

THE SUPER SONIC STORY

For sad shufflers who don't already know, Sonic is a hedgehog with a mission. Whichever machine he's on, Sonic's task is the same: to free his furry friends from the diabolical clutches of the evil Dr Robotnik. This seriously bad lad has captured all of Sonic's pals and encased them in biomechanoid armour - programmed to terrorise the world! To free his pals, Sonic has to race through a series of zones each consisting of huge scrolling areas packed with hazards and potholes and all sorts of other things very bad for hedgehogs. But fear not because our hero can fight back in a number of ways - he can jump on his feet or curl into a ball and leap onto any enemy, skewering them on his spines! By collecting the magic rings which lie scattered around, Sonic is further protected - contact with an enemy is neutralised by the rings, but all the rings in Sonic's possession are dropped. Any rings remaining at the end of the level are exchanged for bonus points - and if Sonic collects a certain number he'll be transported to the bonus level! At the end of each zone, our sky-blue spiky-top is confronted by the doctor himself, armed with various weapons and intent on turning Sonic into hedgehog pie. Are you a hard enough hedgehog to survive?

BONUS HEDGEHOG LAFFS!

Whichever version he's playing in, if Sonic manages to collect enough rings before reaching the end of an area he's whisked off to a seriously strange bonus round. On the MegaDrive it's a amusing rotating maze filled with rings and enemies, while the Master System and Game Gear versions put our hero in an incredible bouncing room full of goodies! Both of them are a sight to behold as the lad swirls and bounces all over the place - and lots of people reckon the Master System bonus round is better than its MegaDrive counterpart!

THE SONIC GAME GUIDE

Here it is - the most definitive list yet published of all the tips, cheats and hints to help you get the most from the game. Note that there have been quite a few versions of the game on MegaDrive, and therefore you might find that some of the cheats don't work with your copy. Oh well, that's the way the cookie crumbles...

First up, the Level Select cheat that everybody should know. On the intro screen press UP, DOWN, LEFT and RIGHT, A, C, B, C, A, START in that order on the right lines. Then press A, B, C and START together to access the Levels Menu and play whatever part of the game you like!

SUPER SECRET STAGES

On the intro screen press these combinations to select secret stages:

1. UP, DOWN, LEFT, RIGHT, A, C, B, C, A, START
 2. A, C, B, C, A, UP, DOWN, LEFT, RIGHT, A, C, B, C, A, START
 3. UP, DOWN, LEFT, RIGHT, A, C, B, C, A, A, C, B, C, A, START
- Instead of a score there should be some code. By pressing B Sonic should change into a ring, press B to make him turn into another spire and press C to make your chosen spire permanent, giving you infinite lives! While cheat mode is on press pause, press B to see action in slow motion and C to get frame by frame animation, but be careful because it can crash. If you reset the game by getting it again by pressing A and START and holding them down for a few seconds, select Green Hill Zone act 1, which will bring up a different screen every time.



JOLLY JEWEL JAPERY

Access the stage select screen (UP, DOWN, LEFT, RIGHT and A, B, C and START together). Now, select the special stage and collect the jewels. When the words CHAOS EMERALDS appear, press RESET and enter the special stage again. Collect the jewel and reset when the words appear. Do this six times in all and start the game - you will find that you possess all six jewels needed to complete the game!

BEATING THE BAD BOY!

Here's a level-by-level guide to beating the evil Doctor Robotnik. It's crucial info and could help you complete the MegaDrive version without cheating!

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 to ward Sonic, jump up and hit 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 fireball. Wait for him to return to the right and then bash him again and jump over to the left ledge as the final five spark tails off the mound and into the lava. He then releases another fireball on the right ledge before flying over to the left, at which point, bang him again. Continue to do this to detach 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 tubes 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 try the blue megajaw. 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 pals!

HOGGING THE LIMELIGHT!

With a superstar like Sonic tucked safely under their belts, Sega are planning big things with the little blue hero. He's already made a guest appearance in the arcade game *Red Mobile*, and there are plans for more in the future, but everyone's waiting for *Sonic 2*. The sequel will definitely be available in December on Megadrive (other versions to follow) just in time to grab Christmas Number One.



The exact format the game will take is still a closely guarded secret, but we understand that the basic style of the game will remain unchanged. There are also heavy rumours of a Mega CD version of the game, which will be absolutely enormous and feature some role-playing elements to keep people at it for months. Many people complained that the original *Sonic* was a little too easy, and you can bet your bottom dollar that Sega have listened to the criticism and will make the sequel a bit of a tough nut to crack!

