

PREVIEW

VERSION	DATE	PRICE
MEGADRIVE	SEPTEMBER	£ 39.99

Sonic the Hedgehog must rank as one of the most eagerly awaited Megadrive cartridges ever! Sega are touting this game as more than a match for Nintendo's Super Mario World on the Super Famicom. Boasting super-sonic platform gameplay and stunning graphics, it's guaranteed to sell bundles by the time it's officially released in the UK (around September-time, but probably available a couple of months earlier on import from the USA).

There are fifteen sprawling platform levels, each split into five acts. The object in each is simply to guide our turbo-charged hedgehog through each scene, in search of a special flag. But there are plenty of obstacles including spikes that shoot out of from the walls and the floor, collapsing platforms, and lakes of water and fire.

But there's plenty more besides, including some of the meanest (and cutest) little villains yet seen in a home video game!



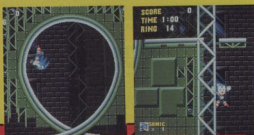
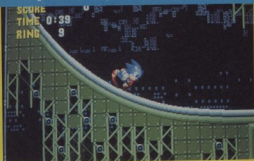
TOPSY-TURVY BONUS BONANZA

This bonus screen involves Sonic careering around a rotating maze, desperately trying to find a way out. On the way, there are different tiles to bump, and each may spang Sonic in a different direction. Keep an eye on the gorgeous parallax backdrops. The scrolling fish transform into birds and back again. Very attractive.



SONIC BOOM BOY

There are loads of icons dotted around the scrolling landscapes, and these have different effects on our prickly hero. One type gives him a temporary shield which protects him from some of the evil sprites. Another type gives Sonic a brand new pair of running shoes which make him run at incredible speeds (hyper sonic?). If you're really lucky you'll find a very special icon that gives Sonic both powers at once. Yikes!





SONIC SPECTRUMS?

Just before this issue of CVG went to press, US Gold announced that they had the home computer rights to Sonic the Hedgehog! This means that the cuddly little hedgehog will be appearing on the Spectrum, C64, Amstrad, ST and Amiga! No programming team has been signed up yet to carry out the conversion, but as soon we get any more details (like when it's coming out, for example), expect an update here in CVG!



SONIC ROLLER-COASTERS

The thing that really sets Sonic the Hedgehog apart from any other platform game available are the terrific roller-coaster loops and tunnels that are present in some of the levels. Sonic builds up speed by running down hills and provided he's fast enough, he can travel around the massive loop-the-loops. Some of the tunnel levels see Sonic rolling himself up in a ball and then speeding down the tunnels double-quick! So, not only is Sonic brilliantly fast, it's original too!

