

SONIC

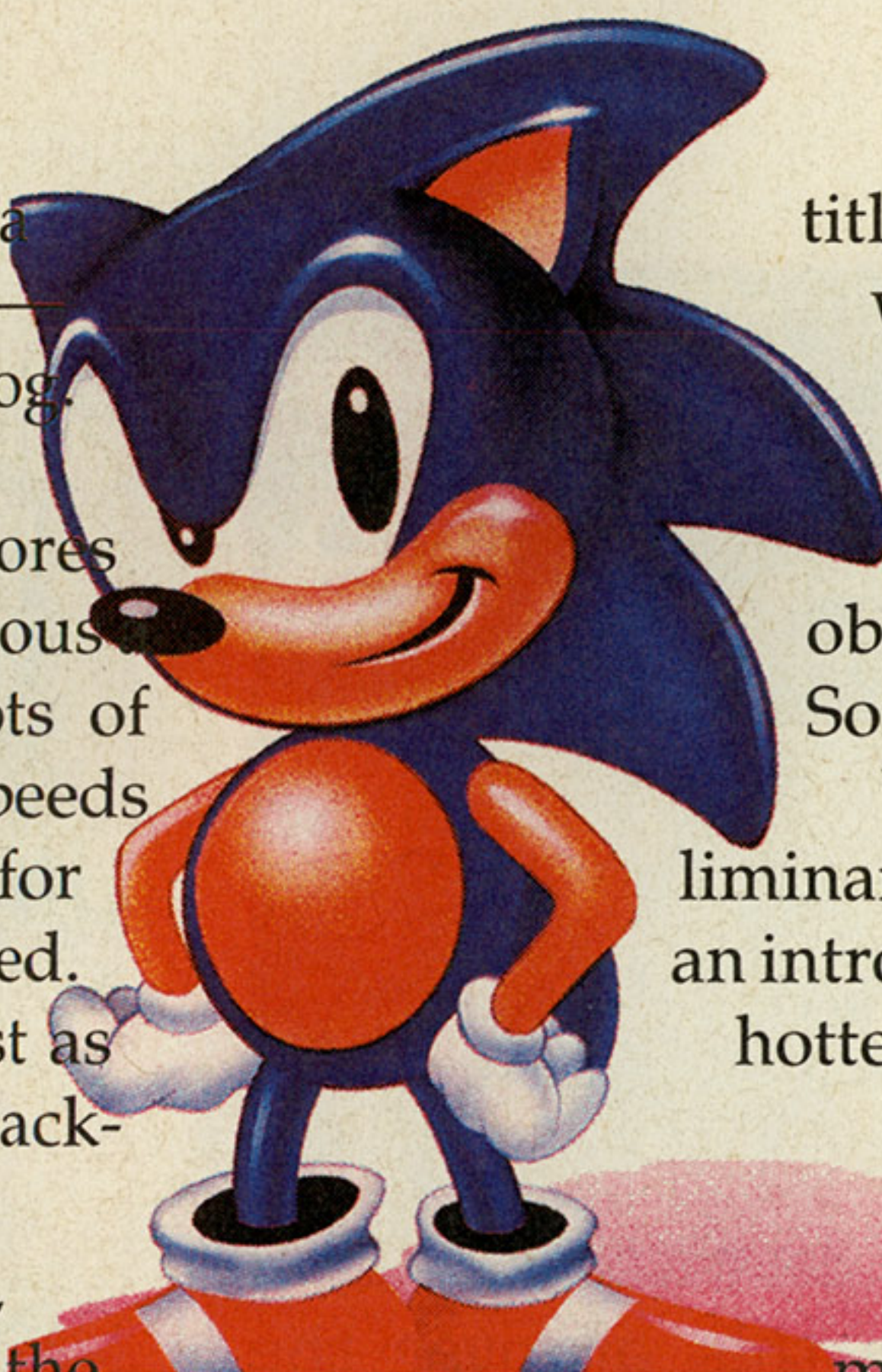
THE HEDGEHOG

A NEW SUPERSTAR?

He's got all the makings of a videogame hero. He's dashing, brave, cocky — and supersonic. He's blue. And he's a hedgehog. Sonic the Hedgehog.

Sega's latest videogame hero, coming to stores this summer, seems destined to become as famous a character as Shinobi or Mario. Sonic has lots of personality — just watch his expressions as he speeds through his world, or as he waits impatiently for you to move him — and absolutely dazzling speed. No videogame you've ever seen moves as fast as *Sonic* does. As our hero speeds along, the backgrounds become a blur.

