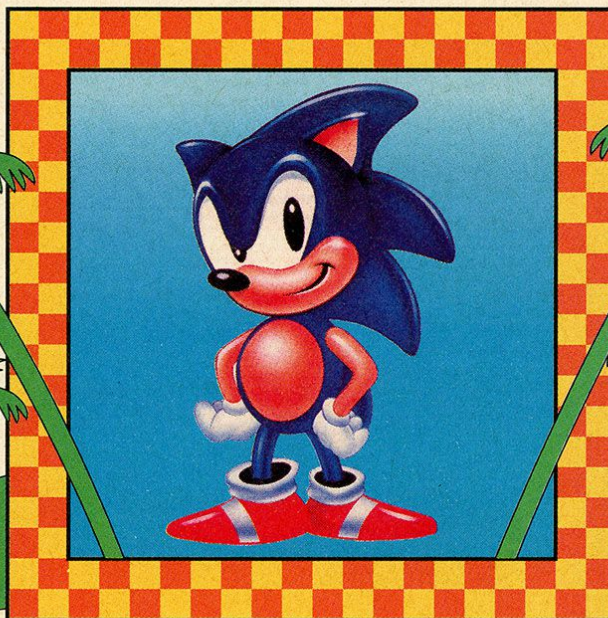


# STRATEGY FEATURE

Can a speedy, spiny, splendiferous super hero accomplish for Sega's Genesis what the Super Mario Brothers did for Nintendo? *Sonic the Hedgehog's* title character is certainly impressive enough. He's as cute and colorful as any Italian plumber you're likely to meet.

But *Sonic* isn't just another pretty face. This sprawling adventure backs up its beautiful cartoon-like visuals and dazzling scenery with great game play. With you at the

## Sonic THE HEDGEHOG



controls, Sonic tours at warp speed through brilliantly rendered pastures, underwater caverns, and marble ruins.

The hog's mission includes stopping an evil scientist before he can transform our hero and the rest of the animal kingdom into robots. Using a variety of special abilities, Sonic must fight scads of the scientist's evil agents while collecting as many gold rings as possible. So get ready—and keep your eyes on that hedgehog!

Brian Carroll

Sega of America, 573 Forbes Avenue, South San Francisco, CA 94080.



You begin your adventure in the Green Hill zone. Look everywhere for computer monitors, even in the trees. This one will make you invincible for a limited time.



Remember that although you are impervious to enemy attacks while invincible, you are not safe from other obstacles.



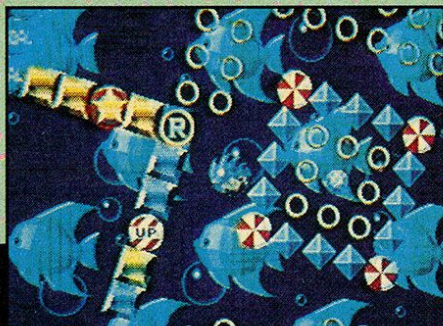
Sonic's speed is the key when traveling over shaky ground. This game doesn't reward dawdling, so keep moving.



You get an extra life for every 100 rings you can collect. Three of these monitors contain 10 rings each. Grabbing the fourth monitor can make you invincible.



Jump through this large ring to enter the bonus stage. If you can collect at least 50 rings in the first two sub-levels of each zone, you'll get a crack at the secret zone.



Check out these kaleidoscope-like graphics! They are truly sensational. Collect as many rings as you can while avoiding the flashing red buttons. The Chaos Emerald is this stage's ultimate catch.



If you think Sonic is fast now, get a load of him once he's put on these power sneakers.



With the super sneaks, Sonic can pull stunts like racing through this loop-the-loop with no problem.



Be sure to hit lampposts like this one to mark your progress. If you die, you'll get to continue the game from the last lamppost you touched rather than having to return to very beginning.



Any time you see rings above you, there has to be a way to get up to them. For these, use a spring that's hidden in the tree below.





To propel you back through the underground tunnel in the Green Hill zone's third act, use this bumper.



Do what you have to do to avoid walking along the spiked log below. It rotates, making any step potentially your last.



To complete each zone, you will have to go a round with Dr. Robotnik. In the Green Hill zone, you can find safe haven in the corner of the screen.



When the mad doctor's wrecking ball swings away from you, quickly move in and rap him from above.



Each time you can win a round, flocks of your furry friends will be freed.



Avoid these caterkiller bugs in the Marble zone, because if you hit one once, it will become many. The only way to erase them is by bouncing on their heads.



Slow down! You don't want to miss the bonus stage below.



