

ADVENTURE GAMEBOOK 1

# SONIC

TM

## THE HEDGEHOG



 Ladybird



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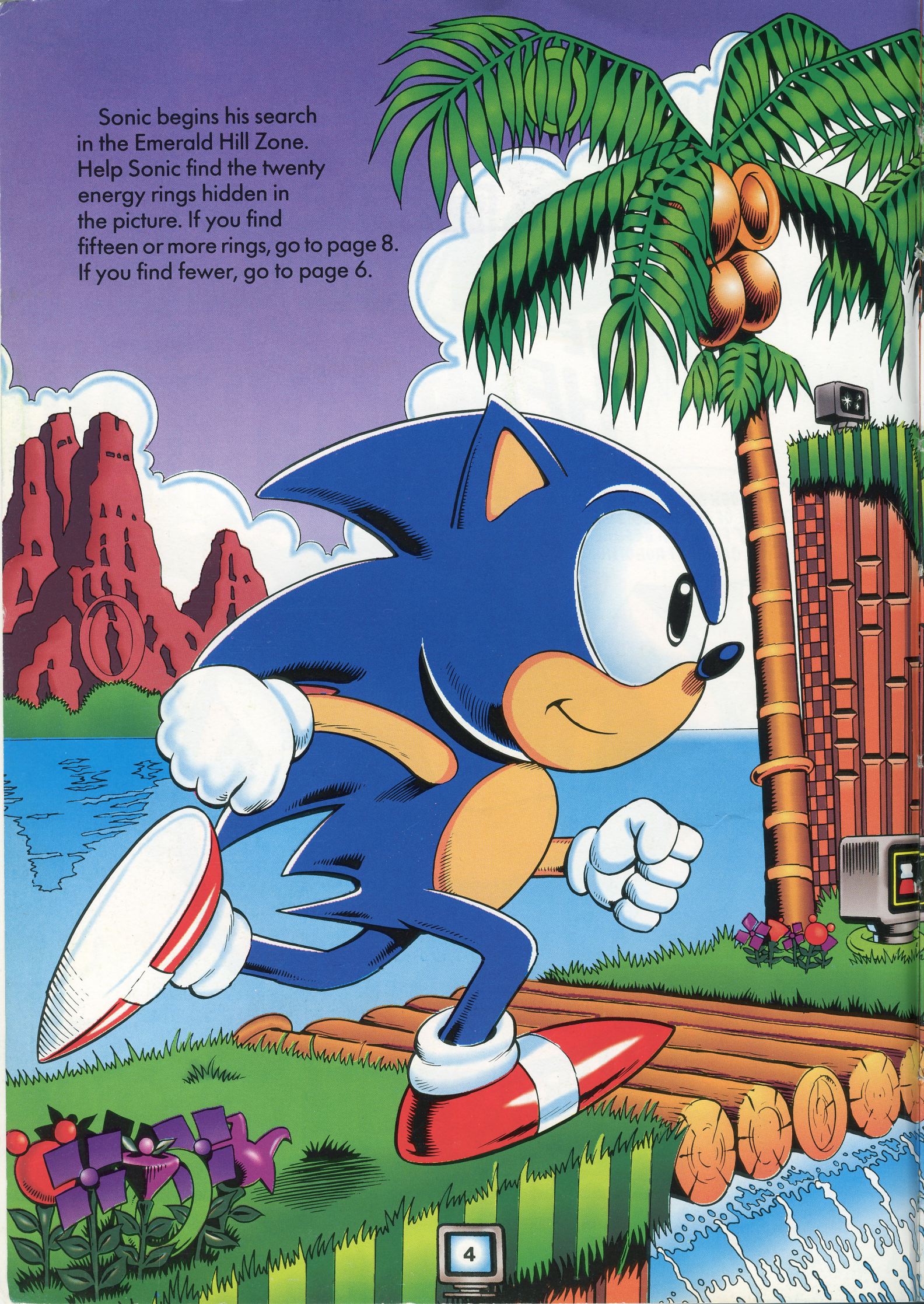
# SONIC™ THE HEDGEHOG

YO! LOOK OUT FOR TAILS  
ON ONE OF THE PAGES. YOU  
**MUST** FIND HIM BEFORE  
YOU CAN BEAT ROBOTNIK!



Ladybird 

Sonic begins his search in the Emerald Hill Zone. Help Sonic find the twenty energy rings hidden in the picture. If you find fifteen or more rings, go to page 8. If you find fewer, go to page 6.





5




The Chemical Plant Zone! Help Sonic find a path through the maze – there are two ways out!



TO PAGE  
8

TO PAGE  
12



The Aquatic Ruins Zone! Help Sonic by adding up the numbers on each column. Two of the totals will be less than twenty – these are page numbers! Choose one, and go to that page!

