

SONIC

THE HEDGEHOG

Level selects, bonus stages, hidden lives, secret rooms, special tactics, winning manoeuvres – you'll discover everything you need to win at *Sonic the Hedgehog* and plenty more besides in this exclusive fact packed guide to Sega's smash game.

SONIC THE MOLE

Bet you didn't know that some of the walls on level one can be bashed through by Sonic! You can spot bashable walls by their rather loose tiles. To actually bash through such a wall, you have to go into turbo mode. This is achieved by pressing down on the joypad. Of course, you've got to be running reasonably quickly for your spin to be effective. With enough speed and a supersonic spin, walls will literally disintegrate in front of your eyes. Sonic's mole-like tendencies are put to best use in act 2 where you can gain 20 rings and a shield if you bash apart the correct piece of wall. The map below shows you exactly how to do this. There are also walls that you can bash through on later levels, but unfortunately there is no way of telling them apart from normal ones. It's a case of bash and see!



After tunnelling through the rock to your right you will find three pick ups. From left to right: extra life, ten rings, ten rings.

Using the technique described in the box above you can smash through this wall and pick up the goodies beyond.

Speed up icon which is necessary if you wish to get enough acceleration to tunnel through the wall to the left.

One of the many moving platforms that must be negotiated if you're to get to the other side of a large ravine.

One of the fish that guards the bridge over the waterfall. Spin into the fish to destroy it.

Jump up at all trees as there could be a hidden bonus, life, shield or other very useful power up.

You can get here by tunnelling through the wall on your right or making an accurate jump over these spikes.

Don't hang around for too long on these platforms as they fall away and lead you to a spiky death.

Sonic the Hedgehog:
Green Hill Zone, Act 2
Text: Robin Wyles
Map: Richard Monteiro

Secret bonus stage

Julian Boardman said in his review of *Sonic* last issue that "rings a happy hedgehog make." That saying certainly rings true and it should be obeyed at all times if you wish to enter a bonus stage at the end of each act. By collecting 50 or more rings during an act, you'll get to see a huge spinning ring at the end of the act. Collect this and you enter the



bonus stage. This is easier said than done because sometimes you are travelling at such high speed that you shoot right off the edge of the screen and miss the lovely bonus section. When you are actually in the bonus stage it's best to stay in it for as long as possible as an extra continue will be yours if you collect 50 or more rings.

Sonic gets airborne

There are absolutely loads of rings that are just waiting to be discovered in the Green Hill Zone – most of them are found way up in the sky. The best way to reach them is by using the many moving platforms that are also

lurking in the clouds. Careful timing is needed to find them because they only appear when you are in certain places, and as they are moving they can be easily missed. A good technique to employ when searching for extra rings is just to leap from the highest platforms... ensure you make a safe landing though!

Extra Sonics

Additional lives always come in handy, so it is just as well that there are a couple to find in the Green Hill Zone. The trouble is you can lose more lives trying to reach them. Luckily we are here to help you with the definitive guide to 1-up grabbing. The best way to reach them if they are up high is to use one of the many spring-loaded platforms that litter the highways and by-ways of Sonic's green and pleasant pasture. Sometimes the correct spring must also be found; a fine example of this is on act 2 where you have to traverse moving platforms and swings that lie way down in the bowels of the level just to find the spring that will boost you up to that evasive extra life!

Expropriating emeralds

Yes, those six elusive emeralds can be yours if you use this cunning method. Use the level select cheat mentioned elsewhere and choose the Secret Zone. Collect one of the emeralds; these are normally found in the middle

TAKE A SUPERSONIC TRIP THROUGH ALL THE LEVELS

If you're still having trouble with *Sonic* after all the help that we have given you then you can always cheat! Although RAZE does not condone cheating in any way, we thought that just this once we would take pity. So, without further ado, here is way of accessing the level you wish to start on. On the title screen (the one with Sonic's bounce through the hoop) you must press the controller joystick in the directions UP, DOWN, LEFT and RIGHT. If the cheat has worked you will hear a bell. Hold down button A and press START. You should now see the screen shown below. Simply move the joystick up or down to select the level and then press start. Easy eh? Incidentally, if you find any more of Sonic's secrets, don't keep them to yourselves: send them in to Hacks & Stacks, RAZE, Newsfield Ltd, Ludlow, Shropshire SY8 1JW. There are big cart prizes up for grabs.