It doesn't matter if Sonic is sparkling or not, these columns will pulverize him. Be careful moving under them.

**SUPER TIP**



# SUPER TIP



How are you going to get past this spiked platform? Try pushing the block to the right and resting it on top of the button. That should clear your path.



Keep jumping back and forth until you have forced enough blocks to fall and build for you a bridge to safety.



Action gets a bit more intense in Act 2 as a flow of lava is hot on your trail.



Give this block a shove and you've got a free ride.



Even though jumping will be your first reaction when the lava forces you upwards, resist the urge. You want to go up.



Beyond the penetrable wall is a secret chamber filled with goodies.



Smash the computer monitor just past these columns of lava for a limited period of invincibility.



You'll need the invincibility to wade through this lava lake.



E a c h  
time you  
get hit,  
you will  
lose all



of your rings. Don't panic, though, because you can immediately scramble and retrieve at least some of them.



As long as you have one ring, you've still got a chance.



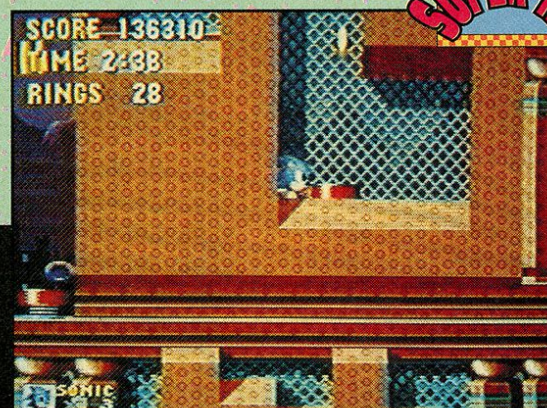
At the end of the Marble zone, you will again face off against Dr. Robotnik. This time you'll want to strike him from below as you avoid his fire balls.



See the rings on the right? That must mean this wall is passable.

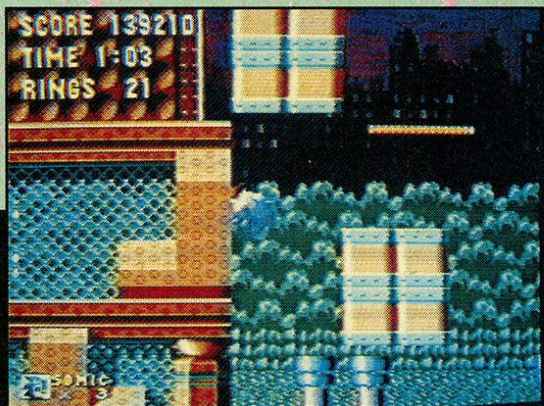


This steel ball will flatten you unless you jump up on this ledge.



N e a r  
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Spring Yard zone's second act is another secret room. Clean it out, because you will need all the extra rings you can get.





Jump off the ledge to the right to enter yet another secret chamber.

In an interesting twist, Dr. Robotnik will try to remove your pathway one block at a time. Try to lure him into

stealing the blocks in sequence so you don't have too many gaps to leap.



Much of the Labyrinth zone takes place underwater, so you'll need to suck down some oxygen on a regular basis. Do that by grabbing a few of these air bubbles.



Ride these conveyor belts until the spikes up top make it too dangerous to continue.



Don't hop aboard the cork on the left. It will rise with the water until you're sandwiched by spikes up above. You'll also need to keep an eye out for these burrobots on the right. You'll barely be able to see their armored noses sticking out of the ground.



An easy way to defeat this spiked sea creature is to dart off-screen and back again. When you see the creature for the second time, his spiked defenses will have disappeared.

While riding down the extensive waterfall system in the Labyrinth zone's act three may be fun, it can also be dangerous ...

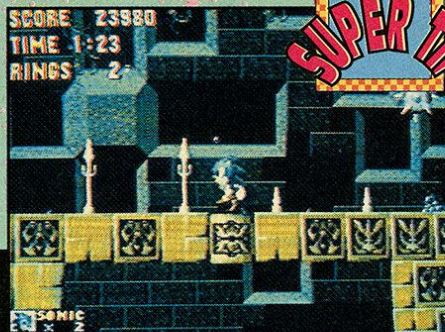


While riding down the extensive waterfall system in the Labyrinth zone's act three may be fun, it can also be dangerous ...





... So, make sure you time your jumps correctly.



Keep jumping on the middle block in this scene to uncover a secret chamber below.



This is a potentially treacherous juncture. Before you let go of the pipe, gently slide down it. Otherwise, you'll end up skewered on the spike to the right.



All you have to do in this round is chase the Doc to the very top. Easy, right? Wrong. There are a multiplicity of obstacles and a rapidly rising water level to deal with.