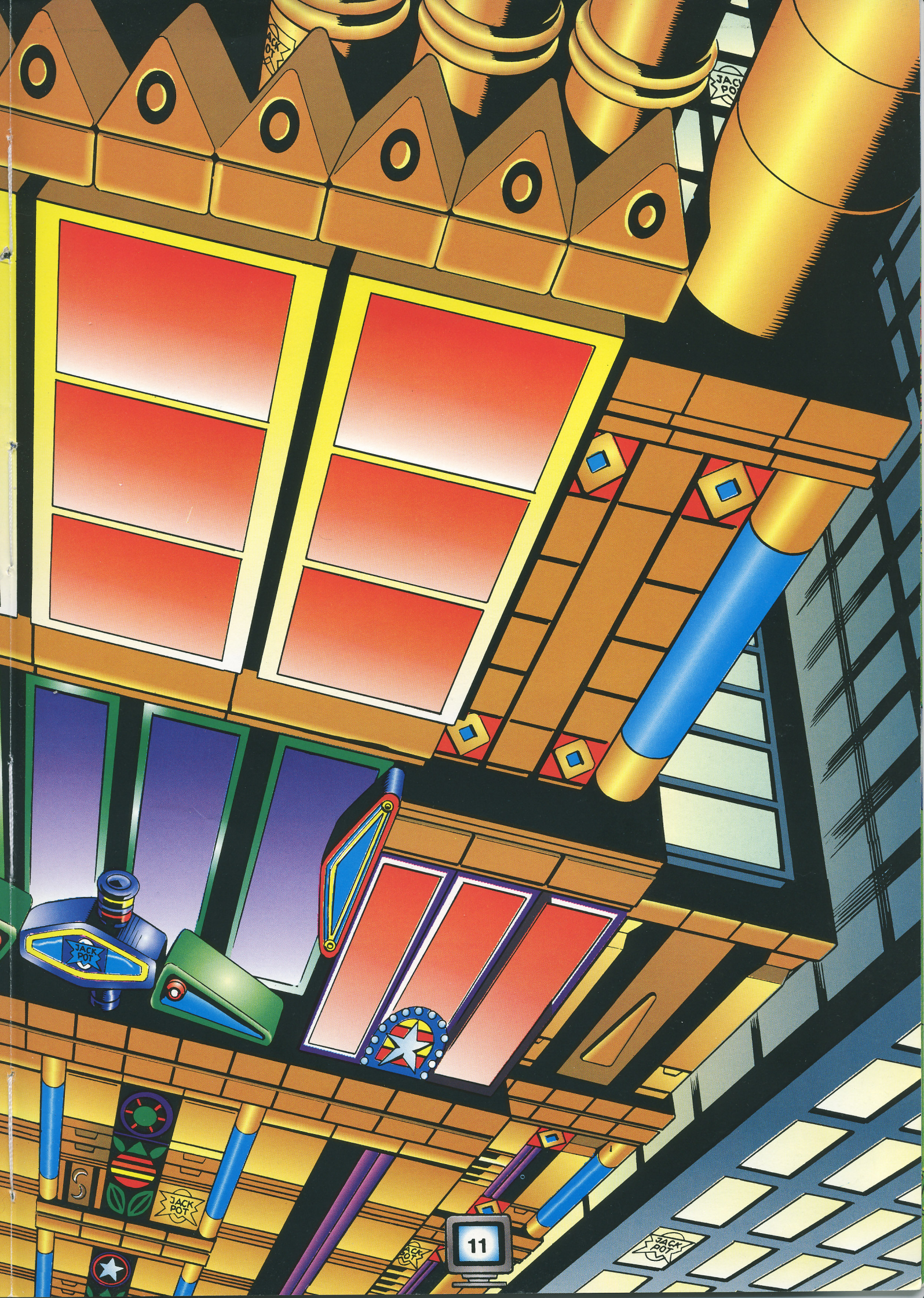




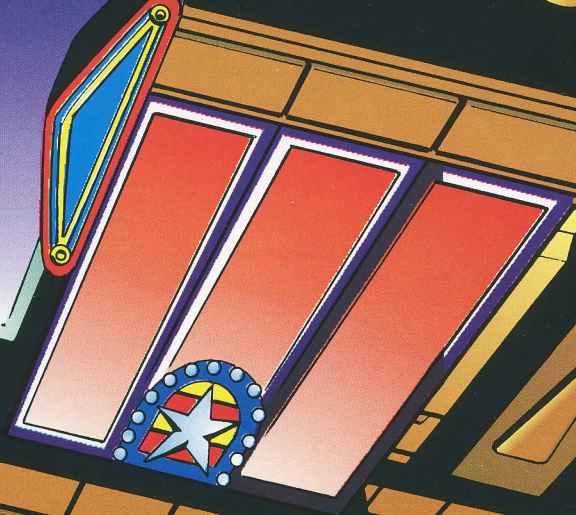
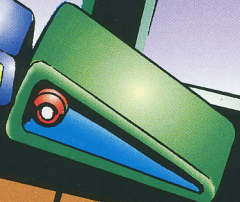
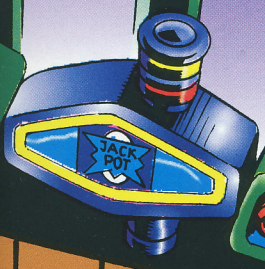
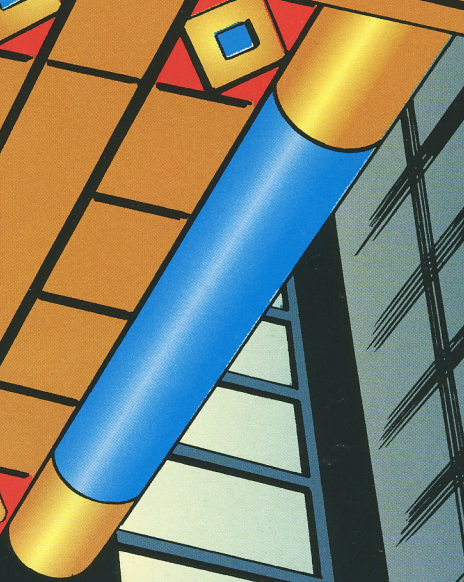
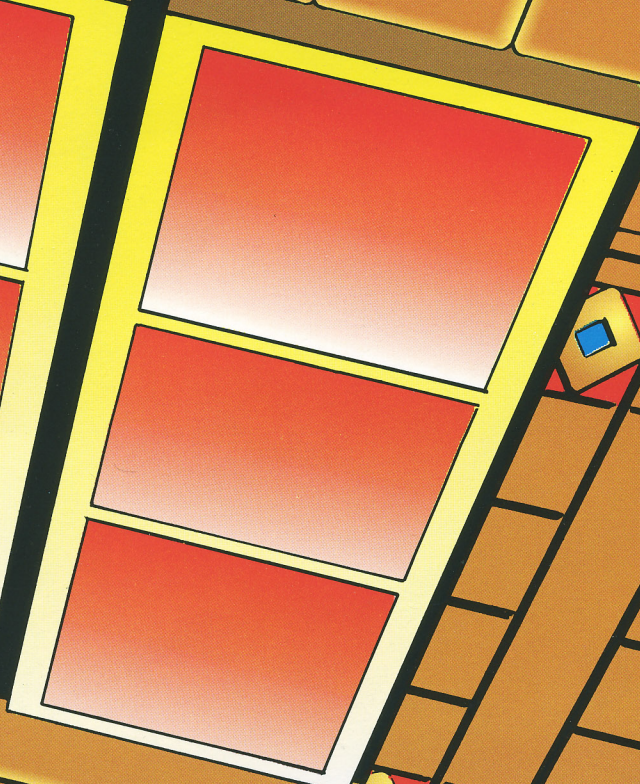
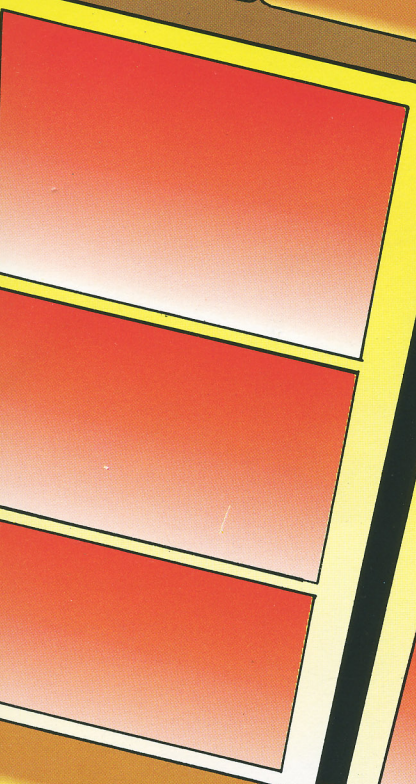




It's the Casino Night Zone! Can you help Sonic find the nine jackpot symbols hidden in the picture? They'll give him one hundred extra energy rings! If you hit seven or more jackpots, go to page 14. If you hit fewer, go to page 12.



