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**Sonic The Hedgehog Bible**

Draft II

June 24, 1991

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# Introduction

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Welcome to the world of SONIC THE HEDGEHOG!

SONIC THE HEDGEHOG, for the Sega Genesis, is the world's first supersonic *hedgehog* hero. In fact, Sonic's unique personality explodes with charm and is rapidly gaining him notoriety as the "Hedgehog with an Attitude." Programmed for high-speed fun, SONIC THE HEDGEHOG has strong appeal for male and female players from age six and up and delivers some of the brightest, boldest action you'll see anywhere!

This official SONIC THE HEDGEHOG bible is your reference for creating and marketing SONIC THE HEDGEHOG products. In it you'll find guides to characters, the SONIC THE HEDGEHOG storyline and mythology, quality control procedures, copyright and trademark usage guidelines, direction for illustration, and the exciting artwork you might decide to use in product designs, packaging and advertising.

This bible is for the exclusive use of Sega of America, Inc. and its business partners. The illustrations and/or graphics it contains may be used on product packaging, labeling and/or promotional materials only with the approval of Sega Of America, Inc. You may build upon the ideas, storyline, and characters described in this bible, but you may not contradict any information this bible contains. Sega of America reserves the right to change the contents of this bible at any time, without prior notification.

Any product related in any way to the SONIC THE HEDGEHOG story or character must be approved by Sega Of America, Inc., according to the terms outlined in the Quality Control section of this bible. If you have any questions regarding the content of this bible or your ideas for product development, please contact:

Madeline Canepa, Product Manager  
Sega Of America, Inc.  
Consumer Products Division  
130 Shoreline Blvd.,  
Redwood City, CA 940893  
TEL: (415) 508-2800 FAX (415) 802-1448

Ready for the SuperSonic experience? Great! Just turn the page and enjoy...

*have Sonic peeking over corner of page here*

**Hey!**

Don't believe we've met. (You were probably moving too slowly!) Anyway, I'm Sonic, as in **SUPERSONIC**, and I want to set the record straight on a few things. So hang with me for a millisec while I give you a news flash.

First, I am not a hero -- I'm a **SUPER**hero. And I'm not like those other vid guys. They may claim to be super, but I'm the original! Funny thing is, I didn't even wannabe great. I just am. What else could I do? Once Dr. Robotnik went berserk-o, I had to save my friends! Lucky for them I also saved the planet!

Second, about my speed. Lots of folks at Sega will tell you how they sweated bits to bust my moves right through the sound barrier. Well, that's true, but they had some help. Don't want to hog any credit, but at the last nanosec it was yours truly who pumped up the action. How did I do it? Check out the power sneakers for maxxed-out speed. Now everyone wears 'em at Sega!

And last but not least, there's the hair. My hair. It's blue, it's cool, and it's natural. Why the spikes? Simple aerodynamics! Ever try a Super Sonic Spin Attack without spikes?

OK, so now you know all about me -- the superhero status, the speed, the fabulous spikes. Let's talk about you. What are *you* waiting for - - it's time to start cruisin' at supersonic speed! Have some fun! Be the fastest! And the greatest. (Like me.)

See ya in the Green Hill Zone --

signature of Sonic The Hedgehog

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# Trademark & Copyright Notice Requirements

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1. The SONIC THE HEDGEHOG logo must always be followed by an elevated "TM."
2. The SONIC THE HEDGEHOG name in print must be followed by the elevated "TM" the first time it is used on each page or surface.
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5. Your packaging/labeling must make it clear that you are the manufacturer of the licensed product, not Sega. Your name and address must appear and your name must be in larger type than the Sega copyright notice and trademark legend. The Sega logo may not be used.
6. Proper usage of trademark and copyright notices must be approved by Sega of America, Inc. Be sure to submit all work for approval prior to final printing or manufacture.

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# Quality Control

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To assure consistency for all licensed products, your SONIC THE HEDGEHOG License Agreement requires that written approval be obtained for any proposed use of the SONIC THE HEDGEHOG logo, character names, or renditions prior to production and sale. Approvals must be obtained from Sega of America, Inc.

You can directly use the art provided. Use the camera-ready black-and-white artwork enclosed or order color transparencies by number from us. You can combine the art in different ways to fit your product.

You can also create your own original art, using the How To Illustrate section in this bible as a guide. Be sure to follow the Approval process outlined below.

Sega of America's Product Managers and/or Agents will be delighted to work with you on creative concepts. Please call anytime.

