

# SONIC THE HEDGEHOG



Sega/£34.99/Mega Drive

**CONSOLE  
CLASSIC**



Sonic The Hedgehog is one talented little fella. His debut cart has blown minds, knocked off socks and weed from a great height over every other game at just about every computer show around the world, and it's finally here! So, what's it like?

Let's start with Sonic himself. Our wee hero is without doubt appealing to

a ludicrous degree – it's damn near impossible to resist his charms. He's a dinky little beast, who scores top marks in the all-important three Cs – coolness, cuteness and charisma, giving every other game hero from Mickey Mouse to Mario a serious run for their money. And boy oh boy, can Sonic run – the longer the run up, the faster he goes, and just when you think he's reached his zenith he'll go even faster still.

His other forte is spinning. Hit the fire button and he'll curl up into a lethal, yet somehow adorable, ball of blue spikes. In this form he can bounce, zip and fly at breakneck speed, neatly smiting any foe in his path. To add to his appeal, he boasts a repertoire of stunningly life-like,

irresistible animated quirks. Sonic pulls a different disgruntled expression for every mishap that befalls him – a stoic grimace when he's pushing heavy objects, a rather balletic totter on one toe when he's trying to keep his balance, and a disgruntled raise of an eyebrow and impatient tapping of a foot when you leave him standing still for too long.

So what about the game? Sonic's task is to make his way through six



**Destroy this spaceship to release a bevy of bouncy bunnies. Aaaaah.**



life. The rings act as protection too – as long as Sonic is holding at least one, enemy attacks won't be fatal. But he'll drop most of them with each attack, so it's all-important to keep picking 'em up!

To describe the gameplay as very enjoyable would be like calling a million pound pools win 'quite nice'. It really has to be experienced to be believed.

The first thing you'll notice is the sheer speed of the action, thanks to



Whooooo... Sonic loops the loop and pulls 9G... run, boy, run!



Ooooooooh... just missed the landslide... go, Sonic, go, go go!

# CHEAT!

A large measure of hot tips for shandy-swilling console fans!

## SOLAR JETMAN

(NES)

Fancy a peek ahead? Try this level 7 passcode for size: DQDZGNPDRHB

## PSYCHOSIS

(PC Engine)

Want to zip to the level of your choice? Just make sure any turbo switches are off (if you have 'em), then press Run and quickly press button 2 and hold it down. While you're holding it, press Run again - rapidly 5 times for level 2; 45 times for level 3; 25 times for level 4 and (if you're really keen) 100 times for level 5!

## GHOSTS 'N' GOBLINS

(NES)

To pick your starting level, hit Right, B, B, B, Up, B, B, Left, B, B, Down, B, B, B and Start.

## SWORD OF SODAN

(Mega Drive)

To warp up a level, just collect 4 potions and quaff the lot in one go!

## ROBOCOP

(Gameboy)

To zip to the next level, wait until you're on your last legs energisewise, then try to get killed just as you're about to pick up some new energy.

## BONK'S ADVENTURE

(PC Engine)

A nifty way to really rack-up those 1-ups: keep on crushing those turtles when you're underwater in level 3-5. There are 20 extra banks to be snaffled! (Oo-er)

## RAD RACER

(Nes)

If you've got plenty of time, sad-all to do and a burning desire to see the finishing sequence, then you'll be pleased to hear that your wish can be granted by selecting yer motor, remaining on the demo screen and pressing button B 64 times.

## STRIDER

(Mega Drive)

If you're having trouble with the second reactor, you'll love this sneaky trick: to become invincible to those perilous lasers, just make sure your foot is touching the capsule on the ground next to you.

## OPERATION C

(Gameboy)

To access the hidden level-select mode from the title screen: hit Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A and Start.

## CONTRA

(Gameboy)

For a generous bunch of extra lives when you continue, hit Up, Up, Down, Down, Left, Right, Left, Right, A, B, A, B Select and Start before you kick off.

## RAMPAGE

(Lynx)

Here's a nifty tip to try when you're in a multi-player game: pick up an explosive and look upwards to prevent it from going off. Now you can drop it wherever you want, and set it off whenever, by simply looking downwards.



If you've got 'em, we want 'em - cheats, hints, tips, maps, solutions, in fact anything consoley. You might even receive something nice in return. So send all your stuff to: Console Action, ZERO, 14 Rathbone Place, London, W1P 1DE.



Sonic's capabilities. Then you'll discover the sheer size of each terrain you explore. Although you can whip through each level swiftly (with a bit of skill), you'll eventually notice that each round has several heights of path to work through - all of which lead to the finish mark. You'll also find all sorts of treasure-bearing nooks and crannies. Luckily, Sonic can look up and down, so you can cast a beady eye on what you might be missing as you zip along on your merry way. You can also test walls and rocks for entrances to secret rooms by giving 'em a push. The end-of-world bosses aren't too terribly dastardly, and they can be fairly swiftly outfoxed and dispatched with a bit of thought, practice and agility. When you've popped their clogs, you'll be rewarded with a neat visual treat before moving on. It's a big canister which can be zapped at the touch of a button, setting free a hoard of adorable little creatures (no doubt intended as further fodder for the Doctor's cruel creations).

The general difficulty level of game play is about medium - you're unlikely to get really, really stuck at any point. But it still presents a challenge you can get your teeth into, due to the fact that there are so many moves and skills for

you to perfect along the way.

It's hard to write a review of *Sonic The Hedgehog* without feeling like you're writing advertising blurb. It's just that it's nigh-on impossible to find fault with it. Did I mention that the graphics are stunning? No? Well, of course they are. They're arguably the best ever seen on the Mega Drive to date - full of phenomenal colour, depth and detail.

The backgrounds feature beautiful parallax scrolling, and the scrolling and sprite movement throughout, even at top speed, is super smooth and totally sexy. There are no criticisms to be made of the music or sound effects either. All these glittering attributes bring one's attention to the full capability of the Mega Drive - Sonic takes it to the max!

It should go without saying that *Sonic The Hedgehog* is addictive. Yes, it's hard to tear yourself away from, but it's also darn near impossible to get off your mind when you finally do, and leaves your fingers twitching if you don't get back to it quick enough! The sheer speed alone is something you can get hooked on, and the next few games you play after a session with *Sonic* feel like slow-mo', with sluggish scrolling and hero-sprites that seem to be wading through invisible porridge. Do not adjust or destroy your set - it's just that ol' *Sonic* magic working its wicked tricks on your grey matter.

Sonic's path to stardom seems to be cast, with experts predicting fame of incomparable proportions. But even at the end of the day, when we're all cursing under a mountain of *Sonic The Hedgehog* duvet covers, lunchboxes,

cereals, stationery sets, bubblebaths, jockstraps etc (and reeling under a bombardment of copy-cat carts from cashers-in with names like Turbo The Stag Beetle), there will be no getting away from the basic fact - *Sonic The Hedgehog* is a bloody, bloody good game.



THE VERDICT 95

## SUPER SONIC

There are handy power-ups hidden in TV sets to help Sonic on his quest. Just jump on the telly to snaffle the booty:



Temporary  
Invincibility



Temporary  
Increases speed



Extra life



This allows  
you to hold  
onto your  
stash of rings  
in the next  
enemy attack.



Get ten rings

