

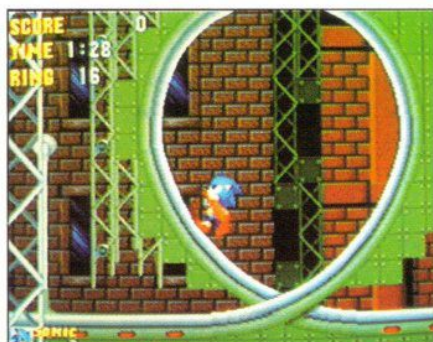
SONIC THE HEDGEHOG

GREAT MOMENTS IN HEDGEHOG HISTORY

An up-close-and-personal look at Sonic, Sega's newest hero, with level-by-level strategy hints

Good morning, class, and welcome to Hedgehog History 101. Today we will examine the adventures of that most famous and rarest of all hedgehogs, Sega's Sonic.

As you know, the common critter, Hedgehog Ordinarius, runs at about, oh, 3 mph. On the other hand, Sonic belongs to



the genus Hedgehog Go-fastus, and no one has been able to accurately clock the speedy little devil. Let's just say he's the only hedgehog that can give you whiplash.

Basically, Sonic is a bristly little quadruped with an attitude. Once he's made up his mind to do something, the best thing you can do is get out of his way. You might call him pig-headed (afterall, he is a hedgehog). But when you get to know him, you'll realize he's a steadfast, real do-or-die kind of guy. And he's the cartoony star of one of the fastest-paced video games Sega's ever rolled out.

In his first adventure, called, not surprisingly, *Sonic the Hedgehog*, Sonic's velocity and determination are put to the test. Dr. Ivo Robotnik has transformed Sonic's good buddies into all sorts of awful, mutated beasts that hunger for

hedgehog blood. Another creature might just quietly tip-toe away and find some new friends. Not our loyal Sonic--he's got his bristle up and not even the laws of gravity can hold him down. No one messes with this hedgehog and just walks away.

He may be stubborn, he may be unshakeable, but he's not violent. Sonic turns his nose up at weapons, relying on his supersonic speed, twirling jumps, and rolling to overcome evil and restore his pals to their former selves.

Sonic travels through three stages in each of the six hedgehog-challenging zones. He runs into fireball-shooting bees, spiked crabs, rocket bugs, bats, bombs, lava, burning grass and lots more. Sega wouldn't send their favorite hedgehog out into a totally hostile world, so along the way Sonic collects gold rings for power-ups. Computer monitors offering power-ups in all sorts of shapes and forms also dot the landscape for you and Sonic to cash in on.

Your homework assignment is to study the following tips and plan your Sonic strategy accordingly. And if you become hooked on Sonic, don't say you weren't warned. Class dismissed!



The Green Hill

❖ Look for treasures in palm trees. There's an elevator platform at the edge of the cliff - it will get you to the treasure in the palm tree.

❖ When the big guy in a round spaceship comes at you swinging a giant ball, hit him. And keep running to safety after every hit.

The Marble Zone

❖ Beware of the crab, blue bees, and bats. Jump on them and you'll be safe.

❖ When you reach the first lava fall, climb to the top, move to the right, and you will find three monitors with shield and coins.

The Spring Yard

❖ When you want to get by the revolving spiked balls, remember to time your moves very, very carefully. This is tricky.

❖ Always stay at the bottom of this zone. That's where most of the treasures are hidden.

The Starlight Zone

❖ Beware of the spiked creatures: they're absolutely invulnerable.

❖ This time, always stay on top. Not only is it safer there, you'll also find more treasures.



POP QUIZ

1. What does the word "sonic" mean?
2. How fast does sound travel?
3. Who was the first human to travel faster than sound?
4. Who was the first animal to travel faster than sound?