The best thing about *Sonic the Hedgehog*, though, is that the rest of the game is worthy of the



title character. Sega put a lot of work into the game's beautiful and varied levels. They're colorful and detailed, and designed to present some obstacles that challenge even Sonic's abilities.

We've been playing a preliminary version of *Sonic*, and here's an introduction to what could be the hottest Genesis title of the year.

Look for a complete Strategy Feature in our next issue. But for now, meet Sonic the Hedgehog!

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



Sonic is ready for a fight. An evil scientist has changed Sonic's furry friends into insectoids in an attempt to take over the world.



Sonic begins his adventure in the Green Hill zone. Collect all the rings you can as you move through each level — 50 rings gives you an extra hedgehog. That computer monitor holds ten rings.



Sonic moves so fast he sometimes has trouble stopping. To get at the rings inside the monitor, Sonic leaps into the air, curls up in a ball, and lands on the monitor.



Rings can be important to Sonic's health. If he's bumped by an insectoid while he's carrying rings, he loses the rings. If he's bumped when he's not holding any rings, Sonic dies.



You'll find springs like this all over the game. Always look for ways to reach places you ordinarily couldn't. *Sonic* is full of hidden surprises, so explore everywhere.



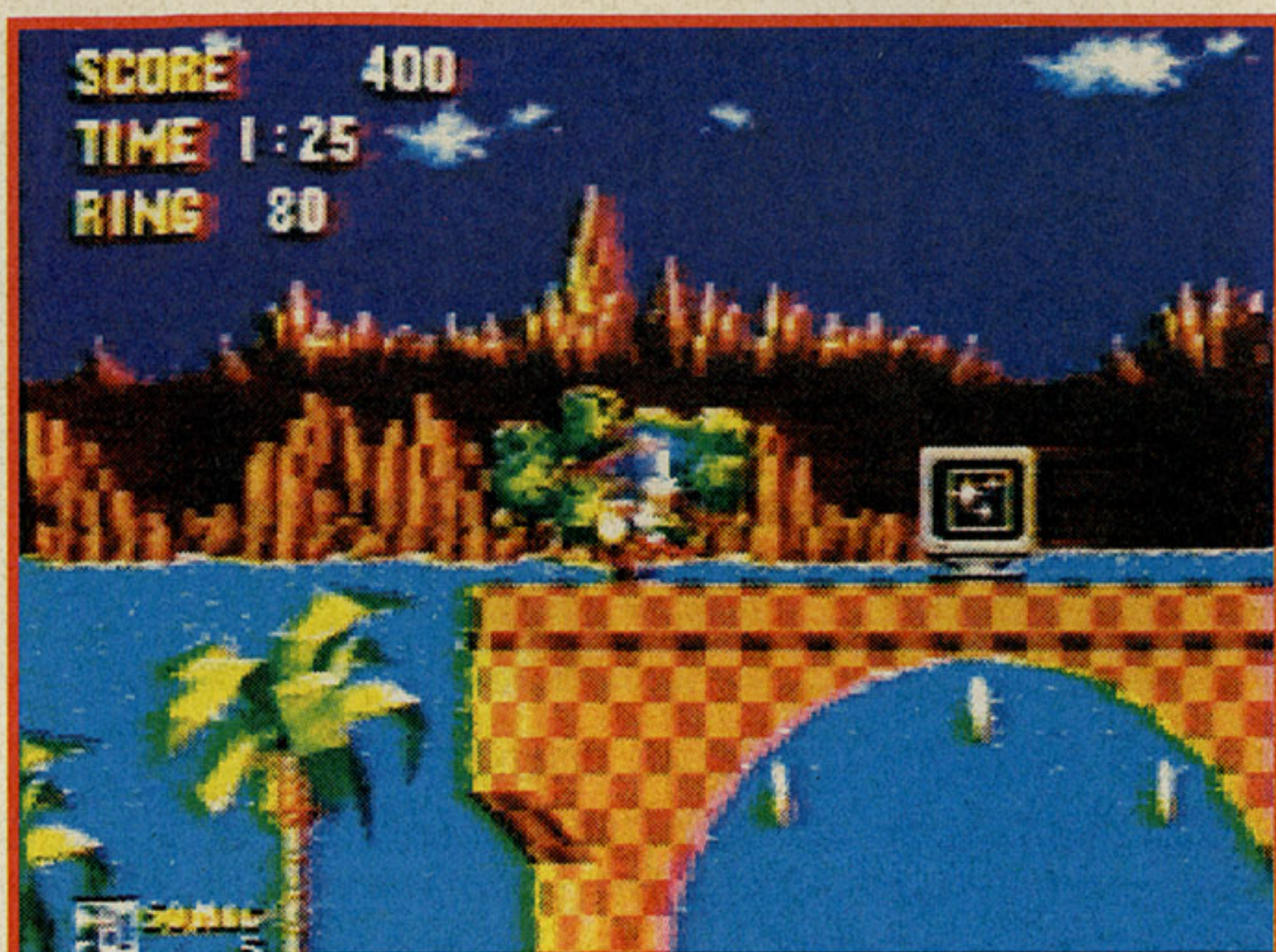
As Sonic crosses this chasm, the ground gives way. In this case that's good news, though, because below is a cache of bonus items.



