

# SONIC COMPILATION

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Tester's Name: Rob Prideaux

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**Hints-Green Hill Zone Act 1**

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|----|---|-------------------------|--|
| 1. | A | Closed /jk<br>03.02.199 | Once, in Sonic 1, in Green Hill Zone Act 1, when Act 1 appeared, approximately four seconds elapsed, the user pressed the RESET button, and the black transition screen appeared, the game froze. At this point, the system had to be reset. |
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**Gameplay-Green Hill Zone Act 1**

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|----|---|-------------------------|--|
| 2. | A | Closed /jk<br>03.02.199 | Once, in Sonic 1, in Green Hill Zone Act 1, when Act 1 appeared, approximately four seconds elapsed, the user pressed the RESET button, and the black transition screen appeared, the game froze. A corrupted sound effect played continuously. At this point, the system had to be reset. |
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## SONIC COMPILATION

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### Gameplay-Star light Zone Act 3

3. C Closed /jk  
03.02.199
- In Sonic 1, Star light Zone Act 3, at the bottom of the level, to the right of the first Breakaway Bridge, to the right of the Intermittent Fan, if Sonic rides the Elevator Platform up, the Platform reaches the top, Sonic jumps to the left, lands on the Elevator Platform, and the Platform reaches the top, the Platform disappears for approximately one second. Elevator Platforms must remain visible.
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### SEGA Standards-

4. A Closed /jk  
03.02.199
- During gameplay, with Sonic 1 or 2 selected, if the user presses the START button, and the game pauses, no "PAUSE" text appears. According to SEGA Standards, "PAUSE" text must appear if the user presses the START button during gameplay.

## SONIC COMPILATION

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### SEGA Standards-

5. A Closed /jk  
03.02.199
- During gameplay, with any game selected, if the user presses the RESET button, the game resets to the SEGA Logo Screen of the selected game. According to SEGA Standards, if the user presses the RESET button, the game must reset to the initialization sequence.

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### SEGA Standards-

6. A Closed /jk  
03.02.199
- During gameplay, with any game selected, if the Game Over Screen appears, the game resets to the SEGA Logo Screen of the selected game. According to SEGA Standards, if the Game Over Screen appears, the game must reset to the Sonic Compilation SEGA Logo Screen.

## SONIC COMPILATION

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### Gameplay-Wing Fortress Zone Act 1

7. C Closed /jk  
03.02.199
- Once, in Wing Fortress Zone Act 1, at the higher levels, Sonic was able to walk through the edges of walls. Sonic must be unable to walk through solid objects.
- 

### Gameplay-Wing Fortress Zone Act 1

8. C Closed /jk  
03.02.199
- Once, in Wing Fortress Zone Act 1, at the higher levels, Sonic appeared to walk on an invisible platform. Sonic must walk on solid surfaces.
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### Gameplay-Wing Fortress Zone Act 1

9. C Closed /jk  
03.02.199
- Once, in the Wing Fortress Zone Act 1, when Sonic dislodged the extra life icon on the top left of the fortress, did not collect the icon, and fell back onto the up-moving platforms, Sonic walked on an invisible platform. All platforms must be visible.

## SONIC COMPILATION

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### Text-General

10. A Closed /jk  
03.02.199 On the Sonic 1 Credits Screen, the following text appears:

"SOUND **PRODUCE** :

MASATO NAKAMURA"

Change to:

"SOUND **PRODUCER** :

MASATO NAKAMURA"

Add the letter "R" to the end of the word "PRODUCE".

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### SEGA Standards-

11. A Closed /jk  
03.02.199 On Dr. Robotnik's Mean Bean Machine Copyright Screen, the following text appears:

"(c) 1993 **COMPILE**"

According to the SOA Legal Department, this text must be removed.

