

= Sonic Lost World =

Sonic Lost World is an action @-@ adventure / platform video game developed by Sonic Team for the Wii U , Nintendo 3DS and PC platforms . It was published by Nintendo in Europe and Australia and Sega in North America and Japan in October 2013 , and later worldwide for Microsoft Windows via Steam in November 2015 . It is part of the Sonic the Hedgehog series and was the first title in the series on an eighth @-@ generation home console .

Lost World focuses on the efforts of Sonic the Hedgehog to stop the Deadly Six , an alien tribe that serves as the game 's main antagonists , as they seek to siphon energy from the Lost Hex , the game 's setting . Sonic and his long @-@ time sidekick Tails must team up with Doctor Eggman , normally their enemy , to stop the Deadly Six , leading to conflicts among the three parties . While the gameplay is typical of the Sonic series in some ways , it adds parkour mechanics and features largely cylindrical level design with an emphasis on alternate pathways . The game also features the Wisp creatures from Sonic Colors and Sonic Generations as power @-@ ups .

The game began development shortly after the 2010 release of Sonic Colors . It was designed to be streamlined , simple , and fluid in movement and design , using a novel tube @-@ like level design style and a simple , bright color scheme . The game received mixed reviews upon release ; its controls and the Deadly Six were frequently criticized , but its visuals and audio were seen positively . Downloadable content was released both alongside and after the game 's release , adding features such as additional levels and a new type of Wisp power .

= = Gameplay = =

Sonic Lost World is a platform game with action @-@ adventure elements , in which the player controls Sonic the Hedgehog as he travels across the Lost Hex in order to rescue captured animals and stop the Deadly Six . Levels range from side @-@ scrolling 2D levels to fast @-@ moving 3D linear levels to levels taking place on spherical worlds similar to the cancelled Sonic X @-@ treme and the Super Mario Galaxy series . This also translates to the 3DS version , as it was the first handheld game in the series presented entirely in 3D .

The game uses a new control system which allows players to control Sonic 's speed . Simply moving the directional controls will move Sonic at a moderate pace , allowing for more precision . Holding down a trigger button will put Sonic into a run , allowing him to move faster and perform new parkour moves , such as running up and along walls and hopping over small ledges . In the air , Sonic can perform a double jump , which returns from Sonic Colors , a homing attack , which can now target multiple enemies in quick succession , and a new kick attack , which can be used to defeat stronger enemies , or knock them into others .

Also returning from Colors are the Wisp creatures , which provide short @-@ lived power @-@ ups to Sonic . The Wisps ' powers are now controlled using the Wii U GamePad 's touchscreen and gyroscopic features . Alongside returning powers such as Drill , Laser and Rocket , new powers include Eagle , which lets Sonic fly through the air , Asteroid , which atomizes objects in his path , and Rhythm , which lets him bounce along a path of notes . There are also some Wisps exclusive to each version of the game . During the game , players can rescue animals by destroying enemies or opening containers , allowing players to progress , or find Red Star Rings that open up circus @-@ themed bonus stages where players can earn more animals . Collecting all the Red Star Rings in the game unlocks the ability to transform into Super Sonic .

The Wii U version supports both co @-@ operative multiplayer , in which a second player can control a remote controlled vehicle to assist Sonic , and competitive multiplayer , in which a second player can use the Wii U Gamepad screen to race against the other player . The game also supports Miiverse and Off @-@ TV Play functionality . Using Miiverse , players can exchange items such as Wisps or shields , which grow more effective if they are used by other players . The 3DS version supports both local and online multiplayer for up to four players . Players may also customise RC vehicles in the 3DS version , which can then be used in the Wii U version .

== Plot ==

=== Characters ===

Seven returning characters from previous Sonic titles star in Sonic Lost World . The protagonist , Sonic the Hedgehog who must defeat the main antagonist Doctor Eggman and stop the Deadly Six . Aiding him in his quest is Tails , Sonic 's fox friend who has the ability to fly . Knuckles the Echidna , Sonic 's strong friend , and Amy Rose , his self @-@ proclaimed girlfriend , also make relatively minor appearances .

The main antagonist of the series , Doctor Eggman , is a mad scientist who seemingly turns over a new leaf to help Sonic stop the Deadly Six . Orbot and Cubot make a return appearance as Eggman 's henchmen . Also serving as the main antagonists and boss characters are the Deadly Six , a group of the world 's indigenous Zeti race consisting of Zazz , a hyperactive Zeti ; Zomom , an obese and dim @-@ witted Zeti ; Master Zik , the elderly founder of the tribe and Zavok 's teacher ; Zeena , a flirtatious and self @-@ absorbed Zeti ; Zor , a diminutive and pessimistic Zeti ; and Zavok , the tribe 's leader . The tribe plans to steal the energy from Sonic 's world .