## Approvals

All licensees are required to submit material to Sega of America, Inc. for approval at each of the following stages of development:

### A. For licensee-created art and design:

1. Rough sketches or concept layouts
2. Finished artwork or final proofs
3. Pre-production samples or strike-offs
4. Finished products (packaged samples) and all ancillary materials

### B. When all art is lifted directly from Sega of America transparencies and/or stats:

1. Layout and rough copy
2. Final layout, copy
3. Photocopy of mechanical with background colors called out.

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## Quality Control

Materials submitted for approval should be sent to:

Madeline Canepa  
Product Manager  
Sega Of America, Inc.  
Consumer Products Division  
130 Shoreline Blvd.,  
Redwood City, CA 94065  
(415) 508-2800  
FAX (415) 802-1448

All materials shall be submitted with a written request for approval. SEGA shall have ten business days from receipt to approve or disapprove all materials. SEGA shall give written notice of approval or disapproval, with reasons stated for disapproval, by mailing a response addressed to the submitter, within the ten-day approval period. When planning your production schedule, please allow for revisions, which may be required for final approval.

Each new product or line planned must go through the complete approval process. If designs previously submitted for review are dropped from the line but later reinstated, Sega Of America, Inc. must be notified prior to each season.

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# Guide to Characters

## Introduction

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SONIC THE HEDGEHOG features a classic clash between good and evil, as Sonic battles through the zones to free his friends and defeat Dr. Ivo Robotnik. Sonic and Robotnik are not "flat" characters, however. Each is a true individual, with strengths, failings, and vulnerabilities.

On the following pages, we briefly describe the main characters in SONIC THE HEDGEHOG to help you better understand their personalities, lifestyles, and objectives. A strong product line or promotion should reflect their personalities to obtain the maximum benefit of the SONIC THE HEDGEHOG property.



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# Guide to Characters

## Sonic

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### History

Orphaned at an early age, Sonic grows up in the forest of the Green Hill Zone and falls in with a clan of rambunctious animal friends. His friends teach him all the tricks they know. From Johnny Lightfoot (the rabbit), Sonic learns how to outrun every other creature in the forest; from Sally Acorn (the squirrel), he learns how to jump incredible distances; and Porker Lewis (the pig) teaches him to fear fire. Flicky the Bluebird influences Sonic with her happy, fearless, approach to life; Joe Sushi (the walrus) shows him how to dive and swim underwater; and from Tux (the penguin), Sonic picks up the skill of finding air bubbles underwater.

Most important of all, Chirps (the chicken) inadvertently helps Sonic develop the technique for his Super Sonic Spin Attack. As Chirps is learning to fly, he tumbles head over heels out of the nest. Sonic teases Chirps by imitating him, but as he tumbles, Sonic builds up so much speed that he becomes a blur of quills and fur. Before Sonic knows it, he's drilled a hole through the side of a mountain!

Sonic meets Dr. Robotnik after accidentally tunneling into his secret underground lab. Robotnik (before he turns evil) befriends Sonic and lets Sonic visit from time to time to watch experiments. When Robotnik becomes evil, Sonic escapes from the lab, returns to the Green Hill Zone, and tries to warn his friends of the impending planetary disaster.

### Physical Characteristics, Abilities

Sonic is good-looking, agile, and totally cool. His spiky quills turned blue during an experiment with Robotnik, in which he ran on a treadmill at 760 mph, breaking the speed of sound. Robotnik also gives Sonic the red sneakers that protect his feet from the intense heat of supersonic speed.

When Robotnik turns evil, Sonic refines the tumbling maneuver he learned from Chirps into his famous Super Sonic Spin Attack. He uses the Super Sonic Spin Attack to defeat legions of mechanized warriors, tunnel

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## Sonic

through walls, and crash Robotnik's spaceships.

Sonic can also swim underwater and jump high into the air. He's particularly good at running 360s and playing pinball in the many traps and mazes the evil Robotnik creates for him.

Sonic's only physical failing is trouble coming to a stop once he's running at supersonic speeds. Also, every once in awhile he moves too fast to keep good balance, and has to struggle to keep from falling when he comes to the edge of a cliff.

## Mental Abilities

Sonic thinks he's perfect, but he's not! Forest-smart, Sonic is of average intelligence. He has to struggle to figure out the solution to a problem or puzzle. Usually, he relies on his great charm and physical capabilities to pull him out of tight spots. Sonic never analyzes a situation, he just plunges in. He's a Hedgehog of Action.

## Attitude, Personality

Carefree and radically cool -- that's what Sonic is all about. Nothing deep. That's not to say Sonic is an airhead! When he's not teasing you or playing a joke on you, he's probably the best friend you could ever hope for. He cares about his forest pals, delights in coming to their rescue, and has a total lack of fear for his own safety.

Then there's Sonic's Attitude. When he wants something, he goes for it -- 150%. Sonic does not respond well to authority -- he just doesn't have time to listen to someone else tell him what to do. Instead, he'd rather figure it out for himself, or just do what ever needs to be done without thinking about it. He's cocky, independent, self-assured, but never obnoxious or cruel.

One more clue about Sonic's personality -- he's more than a bit vain about his blue spikes. His spikes are *always* perfect. In Sonic's world, slobs finish last.