JACK POT

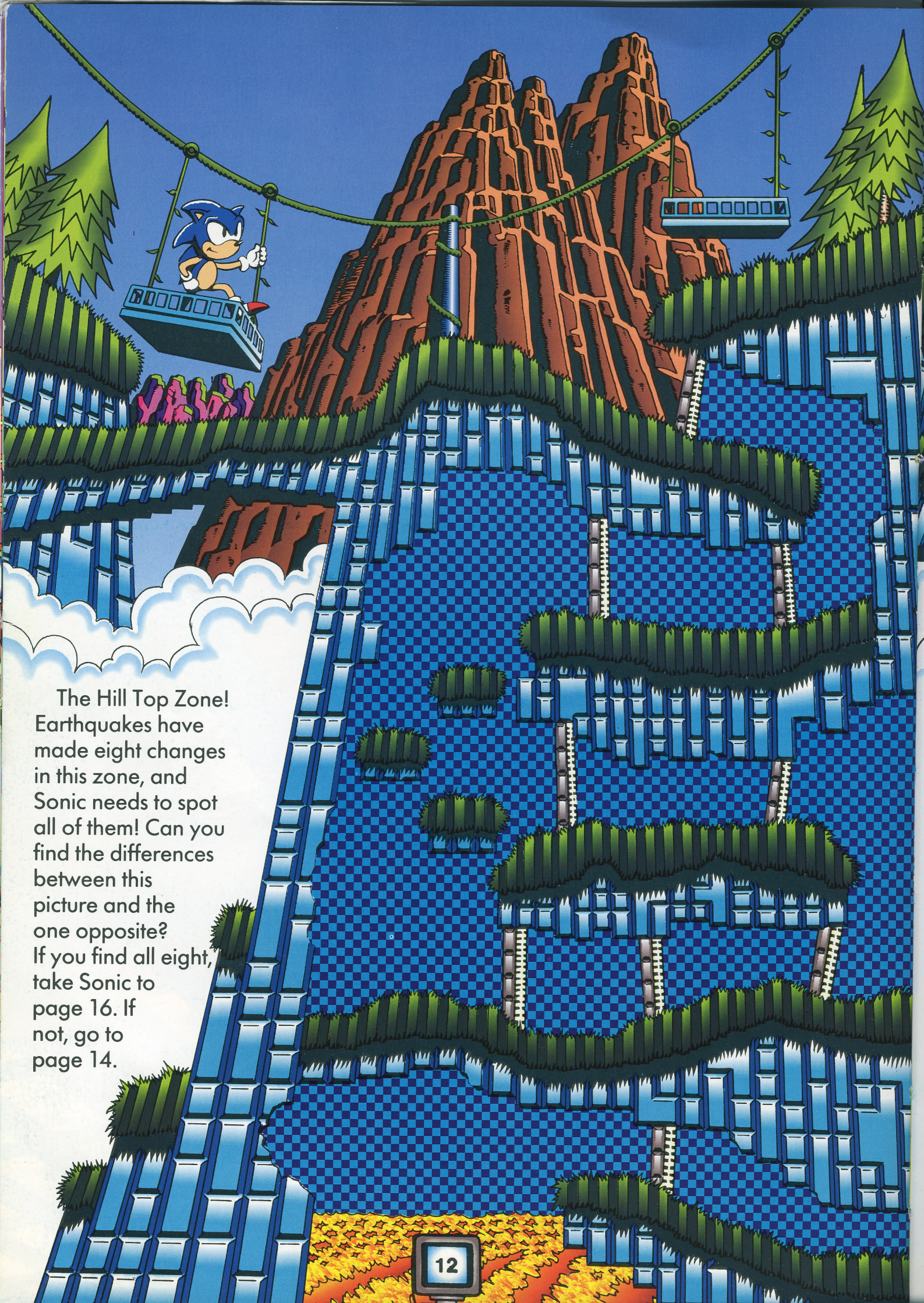


11

JACK POT

JACK POT





The Hill Top Zone! Earthquakes have made eight changes in this zone, and Sonic needs to spot all of them! Can you find the differences between this picture and the one opposite? If you find all eight, take Sonic to page 16. If not, go to page 14.



13

Use a dice and a coin to help Sonic travel through the Mystic Cave Zone. Start at the lower left, and use the coin to represent Sonic. Throw the dice, and move the number of squares it shows. If Sonic lands on a breakaway platform, he must follow it downwards. If he lands on a vine, he can use it to climb up! When you get to the end, choose a route to the next zone.



START HERE

GO  
BACK  
TO  
START

GO  
BACK  
TO  
START

14

72

73

74

75

76

TO PAGE 16

TO PAGE 22

57

58

56

55

54

53

52

51

50

42

43

44

45

46

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48

49

24

23

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12

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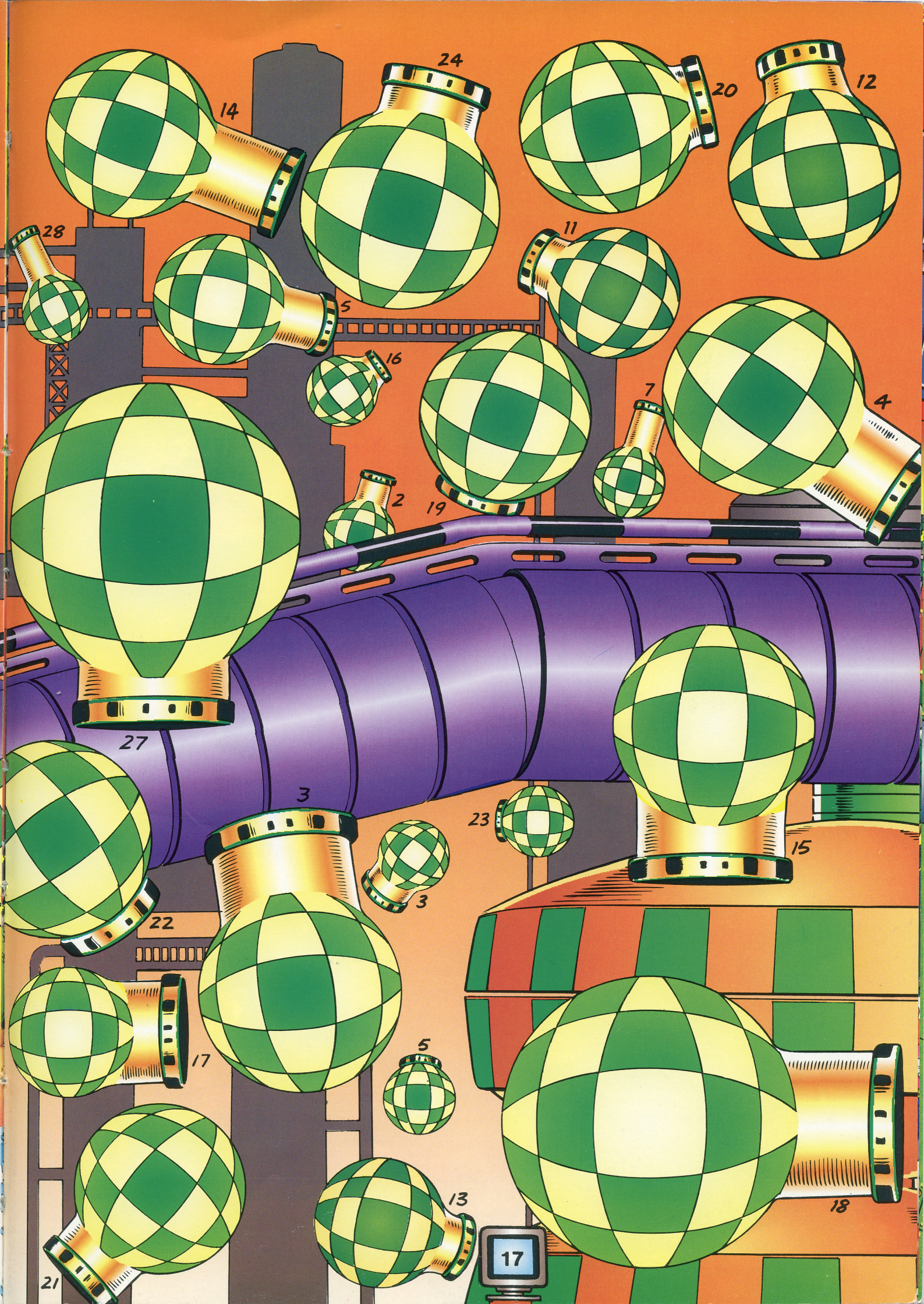
16