=== Story ===

Sonic the Hedgehog and his friend Tails pursue Doctor Eggman , who has captured several of their animal friends with the intention of using them to power his robot army . While the two attempt to retrieve a falling capsule filled with animals , Eggman shoots down Tails ' plane . However , they end up discovering a world in the sky known as the Lost Hex , and crash land there . Entering the Windy Hill Zone , Sonic and Tails make their way through clouds and the grassy fields . The duo then discover that Eggman has enlisted the aid of a group of the world 's indigenous Zeti race , collectively known as the Deadly Six , using a magical conch to keep them under his command . However , when Sonic rushes in and kicks the conch away , the Deadly Six betray Eggman and take control of his Badnik army . They then start to use one of Eggman 's machines to siphon energy from Sonic 's world below , planning to drain all of its life force until there is nothing left and use it to power themselves up . Reluctantly , Sonic agrees to work with Eggman , believing that he needs his help to stop the machine , though this seems to cause some distrust between him and Tails .

As Sonic battles his way throughout the Lost Hex , the Deadly Six concoct a plan to capture Sonic and turn him into a robot under their control , but they end up accidentally capturing Tails instead . After Eggman is seemingly killed , Sonic comes across the Deadly Six as they prepare to use the roboticized Tails against him . However , prior to the conversion , Tails managed to reprogram the process to retain his free will and instead helps Sonic to defeat them . Upon reaching the machine and finding it already switched off , Eggman reappears , having faked his death and used the energy harvested to power his latest giant mech . After sending Eggman falling out of the sky , Sonic and Tails return the stolen energy to the world below and return home . The game ends with Orbot and Cubot finding Eggman , who has survived his fall , and digging him out of a soft spot of dirt where he landed on .

== Development ==

Development for Lost World started shortly after Sonic Colors was finished and took place over two @-@ and @-@ a @-@ half years . Sonic Team sought to streamline the controls , increase the length , and add more diverse levels compared to previous entries in the series . After reviewing the history of the franchise with Sonic Generations , game producer Takashi Iizuka hoped to " deliver a new experience " with Lost World . Development started on PC , with early experiments involving " twisted tube @-@ type level [s] " inspired by Jack and the Beanstalk . As the concept " was totally new " , early levels had to be remade " over and over . " Players were given greater ability to control Sonic 's speed in an effort to create a more traditional platforming experience . The parkour

mechanic was introduced to maintain a more fluid sense of movement , in contrast to previous Sonic games where running into a wall would force the player to a complete stop . Iizuka stated that " This game is like going into the rabbit hole in Alice in Wonderland , an action game where you can experience many strange and fun experiences . "

Development ultimately focused on the Wii U and 3DS because of the success of previous Sonic titles on Nintendo platforms . Because Wii U " has two monitors to use " , Sonic Team decided to include both cooperative and competitive multiplayer modes . The Wii U GamePad 's touch screen and gyroscope were employed to activate the returning Color Powers . The 3DS version , co -@-@ developed with Dimples , was designed to " fully utilize " the 3DS hardware with 3D gameplay and motion controls . Development was harder on 3DS due to its more limited processing power . Iizuka stated that the Color Powers are " essential " to the level design of the 3DS version , while they work as an " additional tool " in the Wii U version . A simple art style was used to make objects stand out more against the backgrounds , and to keep the game running at a consistent 60 frames per second . The design of the new " Deadly Six " villains was based on that of an ogre , and each one 's appearance was intended to reflect a certain key characteristic of their personality , which the developers hoped players could see " just by looking at them . " The Wii U version of the game was directed by Morio Kishimoto , the director of Sonic Colors and the lead designer of Sonic and the Black Knight , while the 3DS version was directed by Takao Hirabayashi , the director of Sonic Colors DS .

A trademark for the title Sonic Lost World was filed by Sega in May 2013 . The game was first revealed on May 17 , 2013 in a Nintendo Direct announcement , as part of an exclusive partnership between Sega and Nintendo for the Sonic the Hedgehog series . It is one of three games in this partnership , the other ones being the fourth entry to the Mario & Sonic at the Olympic Games series , and Sonic Boom , a game based on the animated series of the same name . Sega reported that more on the game would be revealed before the Electronic Entertainment Expo 2013 convention , and that the game will contain both returning and new original characters , both in enemies and friends of Sonic . On May 23 , 2013 , Sega posted a teaser , showing silhouette images of the Deadly Six , and stating that more would be revealed on May 29 . The first trailer for the game was released on May 28 , a day earlier than previously announced .

