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Sonic the hedgehog 4 episode ii

Learn more Edit With advanced gameplay elements, including the classic Sonic Spin Dash and the versatile Homing Attack, Sonic 4 picks right where Sonic and Knuckles Plot Summary | More Emerald Synopsis | running | capsules | robot | fox | See all (9) » Actions | Adventure | Family | Fantasy | Mystery | Sci-Fi Parents Guide: Add content advisory for parents » Edit On April 21, 2012, an early beta version was accidentally released for those who pre-ordered the game on steam digital retailer steam before Sega removed it. See also » Sonic You Can Do Anything (or Toot Toot Sonic Warrior) Written by Masafumi Ogata See more » User Reviews This app is only available on the App Store for iPhone and iPad. Saga Sonic 4 continues in Episode II with the return of a beloved and fan favorite villain! Metal Sonic has teamed up with Dr Eggman, and the suspicious duo are together on Little Planet, ready to build a new Death Egg, this time built around Little Planet. It's up to Sonic and his trusty sidekick to foil Dr Eggman's plan and take down MK.II's Death Egg. With a classic 'Sonic feel', enhanced gameplay, five special areas, and a soundtrack composed by Jun Senoue, this quick-track follow-up originally released in May 2012 doesn't disappoint. This version of Sonic The Hedgehog 4: Episode II also includes Episode Metal unlocked from the get-go. This bonus set of stages sees you play as Metal Sonic on extremely difficult versions of Zones from Sonic The Hedgehog 4: Episode I. Complete them to discover the complete story behind Sonic The Hedgehog 4! Like the rest of the SEGA Forever collection, Sonic The Hedgehog 4: Episode II boasts additional features such as leaderboards, cloud savings, and controller support. Each game in the collection is available for free download from the App Store for iPhone and iPad.Players who want to experience the game without ads can remove them for one in-app purchase costing $1.99/€2.29/£1.99.FEATURES- Five regions and the seven best bosses are Sonic and Tails- Play as Metal Sonic in Metal Episode, Now unlock from scratch!- Complete all the special stages to unlock the ultrasound! - Work with the tail to make rolling combos, copter, and submarines! - Can you collect all the red star rings? SEGA FOREVER FEATURES- PLAY FOR FREE with ad support or free advertising through In-app Purchases - SAVE YOUR GAME - save your progress at any point in the game.- LEADERBOARDS - competes with the world for High Score- SUPPORT CONTROL: MFiSONIC Compatible Controller 4: EPISODE II TRIVIA- Sonic The Hedgehog 4 story takes place after the events of Sonic The Hedgehog 3 & Knuckles- Special stage halfpipe back from Sonic The Hedgehog they are not quite as difficult as before!- You can discover all the other references to the zone and features from the 16-bit Sonic series? SONIC 4: EPISODE II HISTORY- Sonic The Hedgehog 4: Episode II was first released in May 2012- Developed by Sonic Team and Dimps- Lead Lead Koji Okugawa- - Privacy Policy: apps are ad-supported and don't need in-app purchases to proceed; ad-free play option is available when in-app purchases. This game may include Interest-Based Advertising and may collect Accurate Location Data (see for more information) © SEGA. All rights are preserved. SEGA, the SEGA logo, Sonic The Hedgehog 4: Episode II, SEGA Forever, and the SEGA Forever logo are trademarks or registered trademarks of SEGA Holdings Co., Ltd. or its affiliates. 28 Jan 2019 Version 3.0.2 Fix the bug and tweak me play finish that's fun and easyyy!!!!!!! รรรารสำหรผรผรรถรโหลดฟรี ง่าาดีด่าาที่รรใหรพรีหลา ะรรรีรีราตรงต่ร่รีร่ร่ร่รแลรวร่รร่รร has shown that the application's security practices may include data processing as described below. For more information, see the developer's privacy policy. The following data may be used to track you across apps and websites owned by other companies: Data that uses the following Purchase Location Identifies That may be collected and associated with your identity: Diagnostics usage data purchasing location Other data May collect the following data but are not associated with your identity: Privacy practices may vary based on, for example, the features you use or your age. Learn More Developer Website App Support Privacy Policy Sonic the Hedgehog 4: Episode IIDeveloper(s)DimpsSonic TeamPublisher(s)SegaDirector(s)Makoto SuzukiProducer(s)Takashi IizukaHiroyuki KawanoDesigner(s)Kenji AyukawaProgrammer(s)Kōji OkugawaArtist(s)Hideaki MoriyaYuji UekawaSatoshi