What Sonic has to ask himself here is "Do I feel lucky?" Be careful, but don't let those spikes frighten you. Go ahead and see what lies beyond them.



The risk pays off, and Sonic finds a secret stash of goodies.



That sparkling monitor will give Sonic limited invincibility. While Sonic sparkles, he can dash right through any enemy that crosses his path. Below is a loop-the-loop.



With the trailing sparkles, Sonic looks like a comet. The graphics in *Sonic* are great!



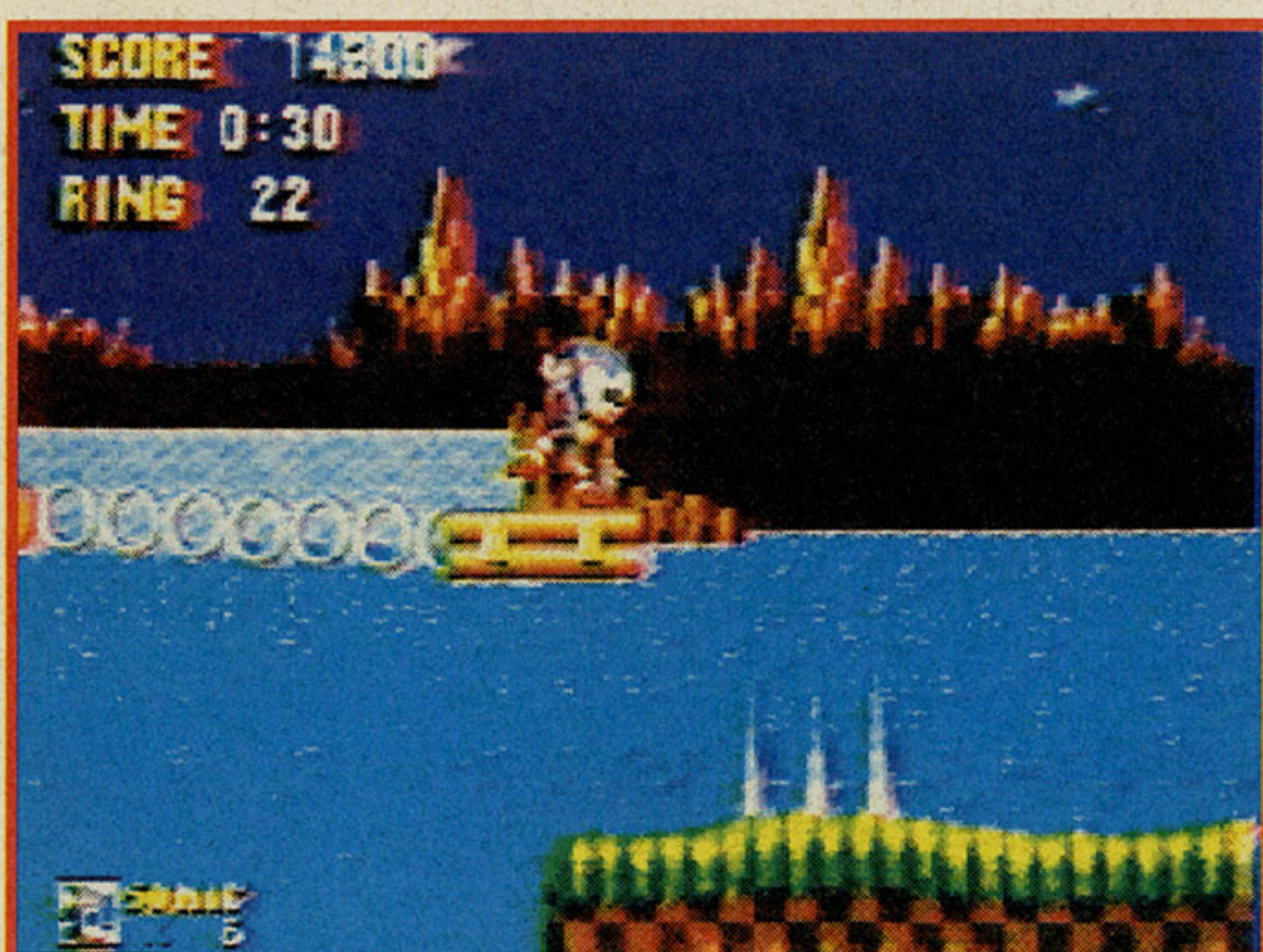
Hold down on the control pad, and Sonic rolls forward like a pinball. But before he enters the chute ahead, he decides to rescue a few of his friends who were turned into insect-oids.



