform @-@ jumping game " than a " platform @-@ running " game , in slight contrast to its predecessor .

The game 's main criticisms were of the two player mode , a new introduction to the series . The

game allowed two @-@ player mode in three different zones (Emerald Hill , Casino Night and Mystic Cave) . Reviewers criticized the mode 's noticeable slowdown and prominent flickering , and the squashed play area for each player . However , Lucas Thomas praised the innovation of the new two player mode , quipping that " Mario and Luigi could never run competitively through the same levels , at the same time " . William Burrill of the Toronto Star described the two player racing mode as the " only part of the game that can be faulted , " citing that the mode and its split screen view " squeezes the graphics , plumps up the characters and slows down the action . "

= = Legacy = =

Sonic the Hedgehog 2 's financial success was a major factor in Sega catching up to Nintendo in the early @-@ 1990s console wars . It brought their market share up to 50 % within six months of its release . Tails , whom Sonic the Hedgehog 2 introduced , would go on to become one of the most prominent and frequently recurring characters in the series , appearing and acting as Sonic 's sidekick in most of the franchise 's media , including in recent games such as Sonic Colors , Sonic Generations , and Sonic Lost World in which most of the recurring cast does not appear or is relegated to minor roles . Tails starred alone in two games for the Sega Game Gear : Tails ' Skypatrol and Tails Adventure . Furthermore , Sonic the Hedgehog 2 's popularity managed extend its own cult following and spawn various merchandise such as comic books (the well @-@ received fortnightly Sonic the Comic) , a television series , and a sequel , Sonic the Hedgehog 3 , which received similar acclaim .

For Sonic 's twentieth anniversary , Sega released Sonic Generations , a game that remade aspects of various past games from the franchise . The PlayStation 3 , Xbox 360 , and PC versions contained a remade " Chemical Plant " level . It also contained a remake of the final boss fight , the Death Egg Robot , as the Classic Era boss of the game . Separately , the Nintendo 3DS version of the game contained a remake of the " Casino Night " level . A " Casino Night " themed pinball minigame was made available for download as a pre @-@ order bonus for the console versions at GameStop .