TakemuraComposer(s)Jun SenoueSeriesSonic the HedgehogPlatform(s)Microsoft Windows, PlayStation 3, Xbox 360, Android, iOS, Ouya, Shield Portable, Shield Android TVRelease May 15, 2012[8] Microsoft WindowsWW: May 15, 2012[1]PlayStation 3[2]NA: May 15, 2012WW: May 16, 2012Xbox 360WW: May 16, 2012[3]AndroidWW: May 16, 2012[4]iOSWW: May 17, 2012[5]OuyaWW: July 3, 2013[6]Nvidia ShieldWW: July 31, 2013[7] Genre(s)PlatformerMode(s)Single-player, multiplayer Sonic the Hedgehog 4: Episode II[a] is a 2012 episodic platform video game in the Sonic the Hedgehog series, and the sequel to Sonic the Hedgehog 4 : Episode I. The game was developed by Dimps, with support from Sonic Team,[9] and was released by Sega. The game was intended to simulate the original Sonic the Hedgehog game on Sega Genesis. Episode II was released in May 2012 for Microsoft Windows (via Steam),[1] PlayStation Network,[2] Xbox Live Arcade,[3] Android,[4] and iOS,[5] and in July 2013 for Ouya,[10] and Nvidia Shield (as a prein installed app). [7] A version for Windows Phone was scheduled to be released in July 2012,[8][11] but was cancelled A Wii version was scheduled for release through the WiiWare, although it was cancelled due to hardware limitations. [12] Additional episodes, Episode Metal, Metal, around Metal Sonic, available to buyers who both episodes for the same system. The game received mixed reviews from critics, although it is generally considered an improvement over Episode I, with praise for the game's physics, co-op mechanisms and improved image, but criticism for boss matches and level design. A third game in the series, Sonic the Hedgehog 4: Episode III, was scheduled but eventually canceled. [13] In-game gameplay screenshots, showing both Sonic and Tails Sonic the Hedgehog 4: Episode II is a 2D side scrolling platformer reminiscent of the original Sonic games for Sega Mega Drive/Genesis. It plays very similar to the previous episode, but with some improvements. Sonic is now accompanied by Tails, either controlled by a computer or a second player through local or online cooperative play. Unlike previous 16-bit games, Tails cannot be played in single-player mode, and similarly Sonic cannot play alone. [14] There are also various combinations that Sonic and Tails can perform together, such as Tails lifting Sonic up to places he won't be able to reach otherwise, or both rolling into a ball to perform a fast and powerful spin attack. [15] Special stages in Episode II are accessed in the same way as in Episode I (completing an action with at least 50 laps and then jumping into the Giant Ring that appears at the end of the stage), and based on the half-tube style format introduced in Sonic the Hedgehog 2, in which players are asked to collect a certain number of rounds ahead of the target to get Chaos Emerald. [16] The game also has Red Star Rings, previously appearing in Sonic Colors and Sonic Generations, with a hidden Red Ring for each action. [17] Cross-compatibility was planned for xbox live arcade and Windows Phone versions, allowing players to replace their games with cloud storage media, but the idea was dropped because the Windows Phone version had been cancelled. [18] Owners of both Episodes I and II on the same system can unlock Episode Metal content for free in Episode II. [8] Episode Metal explains how Metal Sonic returned to life after being defeated in the Sonic CD, and the player can play as Metal Sonic through four performances, all of which are re-adapted from each Zone's first action in Episode I. Plot Metal Sonic survives his previous failure on the Sonic CD, but has been severely damaged, and left on Little Planet when it disappears at the end of the game. After episode I events, Little Planet returns, and Dr. Eggman locates and repairs Metal Sonic. [19] Sonic hears that Eggman is back and reunited with Tails to stop him. Meanwhile, Metal Sonic, after receiving a mysterious energy source, searches for heroes and sees them fly away in Tornado, following them using tails' rockets. [20] Eggman plan to build a new Death Egg mk.II on Little Planet. When the dwarf planet returns to space, Sonic and Tails follow the villains to Dead Eggs. they confront and defeat Metal Sonic. Then they defeated Eggman in the center of the base. Sonic and Tails then escape through clusters of spaces just before the Dead Eggs begin to explode. As the credits roll, the duo return to Earth while Dead Eggs shut down. Developed in February 2011, Sonic the Hedgehog 4: Episode II was confirmed to be in its early stages of