## SONIC COMPILATION

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### SEGA Standards-

12. B Closed /jk  
03.02.199
- With Dr. Robotnik's Mean Bean Machine selected, on the Password Screen, the cursor does not wrap around. According to SEGA Standards, the cursor must wrap around.
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### Text-General

13. A Closed /jk  
03.02.199
- In Dr. Robotnik's Mean Bean Machine, Scenario Mode, Stage 1, in the animated sequence, the following text appears:

"Beans, beans let me give  
a hand - or two.  
**I've** to prepare Dr. Robotnik  
a beautiful bean feast.  
Come to Arms my beauties."

Change to:

"Beans, beans let me give  
a hand - or two.  
**I'm** to prepare Dr. Robotnik  
a beautiful bean feast.  
Come to Arms my beauties."

Replace the word "I've" with the word  
"I'm".

## SONIC COMPILATION

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### Text-General

14. C Closed /jk  
03.02.199
- With Dr. Robotnik's Mean Bean Machine selected, on the Option's Screen, the following text appears:

**"SAMPLING"**

Change to:

**"SPEECH"**

Replace the word "SAMPLING" with the word "SPEECH".

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### Gameplay-Dr. Robotnik's Password Screen

15. B Closed /jk  
03.02.199
- In Scenario Mode, on the Password Screen, if the user inputs an incorrect password, moves the cursor to "END", and presses the A, C, or START button, a buzzing sound effect plays. The Select A Mode Screen must appear if the cursor is moved to "END" and the user presses the A, C or START button on the Password Screen.

## SONIC COMPILATION

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### Text-General

16. A Closed /jk  
03.02.199 On the Title Screen, with Dr.  
Robotnik's Mean Bean Machine selected,  
the following text appears:

**"Dr. Robotnik's"**

Change to:

**"Dr. Robotnik's**

**Meanbean Machine"**

Add the words "Meanbean Machine" below  
Dr. Robotnik's.

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### File Identification Table-

17. A Closed /jk  
03.02.199 On the File I.D. Table, the following  
Region text appears:

**"JSUE"**

Change to:

**"JUE"**

Remove the "S" (South East Asia) from  
the Region coding on the File I.D.  
Table.

## SONIC COMPILATION

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### Peripherals Standards-

18. B      Closed /jk  
            03.02.199
- With a Sonic and Knuckles Lock-On adapted connected to any system, if the user connects the game to the adapter, and powers up the system, the Sonic and Knuckles Screen appears for Sonic 1, the user is unable to exit Sonic 1 and access Sonic the Hedgehog 2. Sonic 2 must be playable if the Sonic and Knuckles Lock-On adapter is connected.
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### SEGA Standards-

19. B      Closed /jk  
            03.02.199
- With Sonic 1 or 2 selected, if the Game Over Screen appears, and the user presses the START button, the game remains unaffected. According to SEGA Standards, the game must return to the SEGA Logo Screen if the Start button is pressed.

## SONIC COMPILATION

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### SEGA Standards-

20. B Closed /jk  
03.02.199
- With one D-pad plugged into either port, the user can start a Two-Player game. According to SEGA Standards, the user must be unable to start a Two-Player game if only one D-pad is connected to either port.
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### Text-General

21. B Closed /jk  
03.02.199
- When Sonic completes an act, the following text appears:
- "SONIC GOT THROUGH ACT X"
- CHANGE TO:
- "SONIC COMPLETED ACT X"
- Change "GOT THROUGH " to "COMPLETED".

Note: "**X**" represents a generic reference for any of the 2-3 acts that appear for each level.

## SONIC COMPILATION

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### Text-General

22. B Closed /jk On Dr. Robotnik's Mean Bean Machine's  
03.02.199 Option's Screen, the text appears:

**"ALL KINDS ITEMS"**

Change to:

**"ALL ITEMS"**

Delete the words "KINDS".

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### Peripherals Standards-

23. B Closed /jk The game uses an old 3 button driver.  
03.02.199 According to Peripheral standards, all  
new release games must incorporate the  
SEGA Universal Driver.
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### Peripherals Standards-

24. B Closed /jk The game uses an old 6 button driver.  
03.02.199 According to Peripheral standards, all  
new release games must incorporate the  
SEGA Universal Driver.