15



The Oil Ocean Zone – watch out for Balloon Spitters! Robotnik has put lots of fake Spitters here, but there are four real ones – two pairs of twins. Help Sonic find two identical Spitters, add up their numbers and go to that page!





24

14

20

12

28

5

11

16

7

4

2

19

27

3

23

15

3

22

17

5

13

18

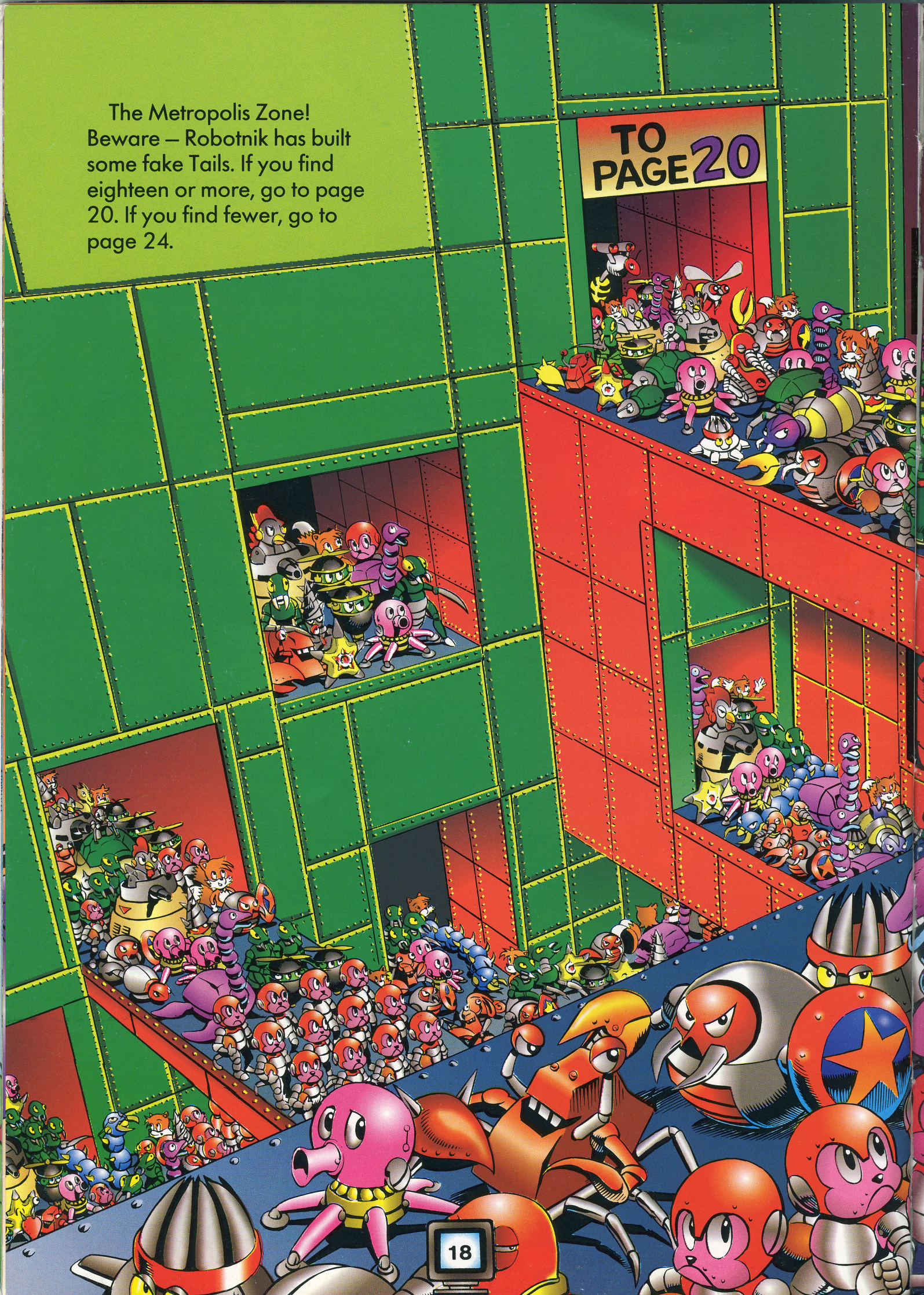
21

17



The Metropolis Zone!  
Beware – Robotnik has built  
some fake Tails. If you find  
eighteen or more, go to page  
20. If you find fewer, go to  
page 24.

TO  
PAGE 20





TO  
PAGE  
24

Sonic is still in the Metropolis Zone. Two lines of gold rings lead to doorways – and the other lines lead to Badniks... or a surprise! Help Sonic find one of the correct lines.