A downloadable demo of the " Windy Hill Zone 1 " stage was made available for both consoles on October 9 in Japan and in mid @-@ November in North America and Europe . The game 's official soundtrack , titled Without Boundaries , was released via physical media in Japan on November 27 , 2013 and digitally in the United States and Europe on December 2 , 2013 . To promote the release of Sonic Lost World , Hardlight Studios released an update for Sonic Dash that includes a boss battle against Zazz , one of the Deadly Six . Super Smash Bros. for Wii U also includes a stage based on Windy Hill Zone from the game as well .

= = = Downloadable content and patches = = =

A special , limited stock " Deadly Six " edition of the Wii U version of the game was available for pre @-@ order , which included special " Nightmare " downloadable content , featuring a new stage and boss battles based on one of Sonic Team 's previous games , Nights into Dreams Clearing the DLC unlocks a special Color Power , the Black Bomb , normally only obtainable via Miiverse . Pre @-@ ordering the game from Amazon.com allowed the player to start off with twenty @-@ five extra lives .

A patch for the Wii U version was released on December 10 , 2013 , adding additional features such as button controls for some Wisps and the traditional extra life reward for collecting 100 rings . On December 18 , 2013 , Nintendo announced two exclusive pieces of free DLC for the Wii U version based on other Nintendo games . The first DLC stage , " Yoshi 's Island Zone " , was released on the day of the announcement , with a second installment , " The Legend of Zelda Zone " , released on March 27 , 2014 .

= = = Music = = =

The game 's music was composed and directed by Tomoya Ohtani , with Takahito Eguchi handling the cut @-@ scene music and orchestration . Naofumi Hataya also contributed a single piece , the theme for " Desert Ruins Zone - Act 3 " . The three @-@ disc official soundtrack , titled Sonic Lost World Original Soundtrack Without Boundaries , was released physically in Japan and digitally worldwide via iTunes and Amazon Music on November 27 , 2013 .

= = Reception = =

Sonic Lost World received mixed reviews , according to video game review aggregator Metacritic . During its opening week in the UK , Sonic Lost World charted at # 11 on the All @-@ formats chart for sales , but achieved the top spot on the Wii U chart and # 4 on the Nintendo 3DS chart . As of the end of 2013 , Sega had shipped 640 @,@ 000 copies of the game . As of March 31 , 2014 , the game had sold 710 @,@ 000 copies .

The game 's presentation was well received . Chris Plante of Polygon praised the Wii U version 's visuals and music as " arguably the best " in the series . Game Informer 's Tim Turi wrote that " The orchestrated tracks evoke Mario Galaxy in the best ways . " GameSpot 's Mark Walton and Computer and Videogames 's Chris Scullion singled out the candy @-@ themed " Dessert Ruins " level as a visual highlight . However , Turi made note of " ultra @-@ compressed " cutscenes in the 3DS version . IGN 's Vince Ingenito was favorable to the " pleasant " art direction and stable framerate , but criticized the " subdued " color palette . Roger Hargreaves of Metro stated that the " imaginative " designs and " spectacular set piece [s] " kept him " interested to know what comes next . " Chris Schilling of Eurogamer was even more effusive : " Blue skies forever ! "

Strong criticism was directed at the game 's control scheme , especially the new parkour mechanic . Turi " never got a good feel for the rhythm of wall running and jumping , and felt lucky to pass sections where it was forced . " Hargreaves , Walton , and Official Nintendo Magazine 's Matthew Castle agreed . Ingenito found it problematic that Sonic tends to wall @-@ run on every nearby vertical surface . Schilling singled out the multi @-@ lock homing attack , writing that while " most of the time it works perfectly well " , it appeared to " inexplicably fail " on occasion . Ingenito , Turi , and Hargreaves agreed . Matthew Castle of Official Nintendo Magazine struggled with the homing attack " locking on too late or attacking enemies in awkward sequence . " However , GamesRadar 's Justin Towell defended the control scheme , explaining that while it had a learning curve , it also " modernize [s] environmental traversal " and " provide [s] a distinct safety net " . Towell argued that Sonic was mainly hard to control in the " more complex 2D sections " because there are " so many rules for how Sonic reacts contextually to his environment " . Reona Ebihara of Famitsu stated that the ability to slow down made the game easier to play for beginners . However , Turi criticized Sonic 's " odd sense of momentum " and imprecise jumps , stating that switching between two speeds is " jarring " and produces " touchy platforming " . Schilling excoriated the " profoundly frustrating " controls as the worst in the series , explaining that " Sonic 's too sluggish while walking , and too skittish to cope with the trickier platforming bits when running " . Ingenito agreed : " I 've played a lot of Sonic over the years , and the controls have never felt as alien and inconsistent as they do here . "

Several critics felt that Sonic controlled better on the 3DS . IGN 's Jose Otero said the parkour " felt great " and " turned most obstructions into minor hurdles " in this version . Official Nintendo Magazine 's Joe Skrebels felt that Sonic " controls far better at top speed on 3DS " . Kotaku 's Stephen Totilo stated that the 3DS version does a better job of teaching the controls , although Turi derided its " constant , lengthy tutorial text " . However , Schilling called the homing attack " even more capricious " on 3DS .

