



SONIC THE HEDGEHOG

For the past several months, a crack team of designers and game players at Sega have been furiously working on their next hero for the Genesis system. What they've created is a delightful little fellow whose unique personality explodes with every minute of gameplay. Now, after exhaustive efforts from Sega, it's time to unveil *Sonic The Hedgehog* for the Sega Genesis system.

Sonic is a character in all senses of the word. Just from his facial expressions and body language you can tell that this little mammal is stubborn, headstrong, confident, and, to say the least, utterly determined to successfully destroy the dark force that shadows his world.

You're probably wondering how Sonic got his name. Well, our little blue friend's ultra-sonic running and jumping abilities are guaranteed to bust the sound barrier wide open. As a matter of fact, to the best of Sega's knowledge, there is no other game character in existence that compares to Sonic's mind-boggling pace. When Sonic gets up to cruising speed, his legs become a blur of red and he is then able to defy the laws of gravity!

And for those gamers out there who like to play on the cutting edge, when Sonic grabs the special power sneaker 1-up, this boy displays some serious





wheels! In addition to his unclockable speed, Sonic also has the ability to jump, spin, and crush any creature unfortunate enough to get in his way.

This was just a little background on Sonic, the character. Now let's take an inside look at his world and the many obstacles he will face.

As our game begins, an evil scientist has turned all of Sonic's animal friends into deadly metal warriors of terror, each bent on bringing Sonic's quest to an abrupt end. Sonic has taken on the unpleasant task of rescuing all of his buddies and disposing of the devil-like scientist responsible for this unspeakable wrongdoing. Sonic must endure six grueling zones (three challenging stages or rounds per zone) and one bonus stage while racing against the clock and collecting as many gold rings as he can along the way. The gold rings allow Sonic to build higher scores, and, if he is able to hold onto fifty or more rings at one time, he will receive a much needed 1-up. Unfortunately, if Sonic either steps on a booby trap or takes a hit from one of his former companions, he will lose all of the rings he is carrying at the time. The zones are complex, and offer a variety of paths to take to complete the rounds. This may seem diffi-

cult, but the terrain in Sonic's world is overflowing with computer monitors containing a wide variety of power-ups, including temporary invincibility, a bubble shield, power sneakers, 1-ups, and gold ring ten-packs.

The 3-D zones in Sonic's world are diversified and situate him in every conceivable setting. The scenery is gorgeous, imaginative and unique, with its own obstacles and pitfalls. For example, The Green Hill Zone is blessed with a lush green mountainous landscape, complete with looming palm trees and a turbulent waterfall flowing in the background. In this zone, Sonic encounters a multitude of companions turned warriors. He will be able to restore these soldiers of doom to their former peaceful selves by hitting them with one of his supersonic spin attacks. While paying careful attention to the enemies obstructing his path, Sonic must also navigate across lands full of collapsing ledges, spike plateaus, and moving grassy platforms.

In The Marble Zone, ancient ruins are floating atop an active volcanic lava bed that spews molten fireballs high above the ground. The volcanic eruptions cause the ground to shake, rise and fall without

warning. This zone is so hot that the mere addition of heat from Sonic's body may be enough to cause the grass under his feet to spontaneously combust and turn into a burning bed of flames. The familiar cast of villains are present again to thwart Sonic's efforts. Hidden within the lava is a secret underground passage and the only exit to more new and exciting levels and zones. However, the passage is covered with razor-sharp spikes that jump at you from all angles. Sonic will have to be very careful.

Well, gamers, there you have it, a sneak preview of a game cartridge that is sure to take the country by storm. The graphics and animation are the best yet and Sonic delivers the latest in technical achievements of the gaming industry. Even as you are reading this, the final touches are being placed on *Sonic The Hedgehog*. Sega is programming some additional interactive features in order to make the game even more enjoyable and addicting. The last details are being worked out, and *Sega Visions* will bring you a full review in the next issue, coming to your mailbox in June!