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## Sonic

### Likes, Dislikes

Sonic loves fast footwork, fast cars (red convertibles), video games -- any thing or any way to move through life at top speed. His favorite diet? Fast food and candy bars -- what else! Sonic loves burgers, tacos, nachos, fries, anything chocolate, and cola. Sonic doesn't eat or drink diet anything -- he needs the calories!

But when he does slow down, there's nothing Sonic likes more than hitting the beach with his friends, watching shapely hedgehogettes stroll by, and catching some rays. That's when he's not exploring new places, playing practical jokes or playing video games.

Patience is not one of Sonic's strong points. When he feels the pace is too slow, he'll cop his trademark "What's the matter with you, dude!" attitude and tap his foot with impatience.

### Objectives in Life

Sonic's objectives in life are to have fun and enjoy the ride! Life is a blast, if you don't stop to think about it -- that sums up Sonic's philosophy. As long as he has his supersonic speed, his sneakers, and his good buddies, Sonic is one cool and happy dude.

### Objectives in SONIC THE HEDGEHOG Game

With his friends gone, who's Sonic got to hang out with? Sonic won't rest until he's freed his buddies and destroyed the evil Robotnik. He's also trying to collect all the Chaos Emeralds, which Robotnik has sent into orbit over Mobius and hidden in Warps of Confusion. The Chaos Emeralds enhance Robotnik's power over Mobius.

Robotnik lays out an incredible array of mechanized traps to slow Sonic down, but Sonic is persistent. He knows that, to free every last one of his friends, he must find Robotnik and destroy him, even if this means chasing the dastardly doctor all the way back to the lab for a final confrontation.

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# Guide to Characters

## Dr. Ivo Robotnik

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### History

Until his unfortunate accident with the Amazing Transforming Machine, Dr. Ivo (pronounced "ee-vo.") Robotnik isn't an evil scientist with an egg-shaped physique; he is Dr. Ovi Kintobor, a kind man of science with a svelte body and a finely-honed mind. For the past fifteen years, Kintobor labors in his underground lab, conducting experiments to improve life on Mobius and transfer evil into the Chaos Emeralds. For this purpose, he develops an ultra-radical invention, the Amazing Transforming Machine (ATM). But after all six Chaos Emeralds are zapped with the planet's evil, Kintobor discovers that they are highly unstable. And so he begins a search for a seventh, Gray Emerald, which will contain the evil in the Chaos Emeralds and neutralize it. He then plans to bury the the emeralds deep within the frozen core of Mobius, where they will be rendered harmless for eternity.

Kintobor befriends Sonic, and boosts his speed by letting him train on a supersonic treadmill. He gives Sonic friction-reducing red sneakers, lets Sonic watch his experiments, and fills him in on his ambitious goal to banish all evil from the planet.

Before Kintobor can find the Gray Emerald and realize his plan, however, a wave of radiation hits the lab, causing the ATM to zap his character with part of the evil in the emeralds and at the same time mix up his molecules with a rotten egg. The ATM then blows up, its rings crashing through the roof of the lab and scattering over the surface of Mobius.

Now thoroughly and irrevocably evil, Robotnik declares he will rule Mobius, gradually mechanizing and controlling the planet. He places the Chaos Emeralds into orbit high above Mobius and plans to use them as a kind of evil satellite network to further enhance his power.

Sonic, who has witnessed Robotnik's transformation and knows some of his scientific secrets, is the only one who stands in Robotnik's way. Realizing this, Robotnik vows to destroy Sonic before Sonic can alert the planet to his schemes. Robotnik devises dastardly traps to destroy Sonic and places them all over Mobius. He also turns all of Sonic's friends into evil robots, programmed to destroy Sonic. And as an extra precaution, Robotnik

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## Robotnik

cloaks the orbiting Chaos Emeralds in six separate Warps of Confusion -- also called Secret Zones -- thinking that this will prevent Sonic from gaining access to them.

### Physical Characteristics, Abilities

Once a trim, muscular hunk of a man, Robotnik is now rotund, with a decidedly egg-shaped physique and a deceptively jolly face. In fact, he resembles a Humpty-Dumpty gone mad, with spindly arms and legs stuck onto an egg-shaped torso. He is bespectacled, bald, and nearly bulging out of his labcoat. Plus, he smells like . . . a rotten egg.

Because he is so round, Robotnik has trouble seeing his feet, walking long distances, and standing for long periods of time. He remedies this by building a spaceship, the Egg-O-Matic, which is perfectly molded to his form, and in which he can zip around the zones and launch attacks on Sonic. He also installs elevators in the lab so he won't have to climb its many stairs.

### Mental Abilities

Although he looks like an egg, Robotnik is definitely not cracked. Unfortunately, he still possesses nearly all of his formidable intellect, and now uses it for evil purposes.

Robotnik holds every advanced scientific credential possible from all eleven universities on Mobius, as well as the Mobius Prize in Physics and Biotechnology. Now evil, he plans to further augment his mental capacities by embedding a ceramic neural network in his brain to carry out physics calculations in his sleep.