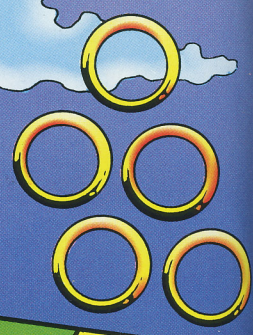
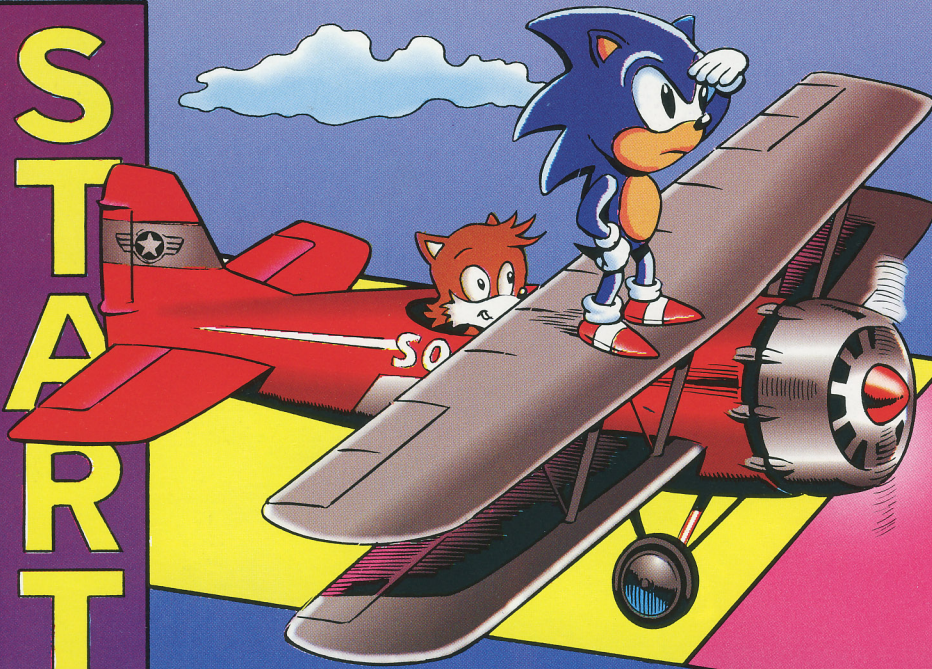




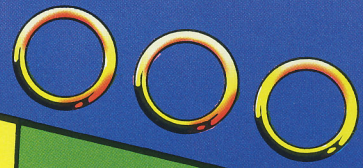
TO  
PAGE  
22

TO  
PAGE  
26

**S  
T  
A  
R  
T**



SONIC GRABS SOME GOLD RINGS. MOVE ON **2** PLACES!



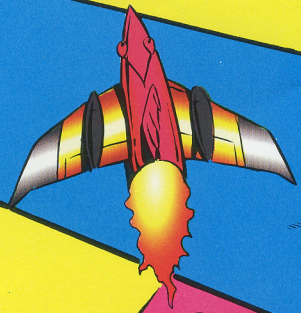
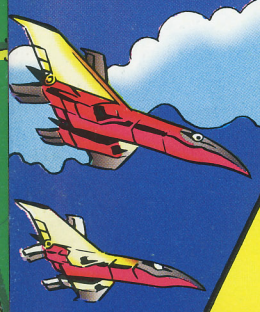
BALKIRIE ATTACK! GO BACK TO START!

MORE GOLD RINGS TO COLLECT. MOVE ON **2** PLACES!

BALKIRIES DESCEND ON THE PLANE. GO BACK **3** PLACES!

ROBOTNIK HAS BEEN SEEN! GO BACK **4** PLACES!

SONIC DEALS WITH ATTACK BY BALKIRIES. MOVE ON **1** PLACE!



The Sky Chase Zone! If you haven't rescued Tails yet, go back to page 4 and try again. If you have rescued Tails, join him and Sonic as they fly through the zone. Use a coin as a counter and a dice to tell you how many squares to move at each turn. When you get to the end, choose an exit route.

NEBULAS  
DROP SPIKES  
ON THE PLANE.  
GO BACK  
**4** PLACES!

ANOTHER  
HIT!  
GO BACK  
TO  
START!

SONIC  
GETS RID OF  
A TURTLOID'S  
RIDER. MOVE  
ON **2** PLACES!

"OH, NO!"  
GO BACK  
TO START!

SONIC  
RIDES A  
TURTLOID.  
MOVE ON  
**2** PLACES!

A TURTLOID  
HITS THE  
AIRCRAFT.  
GO BACK  
TO START!

ATTACK BY  
NEBULAS!  
GO BACK  
**3** PLACES!

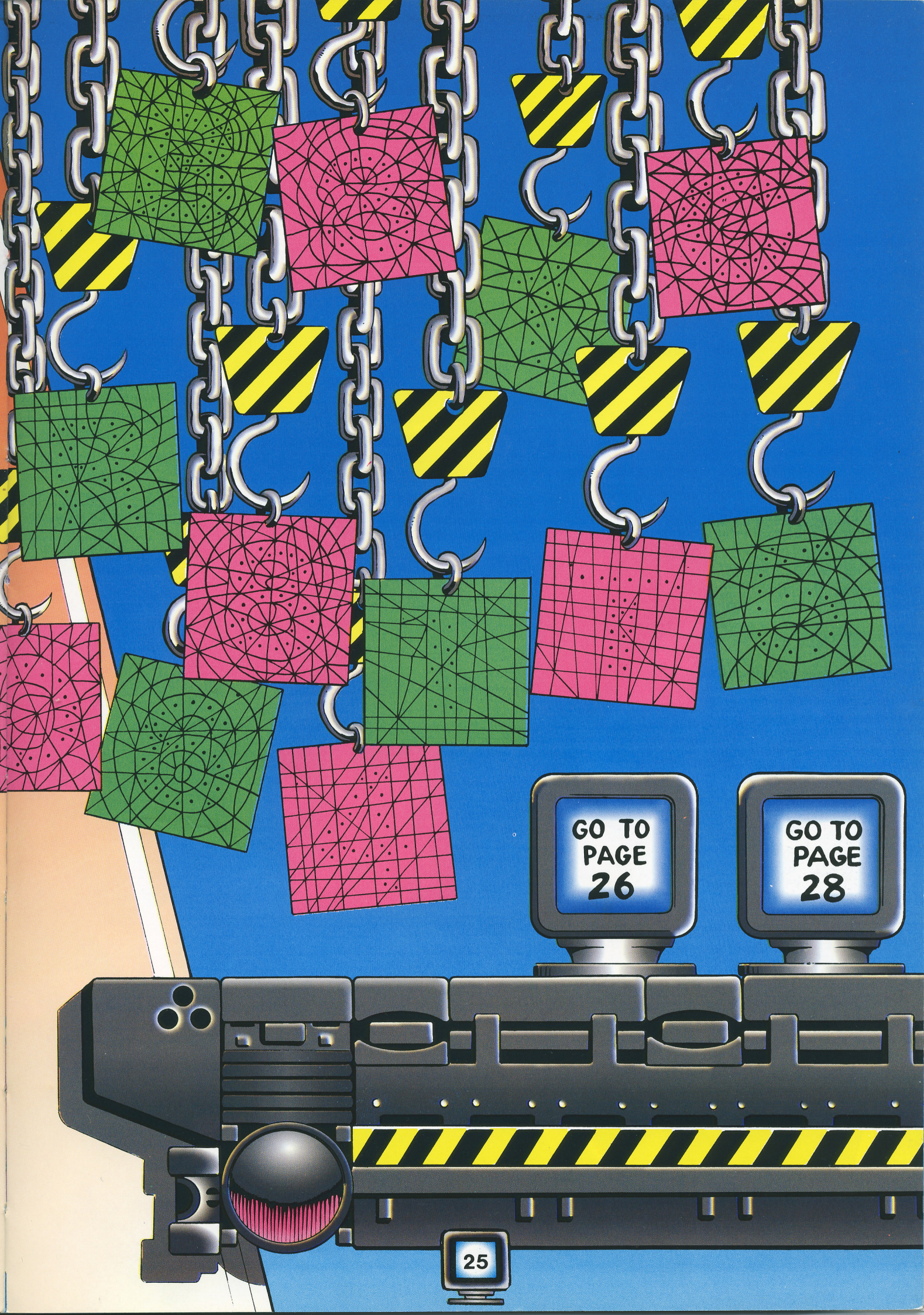
SONIC AND  
TAILS HAVE  
MADE IT  
THROUGH  
THE  
ZONE!

