







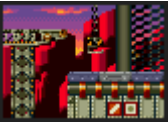
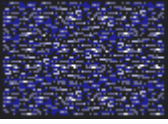
# Sonic 3D in 2D

Sonic 3D in 2D is a fangame that reimagines Sonic3D Blast plot and levels with style and structure closer to the games that preceeded it. Explore Flicky Island in a 2D side scrolling platformer that takes elements from the other Mega Drive/Genesis games to re-forge an adventure anew. Fight new and challenging bosses, save Flicky Island and stop Robotnik's final plan to harness the Flicky's power for himself.

## Features

- 15 Acts to explore in 8 Zones
- **15 Boss Battles that will put your skills to the test**
- All classic shields, including the Golden Shield to use the homing attack with Sonic
- 3 Playable characters at start (Sonic, Tails, Knuckles).
- Physics close to the Mega Drive/Genesis games.
- Lots of Easter Eggs
- Unlockable Extras for more gameplay options
- 23 Achievements to tackle
- The Saturn Soundtrack and customizable soundtrack are available as optional DLC.

## Zones

	<b>Green Grove Zone:</b> hills are alive with the sound of the Badnik's engines. The Flikies have been turned into robots and it's up to you to blast through the Green Grove and free them!
	<b>Rusty Ruin Zone:</b> ancient ruins re-emerged from the sea. Make your way through the ancient traps of a long dead civilization as you keep searching for the Chaos Emeralds!
	<b>Spring Stadium Zone:</b> a crazy funhouse of pinball, barrels, bumpers, springs and spike traps! Hone your jumping and bumping skills to survive here!
	<b>Diamond Dust Zone:</b> have your snowboard handy? The snowy mountains of Flicky Island are filled with snow and ice. Watch out for explosive snowmen and uncover frozen springs to make your way through.
	<b>Volcano Valley Zone:</b> quite a change from the cool slopes! Leap the lava beds and use your spin dash to activate the elevators. Keep an eye out for the Fire Shield to protect yourself from the worst burns of your life.
	<b>Gene Gadget Zone:</b> this mixed-up mechazone is chock full of pipes, tubes and wiring. Not to mention electrified floors, shocking fields and industrial fans that will blow you around!
	<b>Panic Puppet Zone:</b> looks like Robotnik hasn't even had time to place the flickies into robots. The final confrontation is approaching!
	???: find all of the Chaos Emeralds to know more...

## Controls

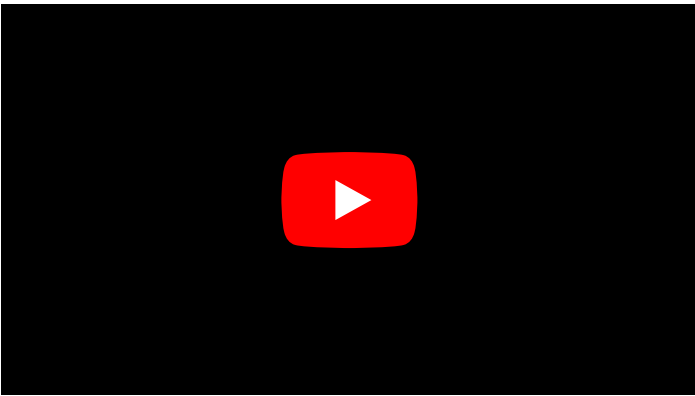
Game controls are set by the user on their first launch and they will map a mega drive/genesis controller. As such the commands for each character are described with the genesis button map (arrows, A, B, C, start). Controls can be changed any time by pressing up and access the "controls" submenu in the title screen.

- Movement: Arrows
- Jump: A, B or C on the ground
- Secondary Action: A, B or C mid air after a jump
- Super Transformation: C when jumping with 7 Chaos Emeralds and at least 50 rings.
- Pause the game: Start

### Other Controls:

- F2: resets the game
- F5: toggle TV filter. No filter, all filter, filter only the background (1.21 onward)
- F12: toggle between stretch-to-fit or keep screen ratio. It works from the character select screen onwards. External menus are only in stretch-to-fit. (1.26 onward)
- Enter: Unpauses the game No longer as of 1.07
- Alt + Enter: Toggles Fullscreen
- Alt+ F4: Closes the game

## Playable Characters



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Click On Each Character to know more:



▶ SONIC THE HEDGEHOG




▶ MILES "TAILS" PROWER




▶ KNUCKLES THE ECHIDNA




▶ ??? ????