## SONIC COMPILATION

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### SEGA Standards-

25. A Closed /jk  
03.02.199 On the Title Screen, no Trademark appears. According to SEGA Standards, the title must conform to Trademark Contracts.

Note: No Trademark appears outside of any game selection. if the user selects any game, the proper trademarks appears on the Title screens.

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### SEGA Standards-

26. B Closed /jk  
03.02.199 In the Title Sequence, if the sequence ends, and the user presses no buttons, no Demo Mode appears. According to SEGA Standards, if the Title Sequence ends and the user presses no buttons, the Demo Mode must begin.

Note: No Demo Mode appears outside of any game selection. if the user selects any game, the proper Demo plays at its appropriate place during the title Sequence.

## SONIC COMPILATION

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### SEGA Standards-

27. B Closed /jk  
03.02.199
- With Sonic 1 selected, no Option's Screen appears. According to SEGA Standards, an option's Screen must be present.
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### Advisory-

28. A Closed /jk  
03.02.199
- In Dr. Robotnik's Mean Bean Machine, Scenario Mode, Stage 6, if Skweel appears, and Skweel's second word bubble appears, the following text appears:
- "I'm hungry and it ain't meals on wheels I'm after - it's you."
- 

### SEGA Standards-

29. B Closed /jk  
03.02.199
- With Sonic 1 or 2 selected, on the Option's Screen, no Button Reconfigure Screen appears. According to SEGA Standards, a Button Reconfigure Option must be present.
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### SEGA Standards-

30. B Closed /jk  
03.02.199
- On any Option's Screen, no "Exit" is readily apparent. According to SEGA Standards, a readily apparent exit must be present.

## SONIC COMPILATION

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### SEGA Standards-

31. B Closed /jk  
03.02.199 On Dr.Robotnik's Mean Bean Machine Password Screen, no "Exit" is readily apparent. According to SEGA Standards, a readily apparent exit must appear on any Password Screen.
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### SEGA Standards-

32. B Closed /jk  
03.02.199 With Dr. Robotnik's Mean Bean Machine selected, during gameplay, if a Name Entry Box appears, the cursor does not wrap around. According to SEGA Standards, the cursor must wrap around.
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### SEGA Standards-

33. B Closed /jk  
03.02.199 With Dr. Robotnik's Mean Bean Machine selected, if the Game Over Screen appears, the screen returns to the High Score Screen. According to SEGA Standards, the Game Over Screen must return to the SEGA Logo.

## SONIC COMPILATION

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### SEGA Standards-

34. B Closed /jk  
03.02.199
- With Dr. Robotnik's Mean Bean Machine selected, if the Ending Sequence plays, the user is able to bypass the sequence. According to SEGA Standards, the user must be unable to bypass the Ending Sequence.

Note: The screen resets to the High Score Screen.

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### SEGA Standards-

35. B Closed /jk  
03.02.199
- With Dr. Robotnik's Mean Bean Machine selected, if the Ending Sequence plays, and the user presses the START button, the game returns to the High Scores Screen. According to SEGA Standards, the game must return to the SEGA Logo after the Ending Sequence is completed.

## SONIC COMPILATION

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### SEGA Standards-

36. B Closed /jk  
03.02.199
- With Dr. Robotnik's Mean Bean Machine selected, if the Ending Sequence plays, and ends after being completed, the game returns to the High Scores Screen. According to SEGA Standards, the game must return to the SEGA Logo after the Ending Sequence is completed.

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### SEGA Standards-

37. A Closed /jk  
03.02.199
- With Dr. Robotnik's Mean Bean Machine selected, if the Ending Sequence plays, and ends, the following text appears:

"1993 SEGA"

"1993 COMPILE"

According to SEGA Standards, the Ending Sequence must be free of words or phrases that imply "COPYRIGHT", "PATENT", or "INVENTION".