FLIGHT PATH  
TO PAGE **24**

FLIGHT PATH  
TO PAGE **26**



The Wing Fortress Zone!  
Help Sonic and Tails read the secret warning. Some of the boxes contain letters. To see which ones they are, carefully fill in all the dotted shapes. Then unscramble the letters – and move to page 26 or page 28.



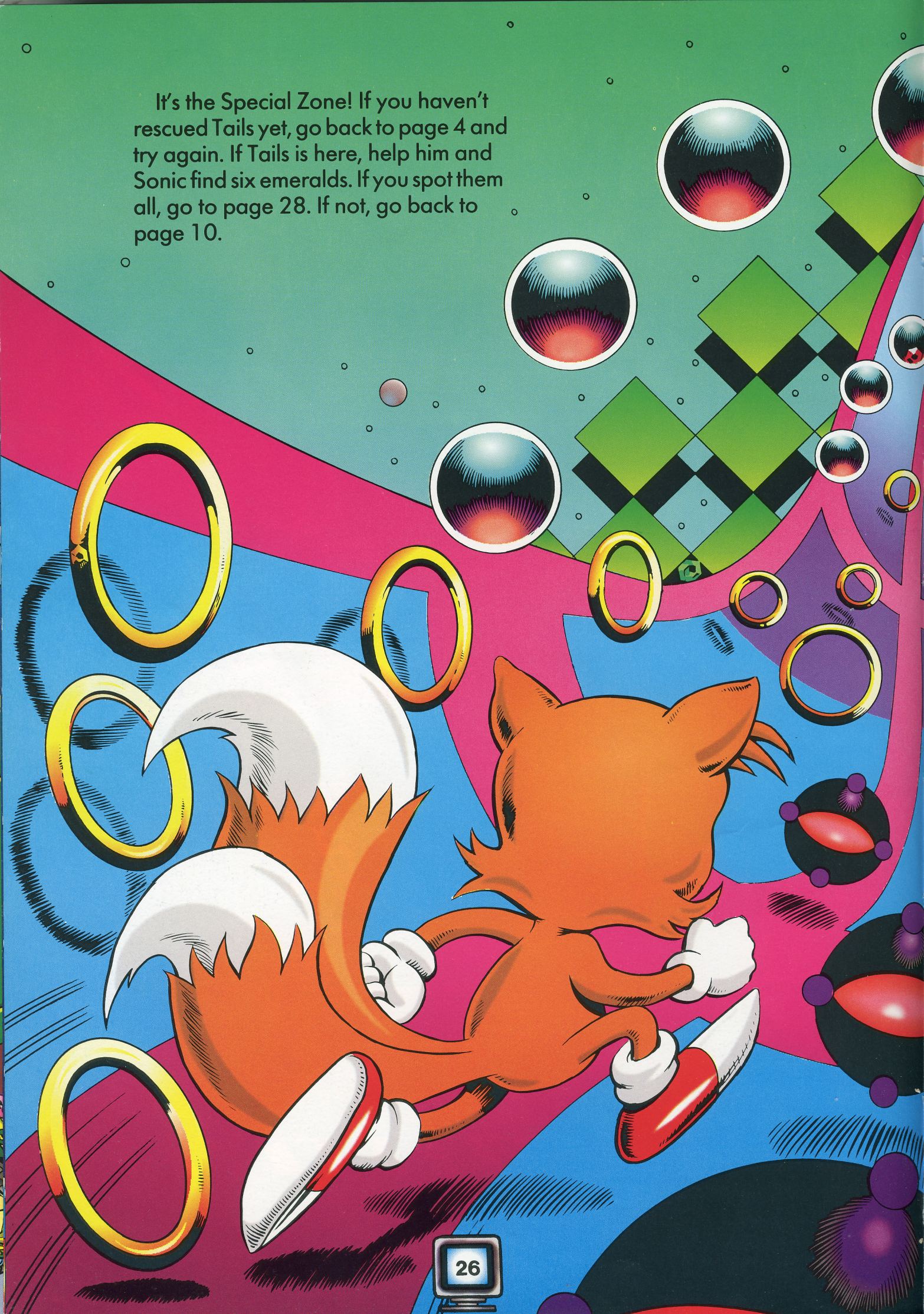
