= Sonic : After the Sequel =

Sonic : After the Sequel is a 2013 platform video game created by Brazilian student Felipe Daneluz (LakeFeperd) . It is an unofficial game based on the Sonic the Hedgehog series and set between the official games Sonic the Hedgehog 2 and Sonic the Hedgehog 3 . Daneluz 's second Sonic game , it follows Sonic : Before the Sequel , which was set after the original Sonic the Hedgehog . Like its predecessor , After the Sequel stars Sonic the Hedgehog and his sidekick Tails in a quest to retrieve the Chaos Emeralds from Doctor Eggman .

After the Sequel was inspired by Sonic Heroes and other games both inside and outside the Sonic series , and it was developed with Sonic Worlds , an engine based in Multimedia Fusion 2 that reduces the amount of computer programming involved in game creation . It was released as a free download for Microsoft Windows personal computers . The game was very well received by video game journalists , who lauded its preservation of retro Sonic gameplay and its eclectic , 1990s @-@ style soundtrack . The trilogy of Before the Sequel , After the Sequel , and their successor Sonic Chrono Adventure performed unusually well for fangames , having been downloaded 120 @,@ 000 times by March 2014 .

= = Gameplay = =

After the Sequel is a 2D platformer in the style of the Sonic games for the Sega Genesis . As such , it lets the player control either the blue hedgehog Sonic or his orange fox friend Tails . Both characters can move left and right with the arrow keys and jump with the " Z " key ; Tails can also fly to reach areas Sonic cannot . The game takes place in seven levels , known as zones , each divided into three acts followed by a boss fight with Doctor Eggman . These zones are designed for fast @-@ paced gameplay , featuring typical Sonic obstacles such as bottomless pits and vertical loops . The zones are based on various themes , including haunted houses , cities , magma caverns , winter theme parks , and sugar processing plants .

The player collects rings in zones and boss fights as a form of health : upon being hit by an enemy or harmful obstacle , the player 's rings will scatter and can be recollected . Being hit while carrying no rings , being crushed by an obstacle , or falling into a bottomless pit causes the player to lose a life ; running out of lives results in a game over screen , after which the player must restart the zone from act one . Conversely , collecting 100 rings gets the player an extra life , and completing an act with 50 takes the player to a special stage , where they can collect rings for extra lives . The game also features power @-@ ups throughout its zones , which are activated with the " X " key : these include typical Sonic power @-@ ups such as shields and extra lives , as well as new ones . The " Beam " power @-@ up for Sonic and the " Mirror " power @-@ up for Tails are borrowed from and credited to Nintendo 's Kirby series .

= = Plot = =

At the end of Sonic the Hedgehog 2 , Sonic and Tails fly over the ocean in Tails ' biplane , the Tornado , after defeating Doctor Eggman . Beginning from this point , After the Sequel depicts Sonic and Tails noticing a forested island and deciding to make a landing and explore . After completing the first zone , Sonic finds a robot resembling Tails ? a trap sprung by Eggman . The robot ensnares Sonic in a forcefield while Eggman steals Sonic 's Chaos Emeralds . Sonic escapes and sets out with Tails to recover the Emeralds .

The two travel through more zones and fight Eggman at the end of each one . They follow Eggman to a forest , where he leads a massive logging operation . Together with Mighty the Armadillo , they destroy his machinery and stop the operation . They continue through the forest and find ghosts that frighten Tails . Destroying one of Eggman 's robots lets Sonic see its internal architecture , including a screen that shows Eggman 's plans to create an empire and drop a floating island into the sea .

In Parhelion Peak , the game 's snow zone , Sonic and Tails notice a feather float down from the sky . They board another of Eggman 's airships and complete another zone , whereupon they find

another feather . They trace the feathers to Eggman 's bird @-@ like robot , which is guarding the Emeralds . Sonic retrieves the Emeralds and uses them to become Super Sonic . He fights the robot as the game 's final boss . After its defeat , Sonic and Tails fly aboard the Tornado once more ? the segue into the events of Sonic the Hedgehog 3 .