▶ ?????? ??? ????????



▶ ????????? ??? ????????



▶ ?????? ??? ????????



▶ ????????? ??? ????????

TROUBLESHOOTING

Sonic 3D in 2D has a few options that can be controlled by creating a windows shortcut and adding a command n the destination field of the shortcut's properties. Click on them to know more.

All commands listed below can be entered in the same shortcut, separated by space (EG: /MIS1/OLDPAUSE).

- ▶ Machine independant Speed (/MIS1)
- ▶ Water effect compatibility (/LIGHTWATER)
- ▶ Re-Enable Fusion 2.5 OLD Pause System (/OLDPAUSE)
- ▶ Re-Enable Genesis Style pause (start only) (/QUICKPAUSE)
- ▶ Re-Enable Breakable Wall Glitch (/SOTALOSESLIVES)

[More information](#) ▾

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S3D2d-1.35 15-09-24.zip 67 MB

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S3D2d Saturn DLC.zip 77 MB

Install instructions

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How to install the Saturn DLC:

Simply unpack the zip, and drag both the "Saturn" and the "Custom" folders into your Data\Soundtrack\ folder without overwriting the existing music. You will be able to set the tracks you prefer in the new "Music Option" menu that becomes available in game.

Development log

- [Version 1.35 Released! Graphics fixes - updated extensions](#) 63 days ago
- [Version 1.34 Released! Engine update - Badnik Fix](#) Jan 21, 2024
- [Version 1.33 Released! Main Menu Fix](#) Dec 21, 2023
- [Version 1.32 Released! Final Boss Fix](#) Feb 02, 2023
- [Version 1.31 Released! QOL, Special Stage Controls and Legde Animations](#) Jan 21, 2023
- [Version 1.30 Released! - Metal Knuckles Fix](#) Dec 06, 2022
- [Version 1.29 Released! - New Pause Menu](#) Nov 30, 2022
- [Version 1.28 Released! - Shadow Improvements](#) Mar 10, 2022

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▼

 [TheBizarreKnuX](#) 2 days ago

Hey when i try to download this game it gets flagged as a virus, I really want to play this game since it looks soooooo fun. pls help :)

[Reply](#)
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▼

 [darkz124](#) 8 days ago

hm i was wondering if there was a way to download older versions perferably 1.21 so i can try and get my data back or maybe you can send a link for it?

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 [rocket](#) 29 days ago

if 3D blast was **2D**

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▼

 [bluestar1235](#) 37 days ago

hello?

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 [bluestar1235](#) 37 days ago

sotaknuck

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▼

 [thenpcwithaitchyguy](#) 41 days ago

in rusty ruin on the water section if you drown i drown when it restarts, maxing my lifes out

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▼

 [bluestar1235](#) 47 days ago

I restored the file i downloaded but it still said a virus


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 [joaopipitchu](#) 50 days ago (+1)

that's crazy. tysm for this experience

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 [bluestar1235](#) 51 days ago

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is there a way to download the old version since the newer versions cant be downloaded for windows

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 [bluestar1235](#) 51 days ago

it still said virus detected?

[Reply](#)

 [DALTOMAC000](#) 55 days ago


Thank you so much my problem is fixed!

[Reply](#)

 [Golubev](#) 61 days ago (+1)

wow ! great

[Reply](#)

 [bluestar1235](#) 62 days ago


i tried downloading the new version but it didn't work maybe because i'm on windows but idk

[Reply](#)

 [bluestar1235](#) 62 days ago

[Sotaknuck](#) the new version did not work it still said virus detected i think that the virus infects new version of the game tried downloading it but it said virus detected I think that we can only download version 1.33 1.32 or below I just don't think it will work but thank you for trying to fix the problem

[Reply](#)


 [Sotaknuck](#) 62 days ago

I built the new version on a new computer, the game doesn't viruses.

It's the fusion engine being detected as such.