### Attitude, Personality

Robotnik is a nasty, mean-spirited soul with no redeeming characteristics. He does not hesitate to destroy or control any creature who stands in the way of his plan to take over Mobius.

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## Robotnik

### Likes, Dislikes

Robotnik has always adored, and still adores eggs -- hardboiled, scrambled, over easy, poached, or in an omelette. Now, he especially enjoys them raw, with a dash of tabasco. He eats with his hands, very slowly. It is not a pretty sight.

Robotnik dislikes any creature with an independent spirit; hence, he hates Sonic. Also, Robotnik realizes that Sonic knows many of his scientific secrets and is onto his plot to control Mobius.

### Objectives in Life

After the accident, Robotnik comes to the sudden realization that *understanding* Nature isn't enough -- one must dominate, control, and contort it. And so his goal in life is to control and/or mechanize anything he comes across.

### Objectives in SONIC THE HEDGEHOG Game

Robotnik wants to control Mobius. To do that, he must destroy Sonic, and hold on to the Chaos Emeralds, which enhance his power over Mobius. He also hopes to find the Gray Emerald so he can destroy it. Once the Gray Emerald is destroyed, there is no way of neutralizing the Chaos Emeralds.

Robotnik knows he can't catch Sonic by himself. So he mechanizes Sonic's animal friends and turns them against Sonic. With multitudes of killer creaturebots on the loose, and with many dastardly traps awaiting, Robotnik figures there's no way for Sonic to survive.

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# Guide to Characters

## Sonic's Friends

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Sonic's main buddies are Johnny Lightfoot, Sally Acorn, Porker Lewis, Chirps, Tux, Flicky the Bluebird, and Joe Sushi. Each comes from a large family, and each is playful and friendly.

Sonic's pals make their home in the forest of the Green Hill Zone. With Robotnik on the rampage, however, they and their families have been scattered throughout the six zones, turned into mechanized warriors who try to destroy Sonic, or held captive in steel tanks at the borders of each zone. As Sonic releases his friends from captivity or robotdom, they bound away in glee.

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# Guide to Characters

## Dr. Robotnik's Badniks

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**R**obotnik's mechanized minions are Buzz Bomber, Jaws, Caterkiller, Ball Hog, Newtron, and Burrobot, Chopper, Moto Bug, Crabmeat, and Roller. Each tries to destroy Sonic by stinging, biting, drilling, lashing, smashing, rolling over or bumping into him. If Sonic has no rings when he's attacked, these assaults can be fatal.

Like Robotnik, each robot is thoroughly crazed -- carefully programmed to destroy Sonic. With limitless energy, they wander the zones of Mobius, awaiting their prey with the nastiest of intentions.



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# Art Direction

## Sonic

### How to Illustrate

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The proper depiction of Sonic on licensed product and packaging is a major criterion in our approval process. Special care must be taken in rendering his expression and poses. Listed below are attributes (when illustrated) of Sonic:

- Sonic must appear youthful, tough, and cocky -- but also cute
- Quills should be neat and spiky
- There should be "energy," action and movement to illustrations of Sonic
- When illustrating Sonic at rest, he should still appear cool, energetic, and in control, not slothful or sluggish

### Pantone® Color Call-Outs\*

fur (back and quills, legs)	300 (100C/40M) Blue
inside of ears	156 (20M/30Y) Tan
eyes	White
pupils	Black
lips (grin line)	Black
nose	Black with White highlight
muzzle, tummy, arms	156 (20M/30Y) Tan
gloves, socks. stripe on shoes	White
shoes	185 (100M/70Y) Red

\*Four-color process screen tints may be substituted for Pantone® color inks.

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# Art Direction

## Sonic Expressions

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- A. Winking
- B. Vulnerable
- C. Determined
- D. Cocky
- E. Surprised
- F. Dumbfounded
- G. Dejected

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# Art Direction

## Sonic Poses

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- A. Impatient
- B. Jumping up
- C. Nearly falling
- D. Relaxed
- E. Super Sonic Spin Attack
- F. Sneezing
- G. Running
- H. Pushing

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# Art Direction

## Robotnik

### How to Illustrate

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Listed below are attributes (when illustrated) of Robotnik:

- Robotnik must appear nasty and evil
- Torso should be nearly circular
- When illustrating Robotnik in his spaceship, he should still appear evil

### Pantone® Color Call-Outs\*

skin (pate, hands, nose)	155 (10M/20Y) Tan
moustache	484 (20C/80M/80Y/10B) Brown
eyes	279 (80C/40M) Blue
coat	185 (100M/60Y) Red
pants, legs, feet	Black
buttons	White
collar	108 (100Y/5M) Yellow
teeth	White

\*Four-color process screen tints may be substituted for Pantone® color inks.