= = Development = =

 After the Sequel was created by Felipe Daneluz (known on the Internet as " LakeFeperd ") , a student from São Paulo , Brazil . Unlike many longtime Sonic fans , Daneluz remained supportive of the series through its " dark age " in the mid to late 2000s and enjoyed games such as Sonic Riders . Because of his continued enthusiasm toward later Sonic games , Daneluz decided to create a retro @-@ styled Sonic game . Not being well versed in computer programming , Daneluz took to the open @-@ source , visual game engine Sonic Worlds , which is tailored to create Sonic zones within the program Multimedia Fusion 2 . Determined to make his game stand out despite his limited technical proficiency , Daneluz decided to set his first game in the time between Sonic the Hedgehog and Sonic 2 , calling it Sonic : Before the Sequel . He set the follow @-@ up , entitled Sonic : After the Sequel , between Sonic 2 and Sonic 3 , and a third installment , Sonic Chrono Adventure , between Sonic 3 and Sonic & Knuckles .
 After the Sequel 's zones were inspired largely by those of Sonic Heroes . One level called RedHot Ride Zone , however , was based mainly on a level of the same name in Donkey Kong Country 2 : Diddy 's Kong Quest . Ideas for other zones came from Sonic Riders and a Sonic @-@ style song called " Combat Night Zone " by electronic artist MaxieDaMan . Daneluz imagined Sonic being high on sugar in the Sugar Splash Zone . Daneluz began creating each level by sketching out ideas on paper , then transferring them to Adobe Photoshop before working on the enemies and level design . Unlike the publishers of many other games on which fangames have been based , particularly Nintendo , Sonic series publisher Sega has not sent a cease and desist order or other indication of disapproval to Daneluz . He has speculated that the company does not want to upset its fanbase .
 The music composition and recording were handled by underground musicians Falk Au Yeong , Funk Fiction , Andy Tunstall , James Landino , DJ Max @-@ E , Mr. Lange , and Li Xiao 'an . Daneluz had not made plans to incorporate original music until Falk approached him requesting collaboration on the game . Funk Fiction has claimed that the music spans more than twenty genres and was influenced by rock , jazz , disco , and trip hop and the soundtracks of game franchises like Sonic , Donkey Kong , and Kirby . Due to the levels in After the Sequel generally taking longer to complete than those in Before the Sequel , the music tracks are longer , estimated by Falk as ranging from one minute and 45 seconds to three minutes .

= = Reception = =

 After the Sequel has received positive coverage for its revitalization of retro Sonic gameplay . Tony Ponce of Destructoid summarized it as " quite the fun little gem that keeps the Genesis @-@ era Sonic spirit alive " . He contrasted the retro , fan @-@ made After the Sequel with Sega 's efforts to create high @-@ quality 3D titles , lamenting that , fifteen years after the release of Sonic Adventure , Sega was " only now starting to get the hang of the third dimension . " John Polson from IndieGames.com called the game " fantastic " and " stunning " , while Kotaku 's András Neltz stated that " it looks amazing " and advised readers not to let the game 's status as a fan work turn them away from it . Nintendo Life writer Damien McFerran also called the game " impressive " . The UK gaming staff for Red Bull 's website stated that , despite Sega 's continual releases of Sonic games , " few have quite recaptured the thrill of blazing through a 2D labyrinth at lightspeed in the way that fan made Sonic After The Sequel has . " A second Red Bull article , by author Ben Sillis , exclaimed that " you have to play " it .
 The game 's music has been particularly well received . Ponce called it " the best music ever " and " simply indescribable " , opining that it raised an already high @-@ quality product " to god tier " . Ponce wrote an article dedicated to the game 's music two days later , clarifying that it equals or

surpasses the quality of any other Sonic game 's soundtrack . The more reserved Polson claimed that the music " definitely rocks " and is clearer than that of Genesis games . Similarly , the Red Bull staff called the music " absolutely stunning " , likening it to gaming soundtracks of the early 1990s . For McFerran , the soundtrack was " just as noteworthy " as the rest of the game .

The game is available as a free download for Windows personal computers . As of March 2014 , the trilogy had been downloaded 120 @,@ 000 times ? an unusually high number for fangames ? as compared to the 640 @,@ 000 copies of the official game Sonic Lost World (also released in 2013) sold on the Wii U by the same time .