development. Sega brand director Ken Balough stated: the idea is to introduce new areas to things you haven't seen yet. He also suggested that Episode II may have a larger budget than Episode I, as Xi's commercial success balough also stated that many of the ideas in Episode II were planned while the first episode was still under development. [21] Sega of America community director Aaron Webber also suggested that Tails may appear in Episode II. [22] On August 23, 2011, the head of Sonic Team Takashi Iizuka said that this year, 2011, is the anniversary, so we are focusing on the celebration title, but going forward to 2012, Sonic will continue, so I hope to deliver Episode 2 later. He also said that Sonic Team knew about the anniversary year,and that generations were planned in advance. As such, it is always our plan to release Episode 2 after generations. [23] In preparation for the release of Episode II, Sega re-released Sonic the Hedgehog CD for digital platforms in late 2011, billing it as a 'prequel' for Sonic 4, as episode II events will depend heavily on what happens in the CD. On December 29, a teaser trailer for Episode II was released, and it was revealed that both Metal Sonic and Tails would return. It was also revealed that the game will have an updated graphics and physical tool from Episode I. Confirmed platforms released are Xbox Live Arcade, PlayStation Network, iOS, Android, Windows Phone and PC. [25] It was also confirmed that no WiiWare version of Episode II would be released, with many earlier cancelled due to hardware limitations. [12] On April 21, 2012, an early beta version of Episode II was inadvertently made available to people who pre-ordered the game on Steam. However, Sega quickly removed it. [26] In March 2012, Iizuka stated that Sega had no plans to release any more episodes of Sonic 4. [27] In 2015, sonic 4 was originally conceptualized as a trio, but plans to develop Episode III were cancelled. [28] ReceivingAggregate pointAggregatorScoreMetacritic(iOS) 66/100[29](PS3) 63/100[30] (X360) 61/10 100[31](PC) 54/100[32]Review plus pointsScore1Up.comB+[33]EGM6.5/10[34]GameRevol gamespot6/10[36]GamesRadar+[37]GameTrailers5.5/10[38]IGN6.5/10[3]9]Joystiq[40]OXM (UK)8/10[41] Digital Spy[42]TouchArcade(iOS) [43] Sonic the Hedgehog 4: Episode II received mixed reviews. Review a general website Metacritic gave playstation 3 version 63/100,[30] Xbox 360 version 61/100,[31] version 54/100,[32] and iOS version 66/100. [29] Improved physics of the game Images are the most praised aspects of the game. Many critics see it as an improvement over its predecessor. The co-op mechanism was also praised. However, complaints have been raised about its repeated boss fights and design levels. Lucas M. Thomas of IGN gave the game a score of 6.5, saying that while it fixes Episode I's physical problems, it still lacks the magic of its Genesis predecessors. [39] Lucas Sullivan of GamesRadar+ criticized it in similar ways, saying that the two-player mode seemed to prioritize grief for your friends instead of making real progress in the game, adding that every time we felt like we were reimagining our old Sonic glory days , the next stage will combine limp and un inspired gimmicks such as shifting winds or avalanche skiing. [37] Ray Carsillo of Electronic Gaming Monthly gave the game a score of 6.5, praising the old Sonic aspects of the game, but criticizing the gameplay in relation to Tails, citing that there were too many puzzles that required tails' support. [34] Richard Mitchell of Joystiq also had mixed feelings in the game, awarding it 3 out of 5 stars, and stated that Episode 2 improved compared to its predecessor, with better images, useful co-op manipulations and particularly great stages, but inconsistent boss battles and un inspired level designs kept it from regaining its glory days Sonic's. [40] GameTrailers gave the game a score of 5.5, sayings and team-up movement often slowing down the game's speed. [38] Jon Blyth of Xbox Magazine (UK) was more active, concluded that the game was a smooth, slippery Sonic, taking another step from the origin of a button [sic] without losing any pig nature. With local and online co-op, it offers just enough entertainment to justify its steep episodic price. [41] Note ^ Japanese: ソシック・ザ・ヘッジホッグ4 (フォー) シピソードII (ツー) Hepburn: Sonikku za Hejjihoggu Fō: Episōdo Tsū References ^ a Slightly. May 15, 2012. Retrieved August 30, 2013. ^ a 1 Sonic the Hedgehog 4: Episode II (PlayStation 3). Gamespy. 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