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# Art Direction

## Robotnik Poses

- A. Nasty
- B. Fleeing
- C. Machine 1
- D. Machine 2
- E. Machine 3
- F. Machine 4

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# Art Direction

Dimensional Relationships: Sonic & Robotnik

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Sega to provide copy direction.

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# Art Direction

Sonic's Friends

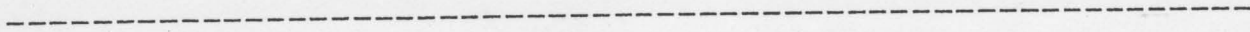
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Sega to provide copy direction.



# Art Direction

Robotnik's Badniks



Sega to provide copy direction.



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# Logo Identification

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Get extra mileage from your product design by incorporating the SONIC THE HEDGEHOG logo. Logos can be reproduced in full, two or one-color versions. The following pages contain camera-ready artwork and instructions for the use of each version.

Always use the SONIC THE HEDGEHOG logo as shown. Do not alter it in any way. When reproducing the logo in color, use only the proper Pantone or process colors listed.

When using the logo with an illustration, make one graphic larger than the other. Don't make them equal in size. If you are using your logo on a product with the SONIC THE HEDGEHOG logo, the SONIC THE HEDGEHOG logo should always be at least three times larger than your logo.

Always separate the logo from other graphic elements, including your logo, in the product design or packaging. A space equal to 15% of the logo size is usually enough to keep elements from competing with one another.

## Approvals

All product, packaging and collateral designs incorporating the SONIC THE HEDGEHOG logo must be approved by Sega of America, Inc. See the Quality Control section of this bible for approval procedures.

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Each usage of the SONIC THE HEDGEHOG logo must include the following:  
Copy to be provided by Sega:

- ® in the upper right hand corner of the word ?????
- ™ in the upper right hand corner of the word HEDGEHOG

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# The Sonic Myth

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A tale told quickly is a tale told well. Well, at least according to Sonic. Since this *is* Sonic's bible, we'll comply with his wishes and tell this story briefly. Immediately following the myth, to help bring the characters of Sonic and Robotnik alive, we include three "snapshot" scenes from the story. Each scene is cued in bold letters from within the story. You may want to read the story straight through, or pause when you hit a scene, detour to the scene, then return to the story.

\* \* \* \* \*

The story begins on the planet Mobius at an unspecified point in time and space. Sonic The Hedgehog, an orphan, grows up with his forest friends in the Green Hill Zone. From each of his animal friends, he picks up different skills and characteristics -- not all of them good. Speed, cleverness, but also stubbornness and cockiness are among the traits he develops, plus a certain amount of "forest smarts" (comparable to "street smarts").

Sonic is an avid explorer and one day tunnels into the laboratory of Dr. Ovi Kintobor. [Scene 1] Kintobor is a brilliant scientist who is trying to improve Mobius by ridding the planet of evil. To do this, he invents the Amazing Transforming Machine (ATM), which can attract and transfer evil from one object into another. He also searches for and finds the perfect objects for the transfer: six dazzling emeralds, which he calls "Chaos Emeralds."

Kintobor manages to pack most of the world's evil into the emeralds, but finds that, once evil, they are highly unstable and may "blow" at any moment. To make the Chaos Emeralds safe, Kintobor searches for a seventh, Gray Emerald, which will neutralize their violent forces. Kintobor installs PCs throughout the zones of Mobius so that anyone passing by can input information that might lead to discovery of the Gray Emerald. He also has his ATM ready to transfer the last bit of the world's evil into the Gray Emerald and stabilize the Chaos Emeralds. The ATM consists of thousands of gold rings that constantly flow good karma around the machine's core as it transfers evil from one object into another.

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## The Sonic Myth

Meanwhile, Sonic and Kintobor become friends. Under Kintobor's tutelage, Sonic develops his natural hedge-running abilities to an extraordinary degree. Using Kintobor's experimental, supersonic treadmill, Sonic trains every day, increasing his speed until he breaks the sound barrier.

[Scene 2] Kintobor even invents special red sneakers for Sonic, which protect his feet from the intense heat generated by the friction on his soles. The first time Sonic runs at the speed of sound, his quills and body become tempered blue-hot from the supersonic shock waves, then remain permanently blue.

One fateful afternoon, Kintobor is taking a break from his experiments with the ATM. Sonic is hanging out nearby, reading a comic book. When Kintobor suggests they have a snack, Sonic raids the lab refrigerator but finds only a single hardboiled egg. He takes it out and sniffs. "Peee-euugh! Sure you want to eat this? I think it's rotten!" Sonic says, handing the egg to Kintobor. Unfortunately, at this precise moment a wave of solar radiation bursts through a hole in the ozone layer and hits the lab. Several astonishing things happen:

1. Sonic tries to grab Kintobor and dive behind the lead-shielded base of the ATM, but succeeds only in crashing both of them into the ATM ...
2. The ATM goes bananas and zaps the Chaos Emeralds, Kintobor, and the rotten egg in his hand...
3. The ATM begins to transfer some of the evil stored in the Chaos Emeralds over to Kintobor, changing him into the evil Dr. Ivo Robotnik...
4. Robotnik immediately takes on the physical characteristics of the egg, bloating to grotesque proportions and...
5. The radiation blast blows up the ATM, scattering its golden rings throughout the zones.