Every single version released so far gave me this issue.

[Reply](#)

 [bluestar1235](#) 62 days ago (-2)

virus in the new version

[Reply](#)

 [1314114514](#) 63 days ago

中国

[Reply](#)

 [bluestar1235](#) 63 days ago

but cant we just download the old version?

[Reply](#)

 [bluestar1235](#) 63 days ago (-2)

i know its a virus

[Reply](#)

 [Proprimey](#) 64 days ago (-2)

its an virus bro are you serious -\_-

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 [bluestar1235](#) 64 days ago

ios

[Reply](#)

 [bluestar1235](#) 64 days ago

you make amazing content

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 [bluestar1235](#) 64 days ago

also always wanted to meet you

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 [bluestar1235](#) 64 days ago

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instead of trying to download the new version why can't we just download the old one

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 [bluestar1235](#) 64 days ago

sotaknuck

[Reply](#)

 [DALTOMAC000](#) 68 days ago

Hey I need help! How do I run the game because it keeps saying "cannot load Joystick2.mfx this object might need an external program or library not yet installed" how do I fix that?

[Reply](#)

 [Sotaknuck](#) 68 days ago

From what I know the library Joystick2 requires xinput1\_3.dll, which is already included with the game.

I'm currently working on a new patch that will update the libraries 3d2d is using. Once released your problem might be solved.

[Reply](#)

 [DALTOMAC000](#) 67 days ago

Ok thank you

[Reply](#)

 [bluestar1235](#) 64 days ago

ok

[Reply](#)

 [P41R47](#) 72 days ago (1 edit)

Hi, Sotaknuck.  
I recently downloaded the last update and i been trying to play it, but i can't go further than the title screen.  
I have a very generic joystick that proably is recognized by the program, but no matter wich button i press, nothing happens.  
Tried disconnecting it and play with just the keyboard, but, again, no matter wich key i press, nothing happens.

Anybody else having the same experience?

Last version i had, unfortunately i delete it, didn't had any problem with the joystick

[Reply](#)

 [Sotaknuck](#) 68 days ago

That's very strange, I'll try to run some tests. The latest Fusion engine upgrade might have created some regressions to take care of...

[Reply](#)

 [Coolboi195](#) 73 days ago

Will this be on android?

[Reply](#)

 [Sotaknuck](#) 68 days ago

No promises...yet.

[Reply](#)

 [bluestar1235](#) 64 days ago

it's not on android put it on IOS

[Reply](#)

 [bluestar1235](#) 64 days ago

pls

[Reply](#)

 [Optimusprime2000000](#) 76 days ago

*When I tried to run it, it said "Windows protected your PC"*

[Reply](#)

 [WeirdWimp](#) 57 days ago (+1)

thats always what it says if you dont get a game from steam or if they didnt pay microsoft for it to not say tha

[Reply](#)

▲

▼

 [CloneRiggyPreston](#) 76 days ago

as far as i know ther will be shadow the headhog

[Reply](#)

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▼

 [Paynamia](#) 108 days ago (2 edits)

[Woah.](#)

With 30 unique detections and an apparent attempt to modify root certificates, this would have to be the biggest false positive I've ever seen.

[Reply](#)

▲

▼

 [Paynamia](#) 108 days ago

So, I did a [Traige](#), and there was nothing suspicious. The events marked in yellow just seem to be a consequence of how this *fantastic* engine works, and the event VirusTotal noted, where it tries to set a root certificate, never occurred.

[Reply](#)

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 [Sotaknuck](#) 105 days ago

I don't know how to manage it. Seems like the last update to fusion made things even worse.

I'm currently working on a new patch, but I don't think anything will be solved, as I'm still bound by the fusion's build function to generate the exe file.

[Reply](#)

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 [Grindalf Games](#) 60 days ago (+1)

With my own game I sent it to microsoft to get it verified(Windows was deleting my own exes as I created them) It cost nothing and took about 24 hours, was super painless. I forget the url though but it was somewhere at microsoft.com I just searched for and followed the links about reporting false positives.

[Reply](#)

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 [Sotaknuck](#) 59 days ago

Thank you for the suggestion! I considered doing so, as 1.34 was deleted by windows, but with the newly released 1.35 windows defender seemed to like it on my end, so I guess that updating the extensions must have worked to an extent.