GO TO  
PAGE  
26

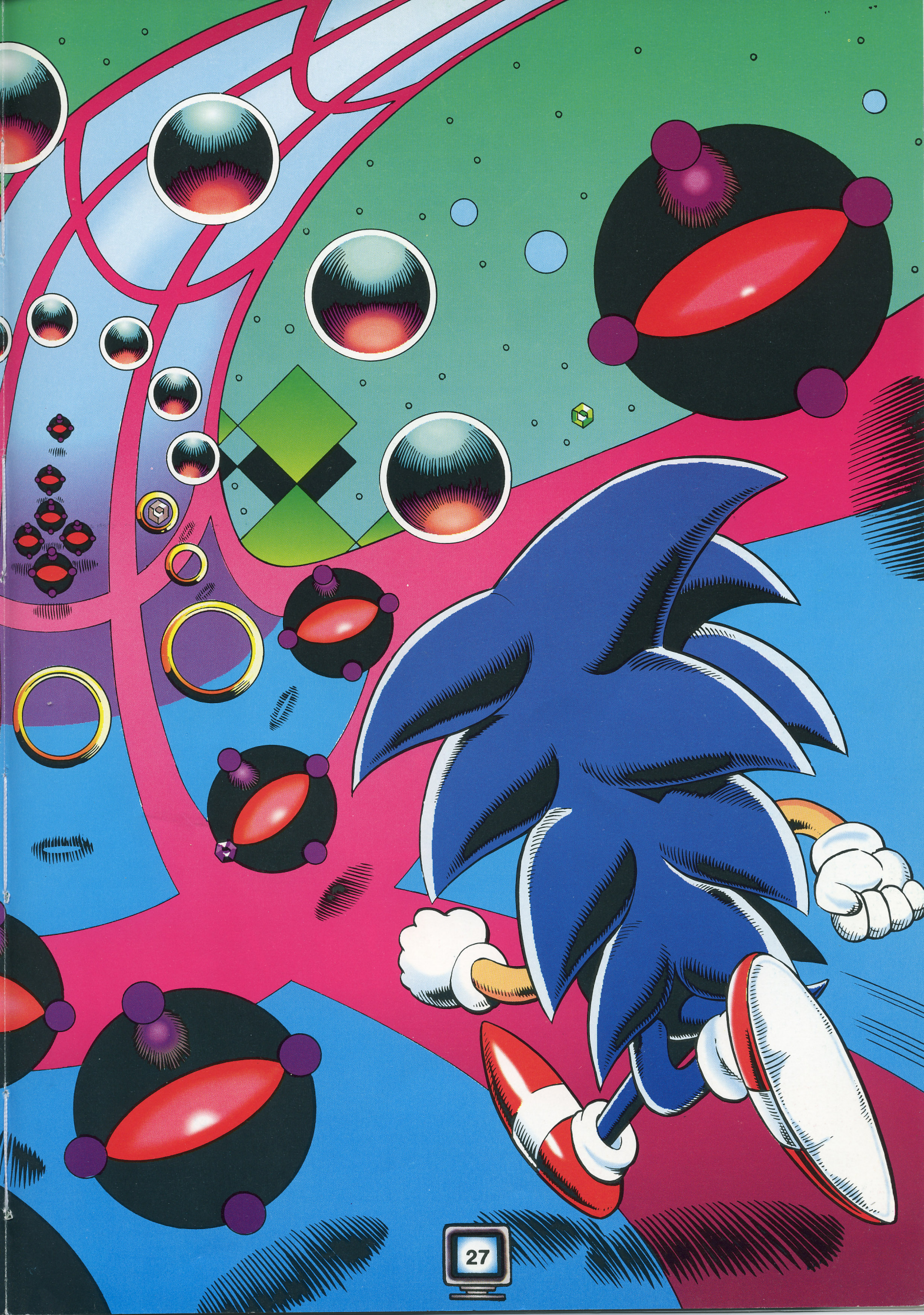
GO TO  
PAGE  
28

25

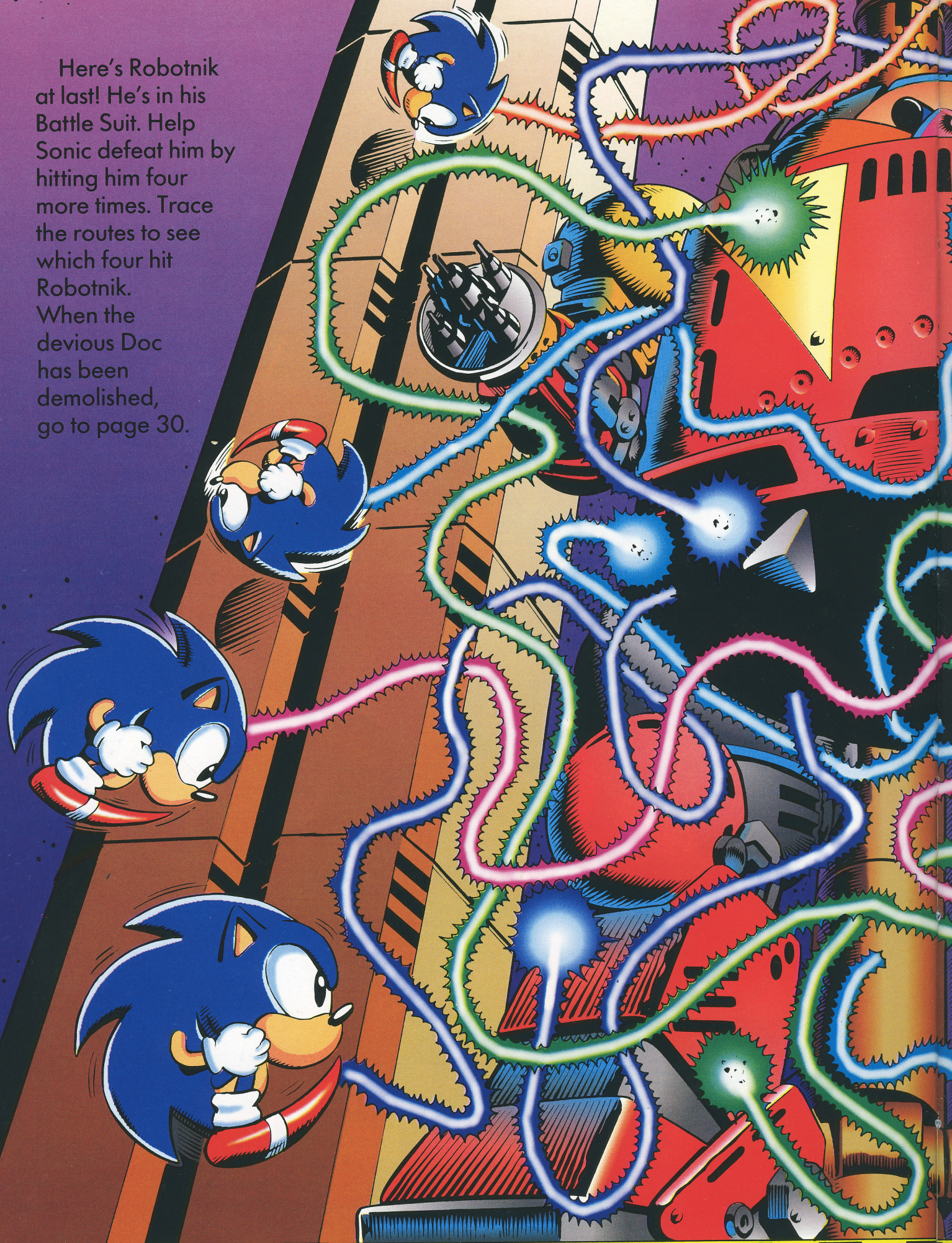


It's the Special Zone! If you haven't rescued Tails yet, go back to page 4 and try again. If Tails is here, help him and Sonic find six emeralds. If you spot them all, go to page 28. If not, go back to page 10.





