



SONIC THE HEDGEHOG

He's the fastest, spikiest dude ever to hit the 16 bit Sega - just that bit nippler than Biggleswade's own Robert Pogmore, who's literally whisked to us these tips on how to defeat Robotnik on each level!

GREEN HILL ZONE

As Sonic runs past the lamppost he will arrive at a screen on which are two floating ledges. Jump onto the right one first and wait for Dr Robotnik to appear. As he comes toward Sonic, it's possible to jump up and butt him three or four times. Robotnik will then release a huge ball and chain which will start to swing to the right. Jump over the ball and Sonic will probably bash the doctor's craft again. Then jump onto the left hand ledge and, when the ball starts to come Sonic's way, leap over it, hitting the craft. Keep doing this until Robotnik is defeated.

MARBLE ZONE

There are two rock mounds on the end screen - jump onto the right one and wait for Robotnik to appear. Bang him as he comes from the right. He will fly to the left and release a firebomb. Wait

for him to return to the right and then bash him again and jump over to the left ledge as the final re spark falls off the mound and into the lava. He then releases another firebomb on the right ledge before flying over to the left. at which point bang him again. Continue to do this to despatch him easily.

SPRING YARD ZONE

As he crosses the moving steps, Sonic will encounter Dr Robotnik. This time, a large spike protrudes from the base of his flying machine. Move to the left of the screen; the Doc will follow and try to impale Sonic on the spike. Move a little to the right, so as not to get pierced, and jump up to bash him a couple of times. Try to keep to the edges of the screen and lure him into destroying the blocks at the side. Using this method, Sonic will destroy the craft and progress to the next zone.

LABYRINTH ZONE

Once Sonic reaches Robotnik, bash him and follow him up the rocky ledges. Try to be quick in following otherwise the water will catch up (and it's a well-known fact that hedgehogs HATE water!). Also, be careful of the spikes, traps and fire-breathing heads on the wall, as if Sonic is hit he will fall a long way down! Robotnik cannot be destroyed on this level, but if he is kept up with he will go away after a while.

STARLIGHT ZONE

As Sonic comes to the end of this zone he will come face-to-face with three pinball bumpers, such as those found throughout the game. Wait for Dr Robotnik to arrive and start dropping spiked balls from his ship. When he drops one quickly jump to the other side of the bumper, so that it rebounds back and hits him. Ensure Sonic doesn't get hit by any of the balls, and remember that when a ball is left alone it explodes. Keep on knocking the balls back onto the Doctor to complete this zone with ease!

THE FINAL ZONE

Robotnik appears from metal and glass tubes protruding from the floor and ceiling. Sonic must bang eight times the tube in which he appears. Watch out for two tubes popping up together, as he will be crushed. Once Sonic hits or misses a tube, a set of electric balls attempt to fry the blue megastar. They start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his animal pals!

