SONIC THE HEDGEHOG
CLASSIC HEROES

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Sonic 1 & 2 by ColinC10

Supported Hardware

Sonic Classic Heroes has been tested in several models of the Sega Mega Drive and the Sega Genesis, with and without the Sega CD/Mega CD and 32X accessories.

It has been tested with several different flash cartridges. Ideally, you want at least 1kB of SRAM on your flash cartridge/re-programmable ROM so that you can use save games.

It has also been tested in numerous emulators. Some emulators (such as the one used by the [SEGA Mega Drive and Genesis Classics](#)) do not allow SRAM because the base game ([Sonic the Hedgehog 2](#)) did not have SRAM.

You can watch some hardware tests of a pre-release version [on this stream](#). If you like RedHotSonic's content, please make sure to like and subscribe to him.

Supported accessories

Sonic Classic Heroes has been tested in real hardware, and works with the following accessories:

	Electronic Arts' 4 Way Play Note: Sonic Classic Heroes must be restarted after plugging in the accessory.
	Sega Team Player, all models. Sonic Classic Heroes favors the native 3-line handshake method over the 4 Way Play compatibility mode.
	Six button controllers Sonic Classic Heroes works best with controllers that have a **MODE** button, but those without one are also usable.
	Stock Control Pads Sonic Classic Heroes works best with a Six Button controller, but a stock Three Button controller is also usable.

General Control

Using a Six Button Controller

The best/recommended way to play Sonic Classic Heroes is using a six button controller with a **MODE** button. Other input methods will be explained later. Some characters may override these actions with their own.

Button pressed	When	Effect
START	During game	Pause the game
MODE	During game, while on air	Turn super or hyper if the conditions are met
Hold two of Ⓐ, Ⓑ, or Ⓒ, press the third	During game, while on air	Same as **MODE**
⬆️⬇️	During game, on the floor	Look up or down
ABC	During game, on the floor	Jump
ABC	During game, while on air	Trigger jump action
X	During game	Rotates the players like this: p3 → p2 → p1 → p3
Y	During game	Swaps player 2 with player 3
Z	During game	Rotates the players like this: p3 ← p2 ← p1 ← p3
START	During pause	Resume the game
A	During pause	Return to title screen
B	During pause	Restart the level from the beginning
C	During pause	For player 1: kills all other players. For players 2 and 3: kill self
XYZ	During a Sonic the Hedgehog 2 Special Stage	Brings the leader character back to the front of the line

Using a Three Button Controller

Some characters may override these actions with their own.

Button pressed	When	Effect
START	During game	Pause the game
⬆⬇	During game, on the floor	Look up or down
A	During game	Rotates the players like this: p3 → p2 → p1 → p3
B C	During game, on the floor	Jump
B C	During game, while on air	Trigger jump action *or* turn super or hyper
START	During pause	Resume the game
A	During pause	Return to title screen
B	During pause	Restart the level from the beginning
C	During pause	For player 1: kills all other players For players 2 and 3: kill self
A	During a Sonic the Hedgehog 2 Special Stage	Brings the leader character back to the front of the line

Super/Hyper transformation

In order to turn Super, you need to collect at least one full set of emeralds: either the Chaos Emeralds (Sonic the Hedgehog 1 special stages), or the Sol Emeralds (Sonic the Hedgehog 2 special stages). When you have one of the sets, you need to collect 50 rings and trigger the transformation as described in the above tables.

If you have both sets of emeralds, you can turn hyper instead.

Super/hyper characters have enhanced speed, invincibility, and other character-specific abilities.

Note that if you are using a 3-button controller, it is not possible to trigger a jump action without turning super or hyper first.

Spindash

When pressing ⬆ or ⬇, and pressing any jump button, you start charging for a spindash. The spindash will be unleashed when you release ⬆ or ⬇. The more jump buttons you press, and the faster you press them, the faster the spindash will charge, and the faster you will be when it is unleashed. Holding a spindash without charging quickly drains charge, so beware!

A spindash cannot be charged while the screen is panned up or down.

Character Specific Controls

Sonic the Hedgehog

Sonic is the fastest of all characters. He has several unique abilities:

- Super-speed: Sonic has a higher top speed, acceleration, and deceleration than all other characters in the game.

- Super Peel-Out: when pressing ⬆ and charging, Sonic will charge a Super Peel Out instead. Mechanically, it works like a spindash, but Sonic is running instead of rolling.

- Shared speed: when Sonic is the leader, all other characters share in his super-speed.

- Drop Dash: pressing and holding Ⓑ during a jump will begin charging a drop dash *instead of* triggering a normal jump action. A drop dash is similar to a spindash, and will be unleashed when landing. Releasing Ⓑ before it is unleashed will cancel the drop dash.

Sonic also has an array of jump abilities that depend on the power-ups in effect being used:

When Hyper	Hyper Dash: dashes in the direction being held, and destroy all nearby badniks
When Super	Super Dash: dashes in the direction being held
When invincible	Regains control when jumping from a rolling state
With a Fire Shield	Flame dash: a forward dash that can destroy breakable walls
With a Lightning Shield	A double jump
With a Bubble Shield	A downward dash, followed by a high speed bounce
With a Golden Shield	A homing attack towards the nearest enemy/monitor, or a forward dash
Without any shields or invincibility	Insta-shield: Sonic becomes invincible for a short duration, and has an extended attack range

Miles "Tails" Prower

Tails can fly by activating his jump action. Mashing jump buttons while on air will make Tails climb. Tails has a limited endurance, but he can carry the other players on the team.

While flying, you can press ⬇ to accelerate downwards faster.

If Tails is flying when you swap to another character, pressing ⬆ will act as a jump button and make Tails ascend.

When Hyper, Tails will be surrounded by four Super Flickies, which will attack nearby enemies.

Knuckles the Echidna

Knuckles can glide by activating his jump action; he will glide while the jump button is being held.

When Knuckles glides into a floor, he will start sliding, and will keep sliding until either (a) coming to a stop, (b) falling off an edge, or (c) all jump buttons are released.

When Knuckles glides into a wall, he will latch onto the wall and can climb it up or down by pressing either ⬆ or ⬇. While climbing, Knuckles can drop from the wall by pressing ⬇ + jump.

When Super, Knuckles will glide faster and climb faster. When Hyper, he will additionally cause a quake if gliding fast enough into a wall, which will destroy all nearby badniks.

Espio the Chameleon

Espio can attach to walls and ceilings by holding a direction and triggering a jump action. Once he latches to the wall or ceiling, you can let go of the jump button, and use it instead to jump away from the wall.

When Hyper, Espio will cause a quake when latching to a wall with sufficient speed. This will destroy all nearby badniks.

Charmy Bee

Charmy has a completely different control scheme than all other characters. Instead of jumping, he will dash into the direction being held whenever you press a jump button – whether or not he is on the air. If you hold a jump button when the dash ends, Charmy will start flying instead. He can fly in whatever direction is held.

When Hyper, Charmy's dash will cause a screen flash which destroys all nearby badniks.

There are some special effects from playing Charmy solo.

Vector the Crocodile

Vector has a directional dash as his jump action: he will dash into whatever direction is being held. If he hits a wall during a dash, he will latch onto the wall and can climb it up or down by pressing either ⬆ or ⬇. While climbing, Vector can drop from the wall by pressing ⬇ + jump.

When Super, Vector climb faster. When Hyper, he will additionally cause a quake if he hits a wall fast enough during a dash, which will destroy all nearby badniks.