So the formerly good Kintobor is now the hopelessly evil Robotnik, a magalomaniac who wants to control the all of Mobius. And Robotnik is no dummy. He quickly realizes that to succeed at his plan, he must destroy the only creature who knows his scientific secrets -- Sonic! [Scene 3] He lunges at Sonic to try to capture him. But Sonic is too fast. Sonic takes one look at Robotnik and makes tracks for safety. Back in the Green Hill Zone, Sonic tries to find his friends to warn them about Robotnik.

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## The Sonic Myth

Cursing Sonic's speed, Robotnik devises a multitude of traps to try to destroy him and places the traps throughout the zones. He also captures and transforms all of Sonic's friends into robots and programs them to attack Sonic.

As for the Chaos Emeralds, Robotnik makes them into satellites and launches them into orbit over Mobius. Circling high above the planet, the emeralds enhance Robotnik's power over Mobius. As an added precaution, he launches a psychedelic Warp of Confusion (Secret Zone) around each emerald. Only the Gray Emerald can neutralize the forces of the Chaos Emeralds and render them harmless.

Without his friends, Sonic is miserable. He decides he must fight his way through the zones to find Robotnik and destroy him, and in so doing, free his friends. On the way, he tries to recover the Chaos Emeralds from the Warps of Confusion.

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## The Sonic Myth

### Scene 1

Whhooooosh. Clunk. Sonic untucked his head, tumbled forward a few more times, then bounced to his feet.

"Where in hedges am I?," he wondered, blinking his eyes in the harsh light. Only a second ago he had been tunneling through a hill near his home, so he could pop out on the other side and play a trick on a friend. But something weird had happened, and Sonic was no longer underground.

"Something tells me I'm not in the Green Hill Zone any more!" he thought, staring into the immense, white-tiled room he had popped into. But before he had time to shake the dust from his quills, a voice boomed behind him.

"Well, well, look who we have here! *Erinaceus europaeus!*"

A trim, mustachioed man in a white coat bent over Sonic. Sonic had been called many things in his life, but never something so strange as this.

"All you alright?" the man asked. "Wait a minute -- just a moment -- before you answer, I have just one more setting to enter over here..." The man trotted to over to a bank of terminals and began tapping keys. Sonic followed him.

"My name's not "Aceus -- it's Sonic! Who are YOU? And where are we? And what's all this?" Sonic said, pointing at the bank of cogs and buttons.

"Ah, this!" the man said, patting one of the terminals fondly. "This is the controller for my Cogwinder Retractable Particulant Corer. I'm using it to dig for emeralds. Found six. Looking for the seventh. Then my work'll be done!" the man explained, smiling and speaking very quickly. He seemed to have alot on his mind and few words to waste. He punched one more key and glanced at another enormous control panel at the far end of the room, where red and green lights danced and ribbons of paper spewed from a printer.

Sonic eyed the man suspiciously. It was obvious this guy was some sort of genius, or totally wack-o, or perhaps both. Sonic trotted across the gleaming floor of the lab, taking in the dazzling array of contraptions lined up along the walls, atop counters, and piled high on shelves.

"What are you doing with all this stuff? Tell me who you are!" Sonic demanded, tapping his foot with impatience. The magnificence of the lab had not put a damper on his boldness.

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## The Sonic Myth

"Curiosity! How I love curiosity! You have the makings of a top-notch scientist if only you can hold on to this admirable quality!" the man proclaimed, now giving his full attention to Sonic.

"My name, see here --" he pointed to the tag on the lapel of his stiffly starched labcoat -- "is Dr. Ovi Kintobor. You can call me Dr K. We are in my secret lab, which, just between you and me, does not exist," he winked. "My mission is to rid our planet of evil. And for now, that is all you need to know. Unless, of course, you can help me find The Gray Emerald!"

### Scene 2

The days flew by, with Sonic paying frequent visits to Kintobor. The lab was a fascinating place, and Sonic loved hanging out there -- watching experiments, picking up bits of information, and even learning a few of Dr. K.'s theories on physics.

Still, he knew he'd never be a nerd. So partly for relaxation, and partly for Dr. K's amusement, he logged in several hours a day on the sonic treadmill that Kintobor had built for him. Kintobor even developed special friction-reducing sneakers for him, so he wouldn't ignite the treadmill or shoot sparks into the lab. Gradually, Sonic built his speed to 200, 400, then 500 mph.