Reaction to the game 's level design was mixed . Turi made note of oddly placed invisible springs in the Wii U version 's " confusing " and " aggravating " levels , and expressed frustration with the 3DS version 's " head @-@ scratching " puzzles . Walton preferred the " inoffensive " 2D sections to the " frustrating mishmash of speed and exploration " found in 3D . Plante praised the Wii U version 's 3D stages as " wildly creative exercises in platforming experimentation " while decrying its 2D stages as

" so clunky and tiresome that it 's hard to imagine a time when a side @-@ scrolling Sonic was actually good . " Fellow Polygon writer Philip Kollar was harsher on the 3DS version due to its " confusing and labyrinthine " level design and " awkward puzzles " . Ingenito stated that the Wii U version 's levels were stuck in " design gridlock " and " lack [ed] rhythm and cohesion " . Otero praised the 3DS version 's " better levels " as " competently made race tracks full of alternate pathways " , but called the " trial and error " required to complete the " slower @-@ paced 3D stages " " incredibly frustrating " . Castle stated that the Wii U version 's " best stages play to the strengths of Sonic 's tiered speed " , while Skrebels felt the 3DS version featured levels well @-@ suited for handheld play . Totilo praised " the intuitive , flowing , player @-@ friendly levels of the 3DS version " but panned " the badly @-@ explained , choppy , punitive levels of the Wii U version " . Schilling wrote that " I came perilously close to biting my GamePad at one particularly sharp difficulty spike . " Edge noted that " Sonic games , and platformers in general , have always been about memorizing the lay of the land , but rarely have mistakes been so costly or heavily punished . "

The alternate gameplay styles polarized many critics . Daniel Cairns of VideoGamer.com and Castle highlighted the level where Sonic becomes a giant snowball as " genuinely excellent " and " a cool riff on Monkey Ball " , whereas Turi and Ingenito described it as " atrocious " , " uncontrollabl [e] " and " the exact opposite of fun " . Turi " received multiple game overs during a mundane mandatory pinball sequence . " Walton felt that some of the Wisps were an " amusing aside , " while others suffered from " frustrating motion controls " . GameTrailers ' Justin Speer stated that the Wisps " don 't really feel like they belong " in the Wii U version . Totilo preferred how the Wisps were used in the 3DS version , but Towell stated that while they were " more integral " to the design , they tended to interrupt " the free @-@ form gameplay " with " clumsy mechanic [s] " . Towell described the 3DS version 's motion @-@ controlled Special Stages as " borderline unplayable " . Totilo and Castle criticized the Wii U version 's Jetpack Joyride @-@ style flying levels as " regrettable " and " horribly imprecise " . Turi and Totilo criticized the Wii U version 's balloon @-@ popping minigame as " mind @-@ numbing " and " awkward " . Turi called the Wii U version 's co @-@ op mode " useless " . Castle wrote that " Two @-@ player races would be a cool addition were it not for the horrible framerate issues . "

The Deadly Six were negatively received . Although Towell enjoyed their " fun , stereotypical personalities " , he was disappointed by their " awful " dialogue . Speer called the boss battles " weirdly anticlimactic " , and Ingenito stated they were " some of the most boring in the series ' history " . Turi referred to the Deadly Six as " generic " , " forgettable " , and " some of the most aggressively annoying villains ever . "

Critics disagreed over what to make of the game as a whole . In 2015 , the staff of USgamer referred to Lost World as " perhaps Sonic 's best outing in years . " Destructoid 's Jim Sterling said it " can wildly swing from brilliant to horrific at the drop of a hat , but when one steps back and takes a look at the whole production , one sees far more to love than hate . " Plante noted that " the early stages display a degree of design ingenuity and polish which gradually degrades " . Empire 's David McComb called it " A cheap , cruel , crushing disappointment in the wake of Sonic Colors and Generations . " Walton concluded that " in overtly coveting the great Italian plumber , it smothers the talents of its blazing blue hedgehog . "