

= Green Hill Zone =

Green Hill Zone is the first level of the 1991 Sega Genesis video game Sonic the Hedgehog . The level is grassy and lush , with environmental features such as palm trees , vertical loops , and cliffs , and is the home of numerous forest animals . Like the game 's other levels , Green Hill comprises three acts ; in the third , Sonic fights antagonist Doctor Eggman before moving to the second level , Marble Zone . It was constructed by level designer Hirokazu Yasuhara and its musical theme was created by Masato Nakamura .

Green Hill Zone is remembered as a classic within both the Sonic the Hedgehog series and video games in general . The level and its music have also received positive opinions from critics . It has gone on to make reappearances in other games , such as Sonic Adventure 2 , Sonic Battle , and Sonic Generations , and critics have also noted a Green Hill @-@ like aesthetic in levels of other games .

= = History and characteristics = =

Green Hill is the first level of Sonic the Hedgehog . Located on South Island , it is a lush , grassy stage with unique features like droopy palm trees and crumbling cliffs . In addition , as with later levels in the game , Green Hill has environmental features and obstacles like ramps , vertical loops , tunnels , spring @-@ boards , spikes , and checkpoints . It is normally populated by woodland creatures , but antagonist Doctor Eggman imprisons them inside robots known as Badniks prior to the events of the game , so the player must destroy them to free the animals . Green Hill consists of three acts , and the end of Act 3 features a boss battle with Eggman . After beating Eggman , Sonic moves on to the second level , the lava @-@ themed Marble Zone .

Sonic the Hedgehog was created by the newly formed Sonic Team , a 15 @-@ member Sega subsidiary formed to create a character that could compete with Nintendo 's Mario . The game 's level design was handled by Hirokazu Yasuhara , and the musical theme was composed by Masato Nakamura from the Japanese band Dreams Come True . In designing Green Hill , Yasuhara was inspired by the U.S. state of California , while the game 's color scheme in general was influenced by the work of pop artist Eizin Suzuki . While the original game was a 2D side @-@ scroller , Green Hill was remade in full 3D as a secret level in the 2001 game Sonic Adventure 2 ; the player unlocks it after collecting all 180 of the emblems found by completing the game 's many objectives . The 2011 game Sonic Generations , a title that revisits past entries in the Sonic series ' history , features both 2D (" Classic ") and 3D (" Modern ") versions of Green Hill , as well as of numerous other Sonic levels . A reinterpretation of the level is set to appear in the upcoming 2017 title , Sonic Mania .

In addition , Green Hill appears as a stage in the 2.5D fighting game Sonic Battle , in the tennis video game Sega Superstars Tennis , in the sports video game Mario & Sonic at the Sochi 2014 Olympic Winter Games , in the crossover adventure game Lego Dimensions , and in the crossover fighting games Super Smash Bros. Brawl , Super Smash Bros. for Nintendo 3DS , and Dengeki Bunko : Fighting Climax .

= = Cultural impact = =

= = = Critical reception = = =

Green Hill Zone has received consistently positive opinions from critics , particularly for its music . Craig Snyder at MakeUseOf named the level as one of the five best levels in video games , calling it " a great way to prepare for what ? s to come " . Game Informer 's Tim Turi found the level 's music " catchy " , and Wong ranked it as the thirteenth greatest piece of gaming music from the 16 @-@ bit era . In 2010 , Sega 's community manager , Aaron Webber , returned from a vacation to find his cubicle redecorated to resemble Green Hill ; IGN 's Levi Buchanan claimed that " everyone wants to

come back to " this , and Owen Good of Kotaku exclaimed " I want to work in Green Hill Zone , too ! " Writing for the Sabotage Times , Carl Anka ranked the original Sonic the Hedgehog as having the greatest music of any video game , largely as a result of Green Hill 's theme .

Critics have compared levels , particularly first levels , of later Sonic games to Green Hill . Turi considers Emerald Hill from Sonic the Hedgehog 2 , Mushroom Hill from Sonic & Knuckles , and Seaside Hill from Sonic Heroes to fit the same general mold as Green Hill , noting repetition in Sonic level design and stating that " gamers have played Green Hill Zone dozens of times . " However , he has opined that the Generations version of the original Green Hill " trounces them all " in both its 2D and 3D incarnations . Justin Baker of Nintendo World Report and Skrebels both analogized Windy Hill from Sonic Lost World to Green Hill , while Carter thought similarly of the Legend of Zelda downloadable content levels .

= = = Impact and legacy = = =

Green Hill Zone has also been recognized by critics as a classic , well @-@ known video game level . It has been described as " classic " by Samit Sarkar of Polygon and by Jim Sterling and Chris Carter of Destructoid . Comparably , Joe Skrebels of Official Nintendo Magazine called it " nostalgic " , while Christopher Grant from Joystiq considered it to have a place " in the center of your retro @-@ gaming shrine " . Kevin Wong of Complex stated that the game 's and level 's popularity were such that " even if you didn 't have a Genesis , this was the level you played at the department store while your parents went shopping . " Andy Kelly from Computer and Video Games called the Green Hill theme a " monumental slice of Sega nostalgia " , and GamesRadar writer Justin Towell also referred to it as classic . Anka has summarized that " Green Hill Zone in the original game has gone down as an instantly recognisable piece of music in pop culture " .

To mark Sonic 's fifteenth anniversary in 2006 , Sega released a papercraft version of Green Hill as a PDF on its website . In 2011 , not long after Generations ' release , Sega held a contest inviting gamers to upload playthroughs of Generations ' 3D version of Green Hill completed in under one minute and fifty seconds to YouTube ; winners were eligible for Sonic merchandise .