Kintobor torqued up the speed of the treadmill, every day pushing it in 20-mile increments. What had begun as idle exercise was developing into a major experiment. Until one day, impossibly, Sonic crossed all known limits of mammalogical acceleration and began moving at the speed of sound. Alarmed, Kintobor tried to slow the treadmill. Although he managed to gain control of the machine and bring Sonic's velocity down slowly, a change had come over his friend. Instead of his unexceptional, grayish-brown color, most of Sonic's body had turned brilliant, cobalt blue, and his quills stood straight back in a stiff mohawk.

"My word!" exclaimed Kintobor, who struggled to comprehend what had just happened. "I think you've gone blue from the shock waves. Not to mention the Cobalt Effect!" he said, helping Sonic from the treadmill.

"761 miles per hour! You've really earned your name now! In fact, I should call you SuperSonic -- how do like that!" Robotnik cried, dancing around the lab like a demented pixie.

"SuperSonic. Yeah. Way radical cool," answered Sonic, his body still glowing. And with that, the subject of the most revolutionary kinetic

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## The Sonic Myth

experiment in history unwrapped the burger and fries he had brought for lunch and wolfed them down hungrily.

### Scene 3

Moments passed. It's difficult to say how long Sonic stood staring down at the rotund figure sprawled across the floor. The most bizarre aspect of the transformation was not only Kintobor's ghastly, egg-like appearance, but the letters on his name tag.

"Dr. I v o R o b o t n i k," Sonic breathed, reading them for the first time in stunned amazement. Kintobor, or shall we say *Robotnik*, stirred.

"What are you gawking at, you ugly thing! Stand still so I can rip out your quills and turn you into an armadillo-bot!" Robotnik growled.

"Whoa -- what's eatin' you, Dr. K!" Sonic yelled, jumping back.

"Don't you understand, you little spiked rat! Get back to your rodent hole! It's over. You're finished! I'm in control now. And I shall control Mobius forever!" Robotnik ranted.

"Oh yeah? And how're you gonna do that?" Sonic fished for Robotnik's plan.

"The Emeralds -- it's all in the Emeralds! Now I am evil like them. Beautiful, symmetrical, and unstoppable. I shall launch them into space and they shall help me control the world. And no one, NO ONE will ever find the Gray Emerald. No one!" Robotnik was nearly frothing at the mouth with delusions of grandeur. Then he realized his mistake.

"YOU! NOW YOU KNOW MY PLAN -- you little walking pincushion! YOU SHALL BE DESTROYED!" And with that proclamation, he lunged at Sonic.

But Sonic was too fast. He bolted out the back door to the lab and headed for the Green Hill Zone to warn his friends, Robotnik's curses echoing behind him.

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# Sonic The Hedgehog Game Storyline

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When we join the action in the game, Sonic is trying to rescue his friends, whom Robotnik has turned into evil robots, recover the Chaos Emeralds, and destroy Robotnik.

Reinforcing Robotnik's power over Mobius are six Chaos Emeralds, which hold and attract evil and which Robotnik has hidden in rotating, maze-like Warps of Confusion, or Secret Zones.

To accomplish his objectives, Sonic must traverse all six zones of Mobius, gather all six of the Chaos Emeralds, and survive encounters with Robotnik's mechanized traps. Sonic must also avoid being stung, bitten, drilled, lashed, smashed, rolled over or bumped into by the Robotnik's nasty creaturebots, which contain his friends. As he encounters these badbots, Sonic must spin into them or jump on them to destroy their mechanical shells and release the good animals imprisoned inside. On top of all this, Sonic must battle Robotnik once after each zone and then confront him in a final showdown in the laboratory.

Gathering the ATM's scattered rings protects Sonic against attack, lets him gain entry into the Secret Zones, and earns him an extra chance at winning. He can also jump on PCs to garner super rings, shields, power sneakers, one ups (extra chances to win), and temporary invincibility.

Sonic loses chances to win when he is fatally injured. He can be injured by robot attack, Robotnik attack, falling too far, or drowning.



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# Guide to the Zones

## Introduction

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In this section, we take you on a guided tour of Mobius and the SONIC THE HEDGEHOG game, describing the environment, background, foes, contraptions and weapons, and helpful objects that are unique to each zone.

Certain objects are found throughout the six zones of Mobius. They are:

### Rings

Scattered during the explosion of the Amazing Transforming Machine, rings protect Sonic when he's touched or attacked by an enemy.

### Lampposts

Lampposts save Sonic's progress in the zones.

### PCs

Installed by Kintobor in his good old days, these PCs provided an information network throughout Mobius -- a public bulletin board service. Anyone with information or ideas leading to the discovery of the Gray Emerald was encouraged to post messages on the bulletin board.

After the terrible accident with the Amazing Transforming Machine and Kintobor (Robotnik), the bulletin board's information was wiped out. In its place, inexplicably, magical objects are now contained in each PC.