Sonic celebrates at the end of the first stage. There are three stages in each of the game's six zones.



Sonic takes out this crab with a spinning leap. The more creatures Sonic destroys, the more friends he rescues.



Just as Sonic is ready to step off this swinging platform, he notices a row of cruel spikes! Wait until the platform is a bit higher, then leap over the spikes.



Behind this lovely waterfall Sonic finds a wealth of rings. Remember, explore as much as you can. You'll find all kinds of useful items if you look carefully.



If you thought Sonic was fast before, just wait until he gets that shoe in the monitor. It will give him *unbelievable* speed!



Equipped with his new speed-shoes, Sonic races through the loop-the-loop without breaking a sweat.



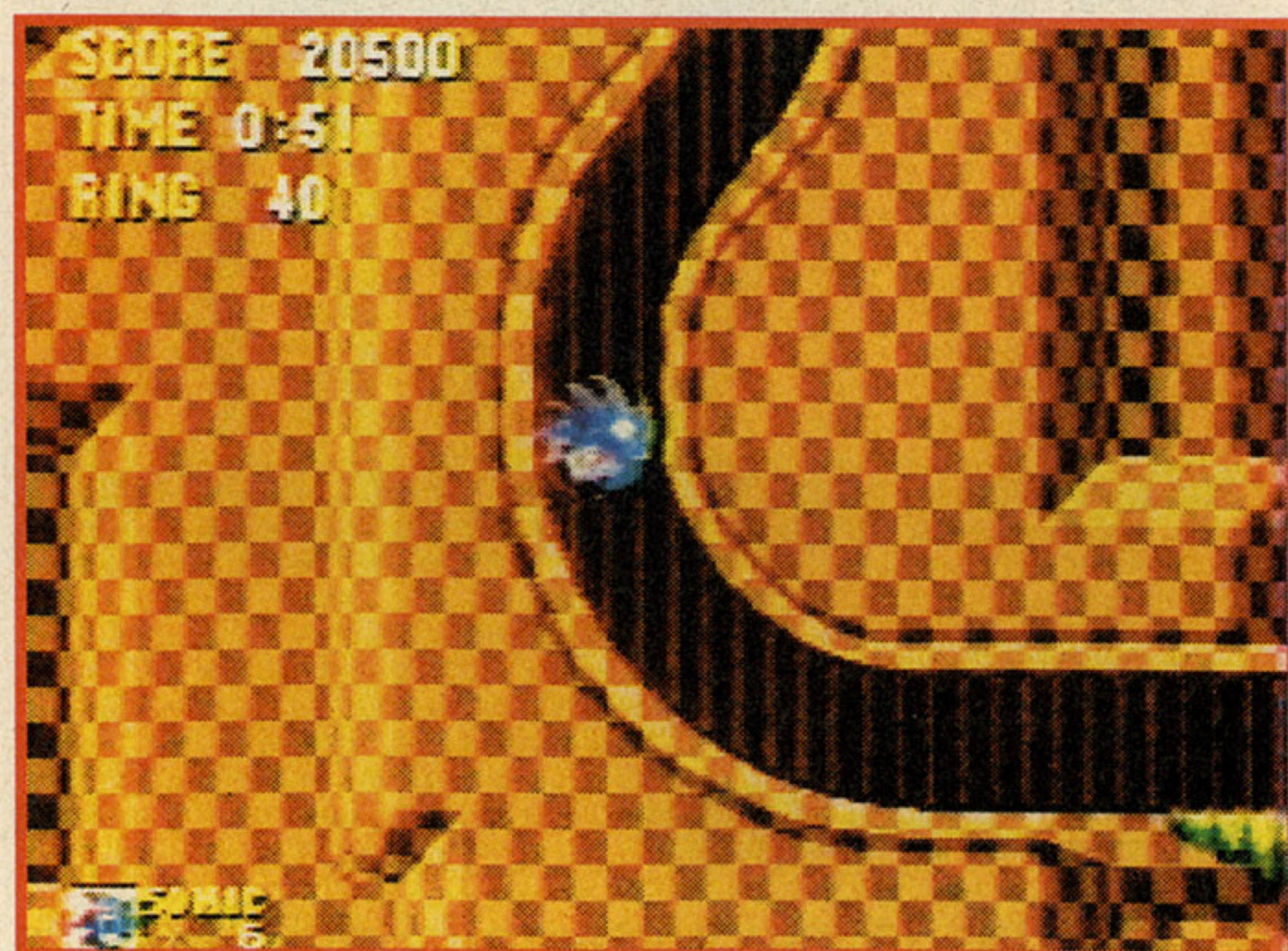
Just past the loop, Sonic happens to leap into a tree. He finds a helpful shield!