## SONIC COMPILATION

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### Gameplay-Spring Yard Zone Boss

38. C Closed /jk  
03.02.199
- With Sonic 1 selected, at Spring Yard Boss, with Sonic positioned at the rightmost corner, if Sonic jumps, the background overlaps the two rightmost blocks. Graphics must remain consistent.
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### Gameplay-Sonic 1

39. B Closed /jk  
03.02.199
- Occasionally, when Sonic stands between two stationary moving platforms, Sonic performs his Balancing Animation. Sonic must only perform his Balancing Animation if Sonic stands on the edge of a platform.
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### Gameplay-Sonic 1

40. B Closed /jk  
03.02.199
- With Sonic 1 selected, at any upward Spikes, if Sonic collects any rings, lands on the Spikes, Sonic takes damage, performs his Damage Animation, and lands on the Spikes, Sonic dies. Sonic must have a period of momentary invincibility if Sonic takes damage.

## SONIC COMPILATION

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### Gameplay-Sonic 1

41. B Closed /jk  
03.02.199 Occasionally, with sonic 1 selected, when Sonic jumps on any Spiky Worm, and defeats the Spiky Worm, Sonic takes damage. Sonic must be unable to take damage from defeated enemies.
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### Demo-

42. B Closed /jk  
03.02.199 During the Demo Sequence, if the user presses the START button, the Title screen appears. According to SEGA Standards, the game must return to the SEGA Logo Screen if the user presses the START button during the Demo.
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### SEGA Standards-

43. B Closed /jk  
03.02.199 On the Title Screen, no "PRESS START BUTTON" text appears. According to SEGA Standards, the text, "PRESS START BUTTON" must be displayed on the Title Screen.
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### SEGA Standards-

44. B Closed /jk  
03.02.199 On the Options Screen, no Exit Option appears. According to SEGA Standards, an Exit Option must appear on the Options Screen.

## SONIC COMPILATION

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### Text-General

45. A Closed /jk  
03.02.199
- On the Options Screen, the following text appears:
- "ALL **KINDS** ITEMS"
- Change to:
- "All ITEMS"
- Delete the word "KINDS" in the text "All KINDS ITEMS".
- 

### Gameplay-Sonic 2

46. A Closed /jk  
03.02.199
- Once, with sonic 2 selected, in Two-Player Mode, when Sonic performed his Balancing Animation, and Tails opened a Teleport Switch, the game froze. The music continued to play. At this point, the system had to be reset.
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### SEGA Standards-

47. A Open /cmh  
30.01.199
- In Sonic 2, during the Demo, if the user presses the START button, the game returns to the Title Screen. According to SEGA Standards, the game must return to the SEGA Logo screen if the user presses the START button during the Demo.

## SONIC COMPILATION

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### SEGA Standards-

48. B Closed /jk  
03.02.199 In Sonic 2, in Two-Player Mode, no score is displayed on the screen. The score must be displayed on the screen.
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### Gameplay-Sonic 2

49. C Closed /jk  
03.02.199 With sonic 2 selected, at any curved-pathway, if Sonic performs his Waiting Animation, Sonic stands in midair. Sonic must perform his Waiting Animation on solid surfaces.
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### Gameplay-General

50. B Spur. /cmh  
30.01.199 With Sonic 1 selected, in any level, if Sonic collects any rings, enters any Special Stage, and exits the Special Stage, the previoulsy collected rings reappear. Collected rings must only reappear if Sonic dies.

## SONIC COMPILATION

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### Gameplay-Green Hill Zone Act 1

51. C Closed /jk  
03.02.199
- With Sonic 1 selected, in Green Hill Zone act 1, if Sonic stands on any curve and Sonic performs his waiting animation, Sonic lying in mid-air. Sonic must only rest on solid surfaces.