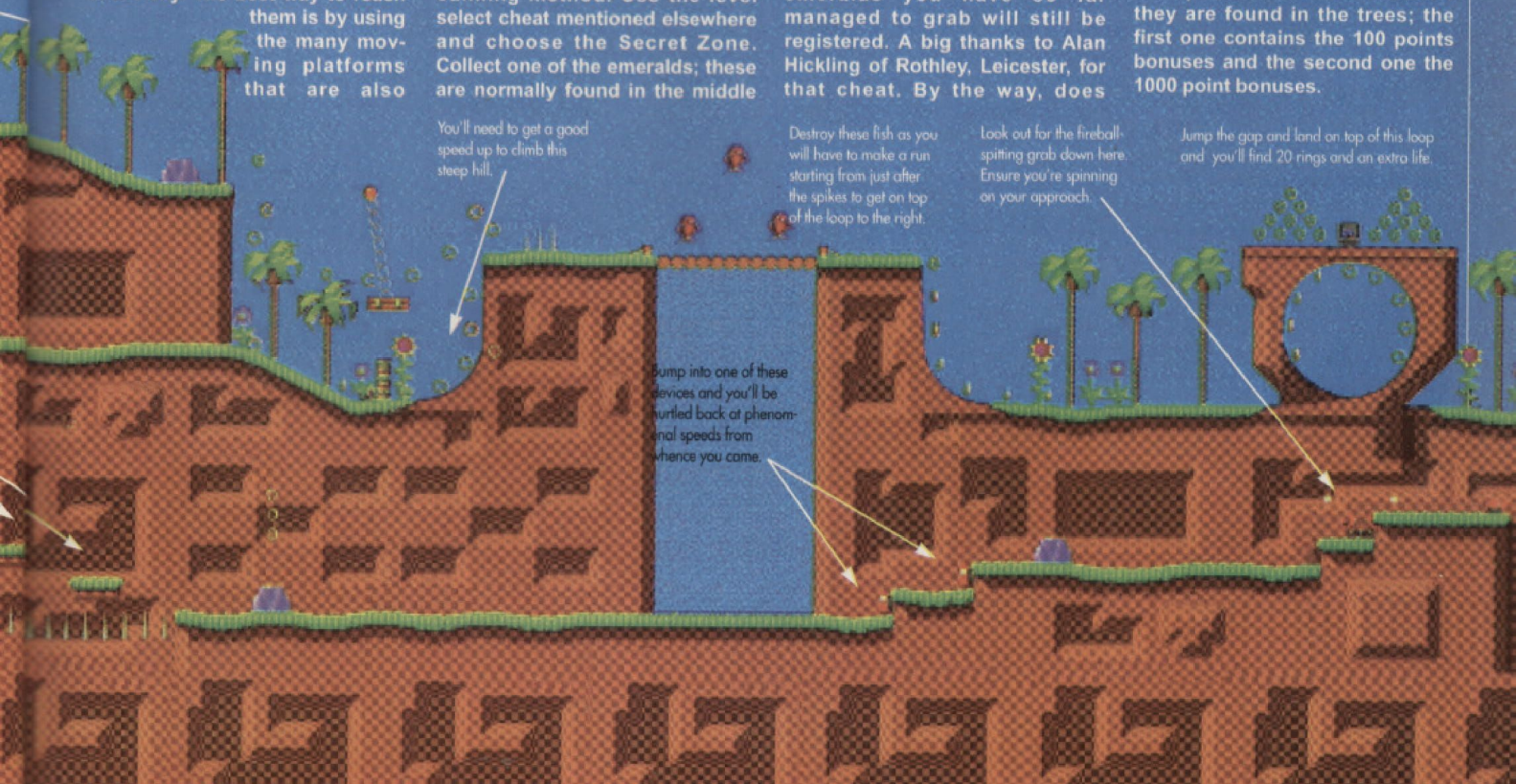


of a square of blocks. You have to keep bouncing against the blocks to make them disappear. Then, when you have it, the screen will turn white. While the screen is white press the reset button. Now go back into the level select screen and again choose the Secret Zone. Do exactly the same as before, remembering to reset the game when the screen turns white. If you repeat this six times, the six emeralds will be yours. Don't worry if you miss one of the emeralds as you can reset the machine and try again. The emeralds you have so far managed to grab will still be registered. A big thanks to Alan Hickling of Rothley, Leicester, for that cheat. By the way, does

anyone know what happens once all the emeralds are in your possession? Do write in.

Sonic barks up the tree

If by any chance you don't manage to collect 50 rings, you can still bag some extra points that lie at the end of every act. All you have to do is to jump around when you pass the spinning sign and a few 100 points or even 1000 points bonuses will appear. But it is a lot easier to find them if you know where to jump. For example, on the Green Hill Zone they are found in the trees; the first one contains the 100 points bonuses and the second one the 1000 point bonuses.