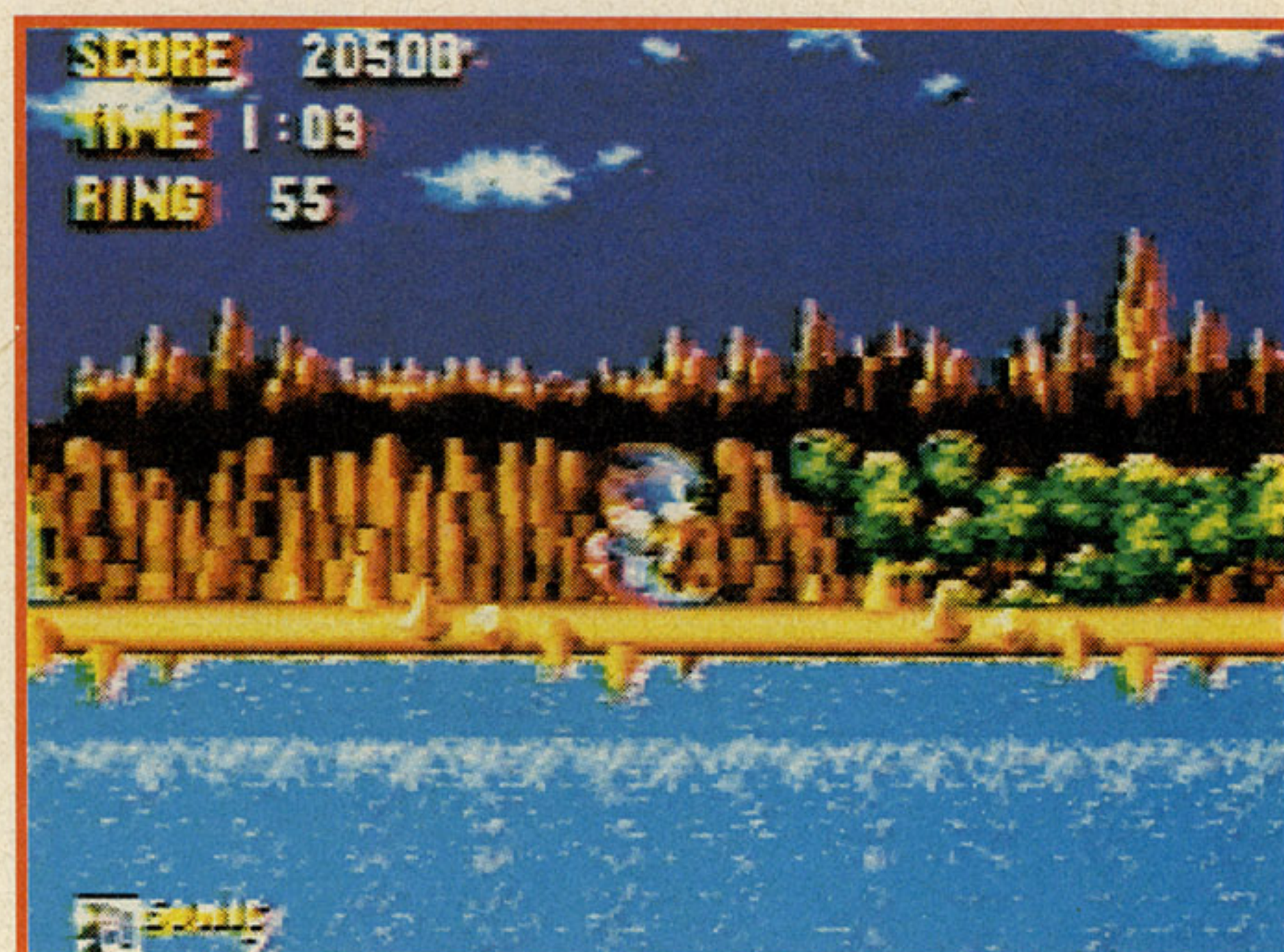
Don't underestimate that big ball. It can squash our hero like a bug. The slightest touch will start it rolling, so Sonic shoves it to the left and keeps moving.