Technically speaking, we confess that we don't know how or why or by whom these objects were crammed into the PCs. We do know that, by smashing the PCs open, Sonic can release these objects and enjoy their benefits! Objects hidden in the PCs are:

Super Rings which give Sonic ten rings at once

Shields which let Sonic keep his rings even when he's attacked

Power Sneakers which make Sonic run even faster

One-Ups which give Sonic an extra chance to complete the game

Invincibility Boosts which temporarily keep Sonic safe from attack, but not from deadly contraptions

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## Guide to the Zones

### Green Hill Zone

#### Environment

A lush, green landscape with a background of waterfalls, ocean, cliffs and mountains, hedges and blue sky. In the foreground are palm trees, flowers, totem poles, tunnels, giant loops, and plateaus.

#### Contraptions/Weapons

These include crumbling cliffs, floating chunks of ledges, log bridges with spikes, swinging log platforms, jump stands.

#### Ending Sequence

In the Egg-O-Matic, Robotnik chases Sonic with a wrecking ball.

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## Guide to the Zones

### Marble Zone

#### Environment

Subterranean and dungeon-like, with bricks walls, windows with bars, fire pits, lava beds, and tunnels. In the background are ancient temple ruins, mountains, blue sky with clouds, torches, and forested areas.

#### Contraptions/Weapons

These include hidden rooms, firey rivers of lava, volcanic eruptions, spikes, crushers with spikes, fireballs, crushers without spikes, floating blocks, and jump stands.

#### Ending Sequence

Robotnik drops firefalls which spread out and catch the ground afire. Sonic has to jump a firepit while trying to crash Robotnik's spaceship.

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## Guide to the Zones

### Spring Yard Zone

#### Environment

Replete with tunnels, loops, flashing lights, girders and blocks, grids, half loops, and pillars. In the background are purple mountains, a city skyline, clouds, and green hedges.

#### Contraptions/Weapons

These include floating barrels, hidden rooms, floating spiked wrecking balls, half loops, bumpers, and jump stands.

#### Ending Sequence

Robotnik fights Sonic on a bridge of blocks over a chasm. As they fight, Robotnik uses his spaceship to lower a spike, with which he skewers blocks and removes them.

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## Guide to the Zones

### Labyrinth Zone

#### Environment

An intricate maze with above and underwater passageways and tunnels, dungeon-like chasms, seaweed, bubbles, pipes, and stalagmites in the background are blocks studded with gargoyles.

#### Contraptions/Weapons

These include waterfalls, strategically-placed spikes in a variety of shapes, rising tides, caverns in which Sonic can become trapped and run out of air, three-pronged spears that rise up suddenly, spiked balls on rotating chains, air bubbles, and conveyor belts.

#### Ending Sequence

Sonic must chase Robotnik up a tall chasm while avoiding spears and keeping his balance.

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## Guide to the Zones

### Star Light Zone

#### Environment

A world of pipes, construction cones, sawhorses, potted plants, tunnels, large loops, chasms, and flashing lights. In the background is a cityscape with modern hi-rises, bricks panels, a starry night sky, and girder towers.

#### Contraptions/Weapons

These include fire balls, crumbling bridges, loops, a fan, girder bridges that retract, half of the spiked wrecking ball pendulum, seesaws, jump stands, spring pads, and floating girders.

#### Ending Sequence

Robotnik drops exploding spike bombs. Sonic must hop on seesaws to lob back the bombs.

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## Guide to the Zones

### Scrap Brain Zone

#### Environment

A totally mechanical world of metal and glass, with tunnels, loops, elevators, control panels, pipes, electrical gizmos, and flashing blocks and tubes.

#### Contraptions/Weapons

These include grinding wheels which Sonic has to run around, electrical shockers, retracting bridges, drawbridges, elevators, floating blocks which rotate, doors which open and close, buzzsaws, tubes, floating conveyor belts, swinging spike balls, crushing pounders, jets of flame, jump stands, and spring pads.

#### Ending Sequence

Robotnik<sup>®</sup> fights Sonic in the Final Zone.

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## Guide to the Zones

### Final Zone

#### Environment

Same as the Scrap Brain Zone.

#### Contraptions/Weapons

These include electrical zappers and pounding elevators.

#### Ending Sequence

Robotnik plays an elevator/shell game with Sonic. Sonic must hit Robotnik's elevator to destroy him, while electric spark bombs fall around him. At the same time, he must keep his balance and avoid being crushed by the elevators. When Sonic destroys the Egg-O-Matic, Robotnik escapes by running away.





## Guide to the Zones

### Warps of Confusion (Special Zones, Secret Zones)

The Warps of Confusion are surreal bonus rounds occurring after each zone is successfully completed. Sonic rolls around and bounces off the walls of a huge maze which rotates 360 degrees. The backdrop is a hypnotic, floating, Escher-style pattern of birds, fish, and geometric shapes. Within each Warp is a Chaos Emerald.