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### Gameplay-Green Hill Zone Act 1

52. C Closed /jk  
03.02.199
- With Sonic 1 selected, in Green Hill Zone Act 1, if Sonic stands on any hill, his feet do not touch the hill. Sonic must only stand on solid surfaces.

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### Gameplay-1P VS. 2P Mode

53. B Closed /jk  
03.02.199
- In Sonic 2, in Two-Player Vs Mode, in any Zone, if either character's life count is at X1, the other character completes Act 1, and the first character dies, both characters progress to Act 2 and the first character's life count appears at X0. The Game Over Screen must appear if either character loses all their lives.

## SONIC COMPILATION

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### Gameplay-Aquatic Ruin Zone Act 2

54. C Closed /jk  
03.02.199 In Sonic 2, in Aquatic Ruin Zone Act 2,  
at any underwater area with foreground  
bushes, if Sonic jumps, the bushes move  
vertically. Bushes must remain  
stationary
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### File Identification Table-

55. A Closed /jk  
03.02.199 In the File I.D Table, in the I.D  
FIELD, the text reads:  
"SEGA **MEGA DRIVE**"  
Change to:  
"SEGA **GENESIS**"
- 

### File Identification Table-

56. A Closed /jmd  
04.02.199 In the File I.D Table, in the VERSION  
NO. FIELD, the following text appears:  
"01"  
Change to:  
"00"

## SONIC COMPILATION

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### Text-General

57. A Closed /jk On the Game Select Screen, the  
04.02.199 following text appears:

**"SELECT CURSOR - LEFT OR RIGHT  
BUTTON"**

Change to:

**"SELECT GAME - PRESS LEFT OR  
RIGHT ON THE D-PAD"**

Replace the first set of text with the  
second set of text.

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### Text-General

58. A Closed /jk On the Game Select Screen, the  
04.02.199 following text appears:

**"SELECT GAME - START BUTTON"**

Change to:

**"START GAME - PRESS THE START  
BUTTON"**

Replace the first set of text with the  
second set of text.

## SONIC COMPILATION

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### Text-General

59. A Closed /jk  
04.02.199 In Dr. Robotnik's Mean Bean Machine,  
during the Intro Animation Sequence,  
the following text appears:

"My latest invention, the mean  
bean-steaming **machine**"

Change to:

"My latest invention the mean  
bean-steaming **machine,**"

Insert a comma after the word  
"machine".

## SONIC COMPILATION

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### Text-General

60. A Closed /jk  
04.02.199 In Dr. Robotnik's Mean Bean Machine,  
during the Intro Animation Sequence,  
the following text appears:

"will not only dispose of those  
fun-loving jolly beans of  
**Beanville**"

Change to:

"will not only dispose of those  
fun-loving jolly beans of  
**Beanville,**"

Insert a comma after the word  
"Beanville".

## SONIC COMPILATION

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### Text-General

61. A Closed /jk  
04.02.199 In Dr. Robotnik's Mean Bean Machine,  
during the Intro Animation Sequence,  
the following text appears:

**"Robots.**

**Bring** me those beans."

Change to:

**"Robots, bring** me those beans."

Delete the period after the word  
"Robots". Insert a comma after the  
word "Robots" and replace the capital  
letter "B" with a lower case "b" in the  
word "Bring".

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### Text-General

62. A Closed /jk  
04.02.199 In Dr. Robotnik's Mean Bean Machine,  
during the Instructional Demo, the  
following text appears:

"Free **many** groups of beans to  
increase your score."

Change to:

"Free **multiple** groups of beans  
to increase your score."

Replace the word "many" with the word  
"multiple".

## SONIC COMPILATION

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### Text-General

63. A Closed /jk  
04.02.199 In Dr. Robotnik's Mean Bean Machine,  
during the Instructional Demo, the  
following text appears:

"If space runs **out then they**  
cannot be saved."

Change to:

"If space runs **out, they** cannot  
be saved."

Insert a comma after the word "out" and  
delete the word "then" before the word  
"they".

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### Hints-

64. A Open /  
30.01.199