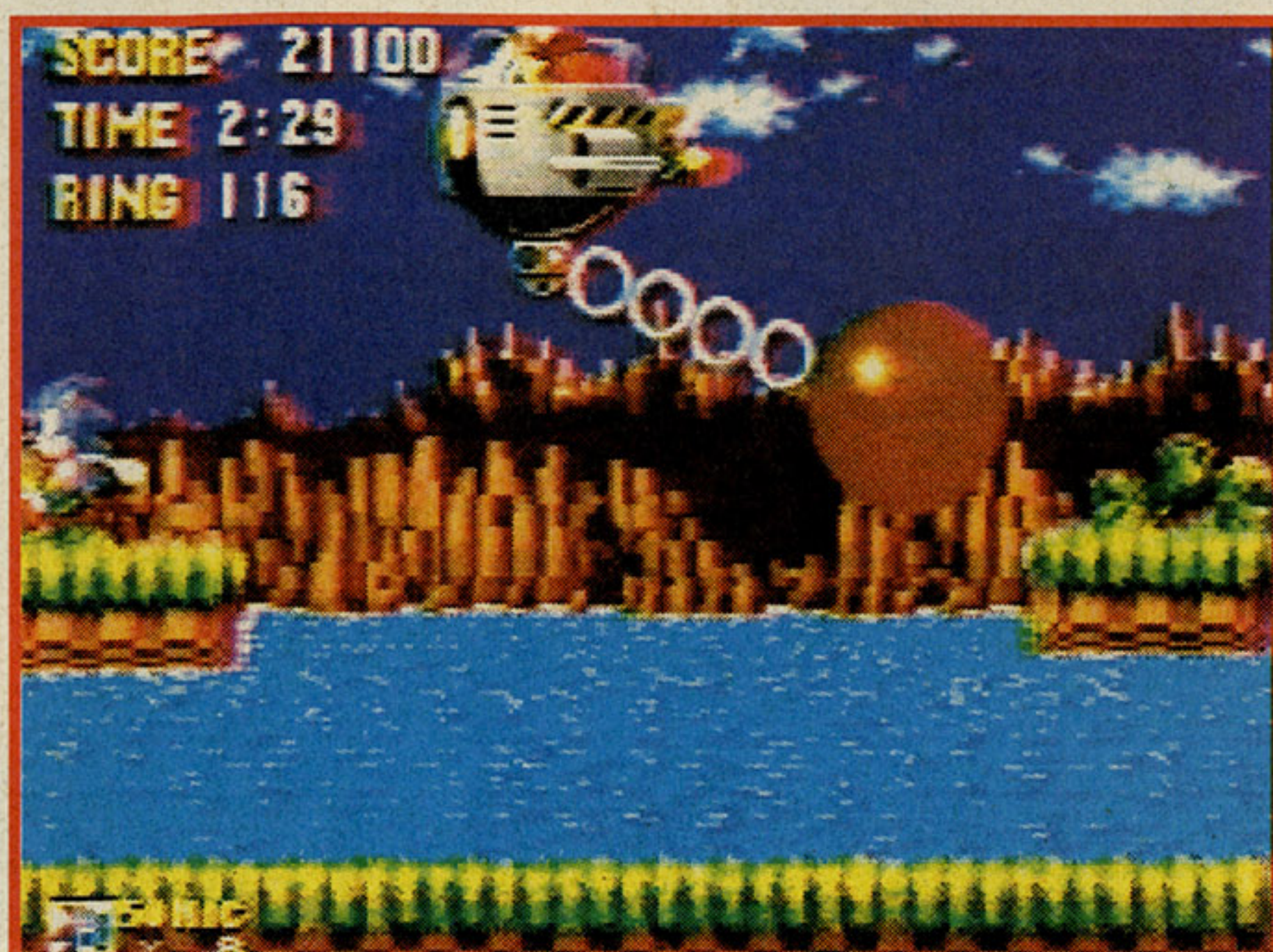
The shining globe gives Sonic a shield of energy. It will protect him from one hit from an enemy.