If reports continue with the new version, I'll try to not only send it to microsoft, but to AV companies too.

[Reply](#)

▲

▼

 [Grindalf Games](#) 59 days ago (+1)

I sent mine to one of the anti virus companies once. I cant remember which one(It was a request from somebody that purchased it)

Again it was simple I just went through the request process, sent the exe and I heard back from them within a day.

It was easy but it would be a pain if I had to do it for every anti virus company.

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 [ThatJamGuy](#) 137 days ago

I'm getting a couple of things saying the file contains a Trojan or malware, which is awfully suspicious

[Reply](#)

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 [Trugath](#) 148 days ago

I was getting PUP warnings in windows so I properly scanned the archive after downloading and got positive, high confidence, detections for Trojan.schoolgirl

Please reupload and fix your package. Use a virus scanner on your machine and fix it. If this isn't you doing this delibrate then your packager is comprimised and its injecting this trojan into the exe what you create the app.

This is not a normal 'indie' exe or 'independant' false-positive by the scanner. Upload the exe to virus total to verify.

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 [Trugath](#) 148 days ago


My kid really wants to play this so I hope you get this sorted!

[Reply](#)

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 [JohnHorne26](#) 152 days ago


sonic 3d blast was already 2d.

[Reply](#)

 [kirill122](#) 157 days ago

у меня пишет что там троян(


[Reply](#)

 [Sotaknuck](#) 152 days ago

Not much I can do, as it's an unsigned exe.

Any unsigned exe is easily flagged as a virus just "because", unless its digitally signed or the AVs servers encountered it on enough machines long enough to stop considering it a virus.


[Reply](#)

 [Paynamia](#) 107 days ago (1 edit) (+1)

Gonna be real, this is pretty hardcore misinformation, and dangerous at that. If that were true, you could go on Github, grab just about any repo with recent changes, compile it and expect to get 20+ detections, but that's just not the case.

For what it's worth, Multimedia Fusion is an absolute mess [known for this kind of stuff](#), but generally speaking, that's super bad info.


[Reply](#)

 [Sotaknuck](#) 105 days ago (+1)

I stated many times through these comments that Fusion is very often flagged as a virus and 3D2D suffers for that though.


You are right with what you say and I admit I didn't word my sentence properly. With "any" I didn't mean "every single unsigned exe", I meant that that a random unsigned exe can be flagged as a virus.

[Reply](#)

 [kirill122](#) 103 days ago


OK

[Reply](#)

 [Hilda Marston](#) 161 days ago (1 edit)

Do you play on doing another Sonic Fangame? it's been a while since you made this game, and it would be nice if you started your own original Sonic fangame.

[Reply](#)

 [VintNarni](#) 162 days ago (+1)

You can also run it on Linux using Proton.

1. Run Steam.
2. Click **Add a Game** then **Add a Non-Steam Game**.
3. Click **Browse** and select **Sonic3D2d x.xx.exe** in whatever the directory you extracted and then click **Add Selected Programs**.
4. Right-click the added game and select **Properties**.
5. Go to **Compatibility** and tick **Force the use of a specific Steam Play compatibility tool**, make sure **Proton Experimental** is selected.

Optional #1: You can make it a bit fancy by right-clicking, selecting **Properties**, and then change the icon to Sonic 3D Blast one and the name after the icon to **Sonic 3D in 2D**.

Optional #2 (non-Steam Deck users only): You can make an shortcut in the desktop by right-clicking and selecting **Manage > Add desktop shortcut** for quicker access.

It also works on Steam Deck, but first, you need to switch to desktop mode by either, pressing the **Steam** button and selecting **Power**, or holding the power button for a few seconds, and then select **Switch to Desktop**.

Open the terminal and type `sudo steamos - readonly disable` to enable write access on the disk, follow the above steps, use `sudo steamos - readonly enable` to disable them, and then switch back to gaming mode by launching **Return to Gaming Mode** shortcut.

Now you can play the game on your shiny OLED Steam Deck.

*Alright, yeah that's naw, that's a pretty good job!*

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