These little buggers in the Star Light zone are impossible to eliminate, so don't even try. In fact, get out of the way as quickly as possible because they have a nasty habit of exploding.



This tunnel to the left shoots out fire — another sneaky surprise to keep Sonic on his toes.

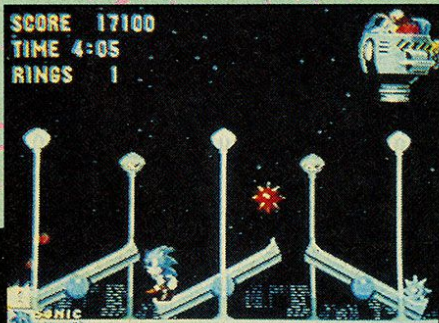


Use these levers just like a catapult. The spiked ball can be used to propel you onwards and upwards.

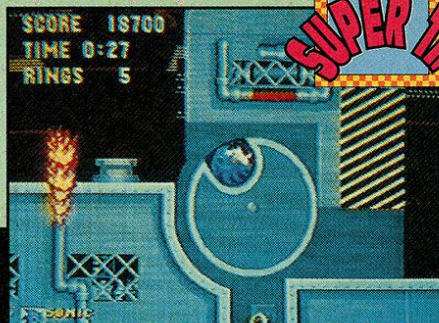


These stairs will descend as soon as you touch them. Be on guard against fire balls as you make your way down.

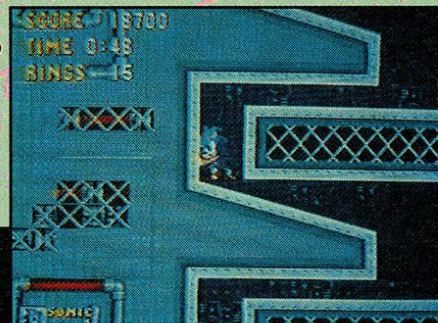




The battle versus Robotnik keeps getting more and more interesting. Use the levers to propel either Sonic or the exploding balls, or both.



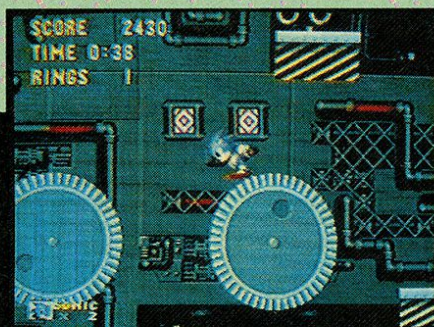
The only way to get through this section of the Scrap Brain zone is to curl up inside this compartment.



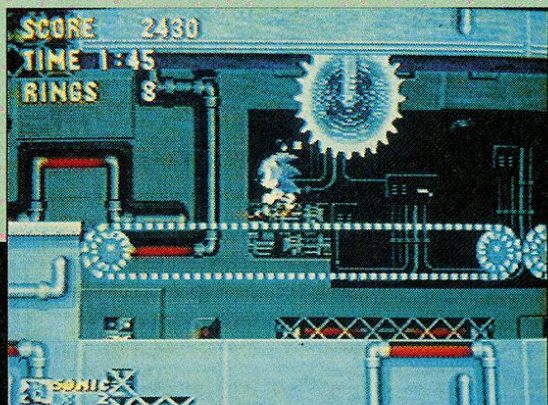
Get as close to the wall as you can to avoid being crushed by these steel girders. When they recede, make your move downward.



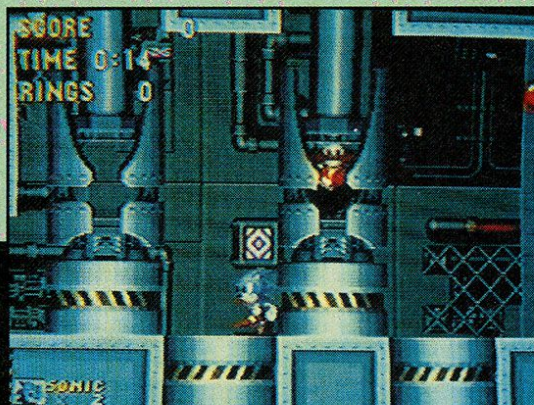
The saw blades can only harm you when you are at the same level, so make reaching this slope your goal.



These cogs can take you higher and higher, but you must master some delicate jumps in order to take advantage of them.



Keep running against the conveyor belt's momentum as you time your passage underneath the blades.



The final confrontation! Try to hit the cylinder Dr. Robotnik is hiding in while avoiding his electron bombs.