As he speeds on to the third level of the Green Hill zone, Sonic rolls up like a marble and flies through this underground tunnel.



A twisting, spiked log stretches across this deadly valley. Precise jumping is necessary — and a shield wouldn't hurt, either.



Sonic reaches the first boss. Stay up on the ledge and leap on the boss's head, but watch for his giant ball and chain. Remember to always keep at least one ring — if you're hit, run after that ring before it gets away!



The Marble zone is a place of fire, upheaval, and underground passages. To the left is a secret passage to the underground. Wait for an opening, then quickly slip through.



Sonic has more going for him than just speed. He's clever, too. Here, Sonic pushes a marble block onto a switch, which will raise that spiked barrier.



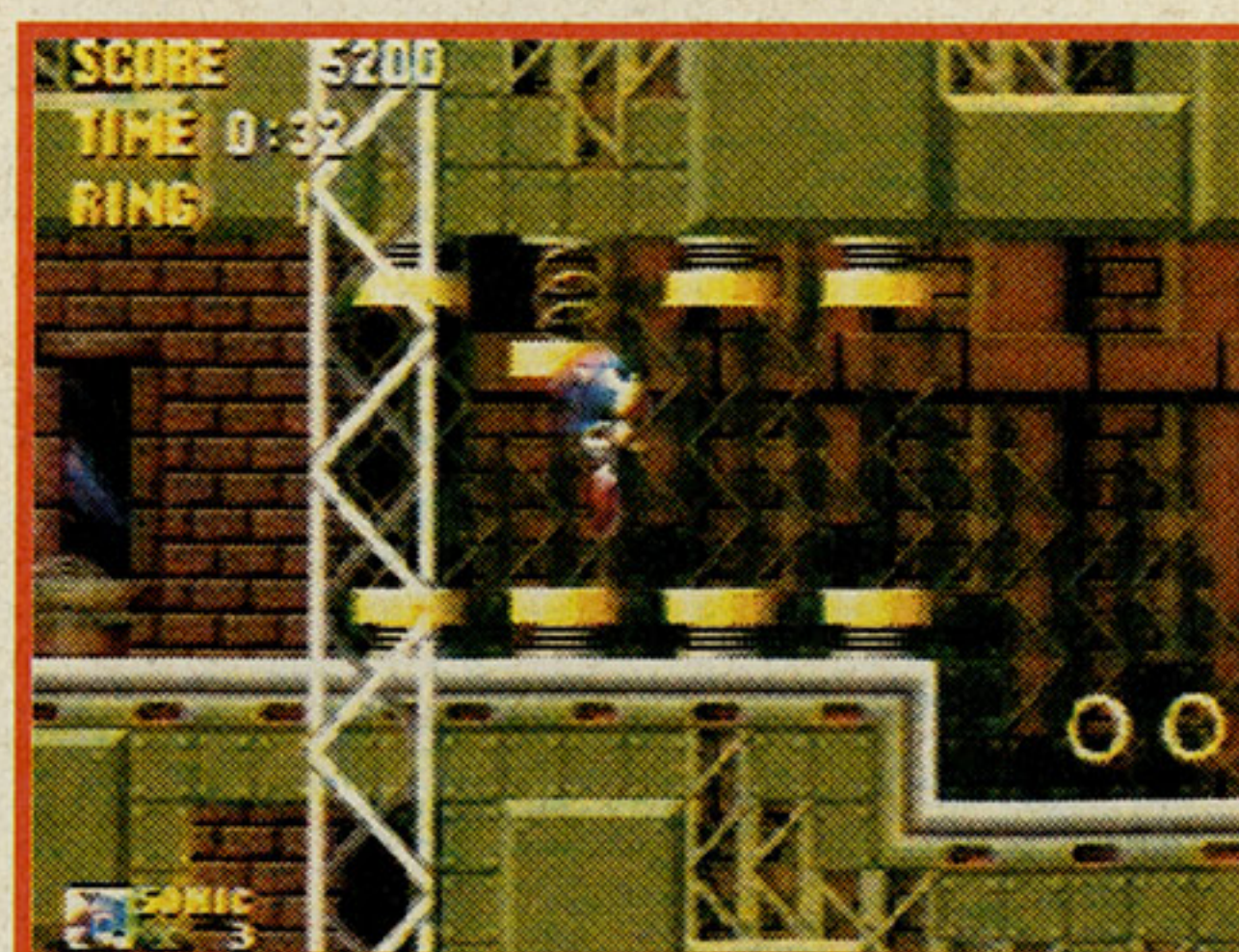
In the Starlight zone, robots and machines try to stand in Sonic's way. Some robots explode as you get near them.