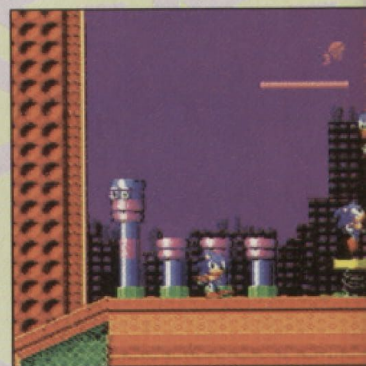
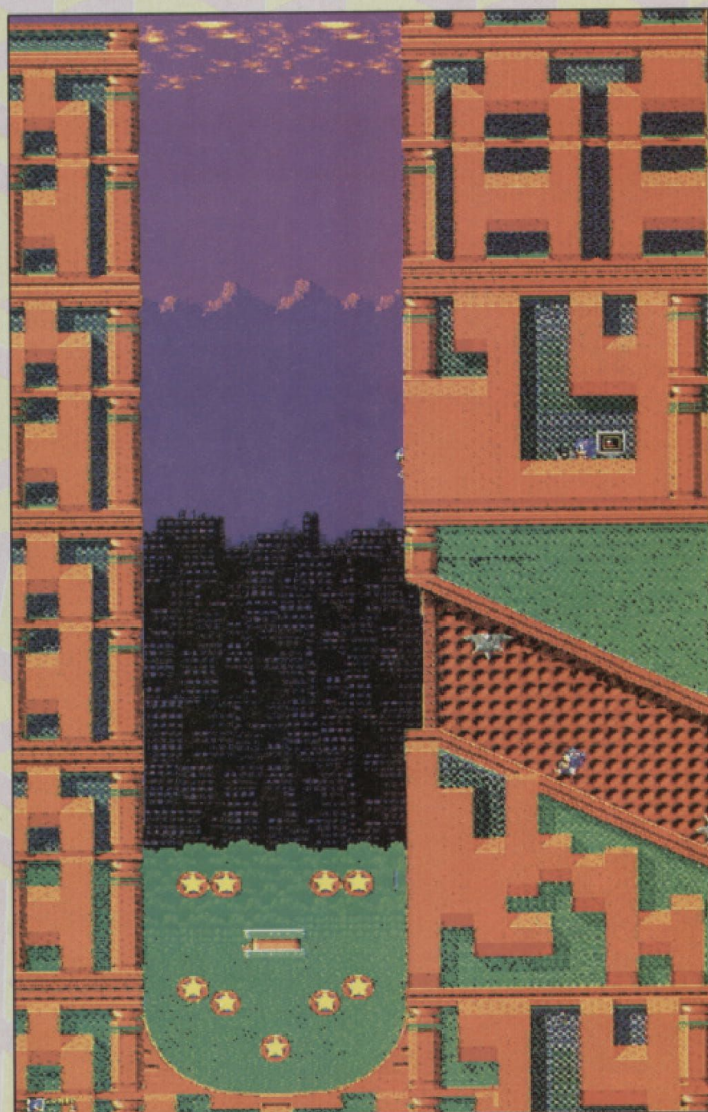


SONIC THE HEDGEHOG

THE HIDDEN ROOMS



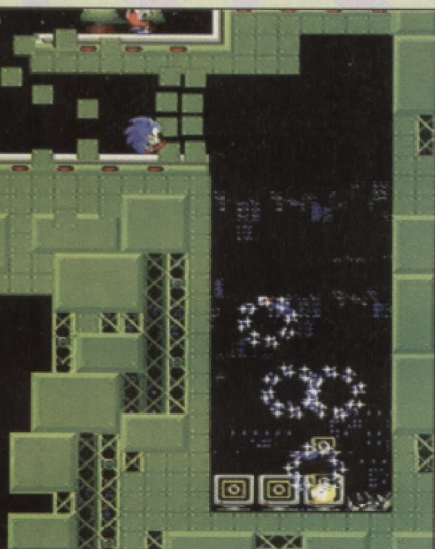
While the Green Hill Zone doesn't exactly test your abilities to the full, it's packed with hidden sections and shortcuts. For instance, if you take the lower of the two routes on act 3 then you will eventually find yourself at the screen shown above. All you have to do is to take a long run up and then while you are running push down so that you go into the supersonic spin attack mode. If you don't clear a path straight through, you can turn around and try again. Of course, you could always use the spring to fly over the obstruction, but it isn't nearly as much fun.



The Spring Yard Zones holds plenty of secret bonuses. The first is in act one (see above); just as you come out of the up hill tunnel you will see a yellow spring. Use this spring to jump into the secret room that is just above it, here you will find ten extra rings. Extra pickups can also be found on act 3 (see left). Go to the second huge loop and start rolling down the side. Instead of going into the tunnel on the right, keep rolling past it pushing right on the joypad. You should find yourself slipping into a passage that contains a pair of fast feet and an invincibility token. These can be used to finish the level in record time without getting hit in the process – very handy, you'll agree.



Probably the easiest hidden room to find is in the Starlight Zone at the very beginning of act 1. If you walk to the right you'll see a wall that you normally jump over. Bash through it instead and you will find yourself falling into a room containing 30 rings and an invincibility.



Bashable walls are not so abundant in the Starlight Zone, but they do exist in a couple of places. One of them is in act 3; it's a bit tricky to find as a lot of the act looks very similar. Look closely at the screens opposite and below to check its exact location. When you actually get to the place pictured, it's just a case of getting a good run up from the hill and then spinning into the wall. Invincibility and 30 rings will be yours when you break through. Money for old rope, eh?