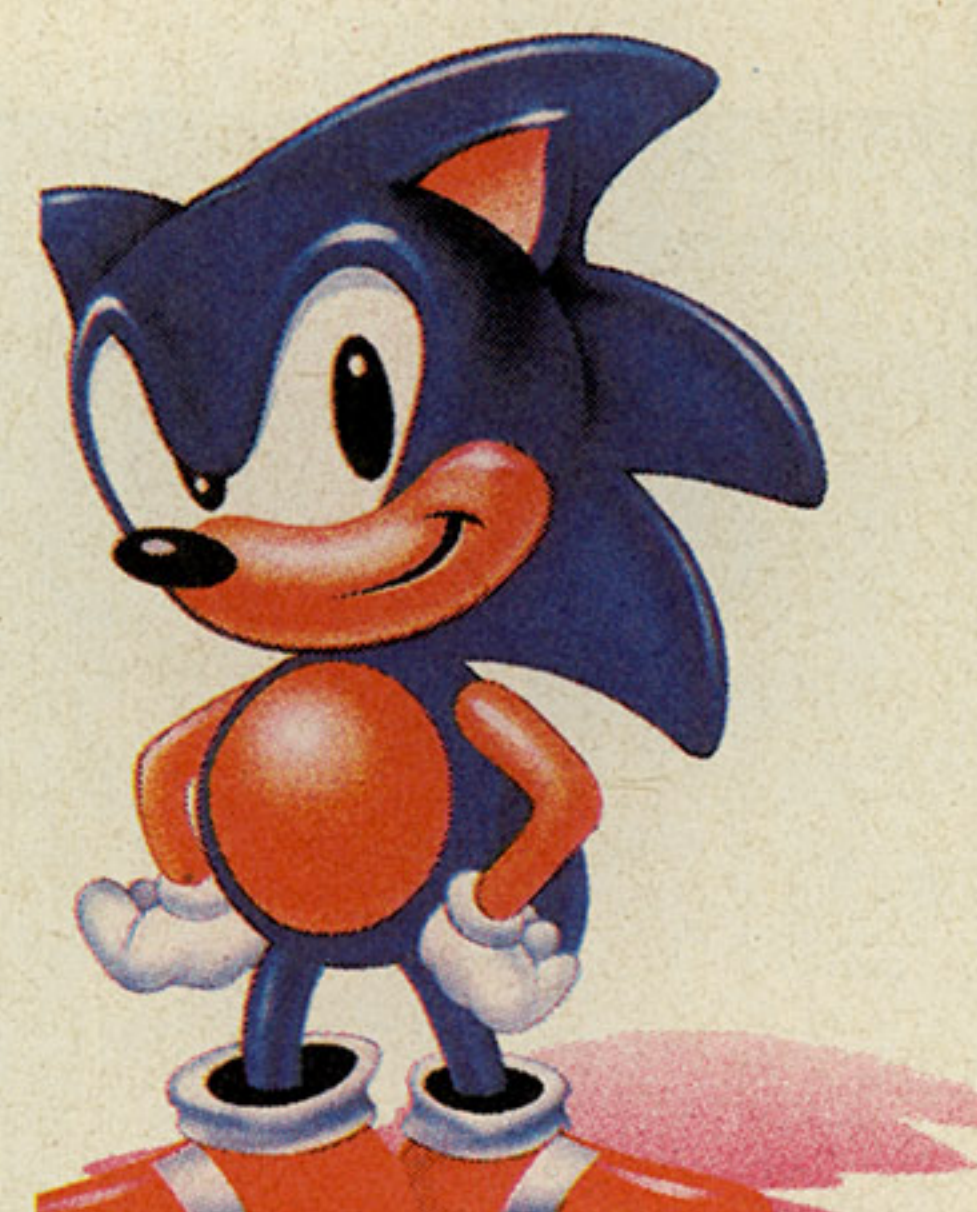
Not even Sonic can survive a fall from these platforms. There's no ground below, and no safety net.



You'll encounter loops and twists in the Starlight zone like nothing you've seen before. Here Sonic rushes down a near-vertical slope, then through a series of loops.



Sonic is in a jam, caught in a tunnel lined with springs. Will he rescue his friends? Will he defeat the evil scientist? We'll take a closer look in the next issue!



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