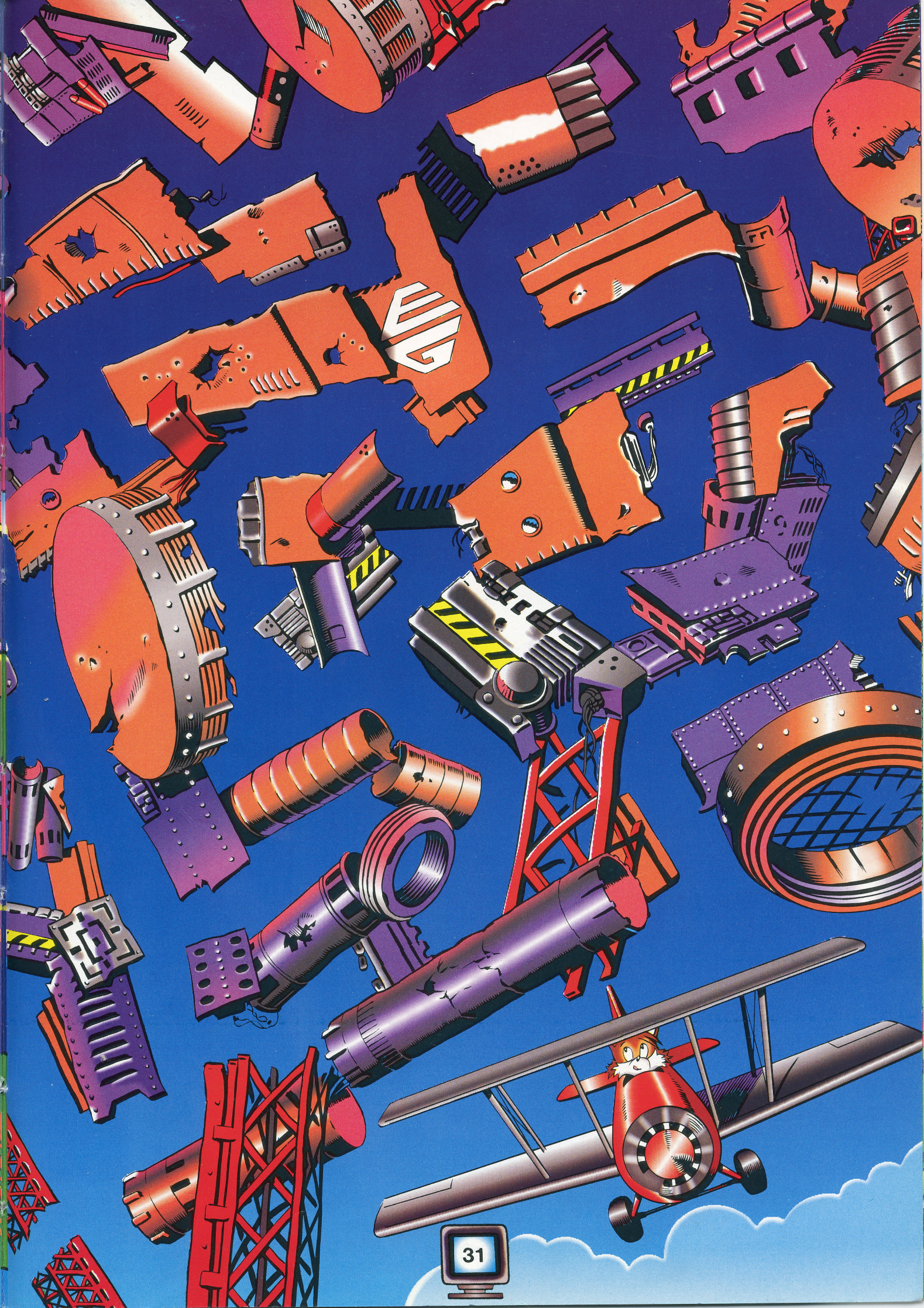
Here's Robotnik at last! He's in his Battle Suit. Help Sonic defeat him by hitting him four more times. Trace the routes to see which four hit Robotnik. When the devious Doc has been demolished, go to page 30.



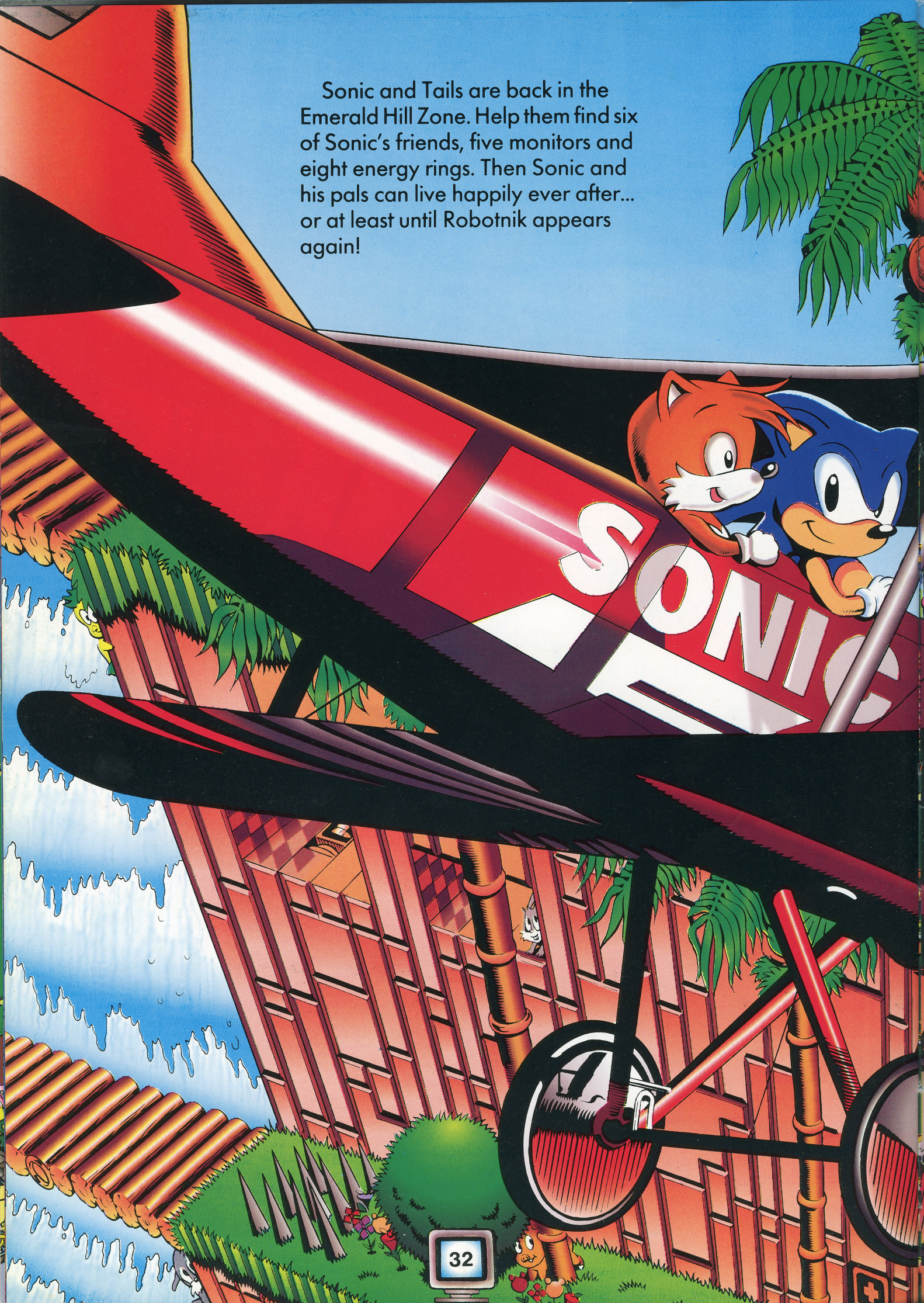


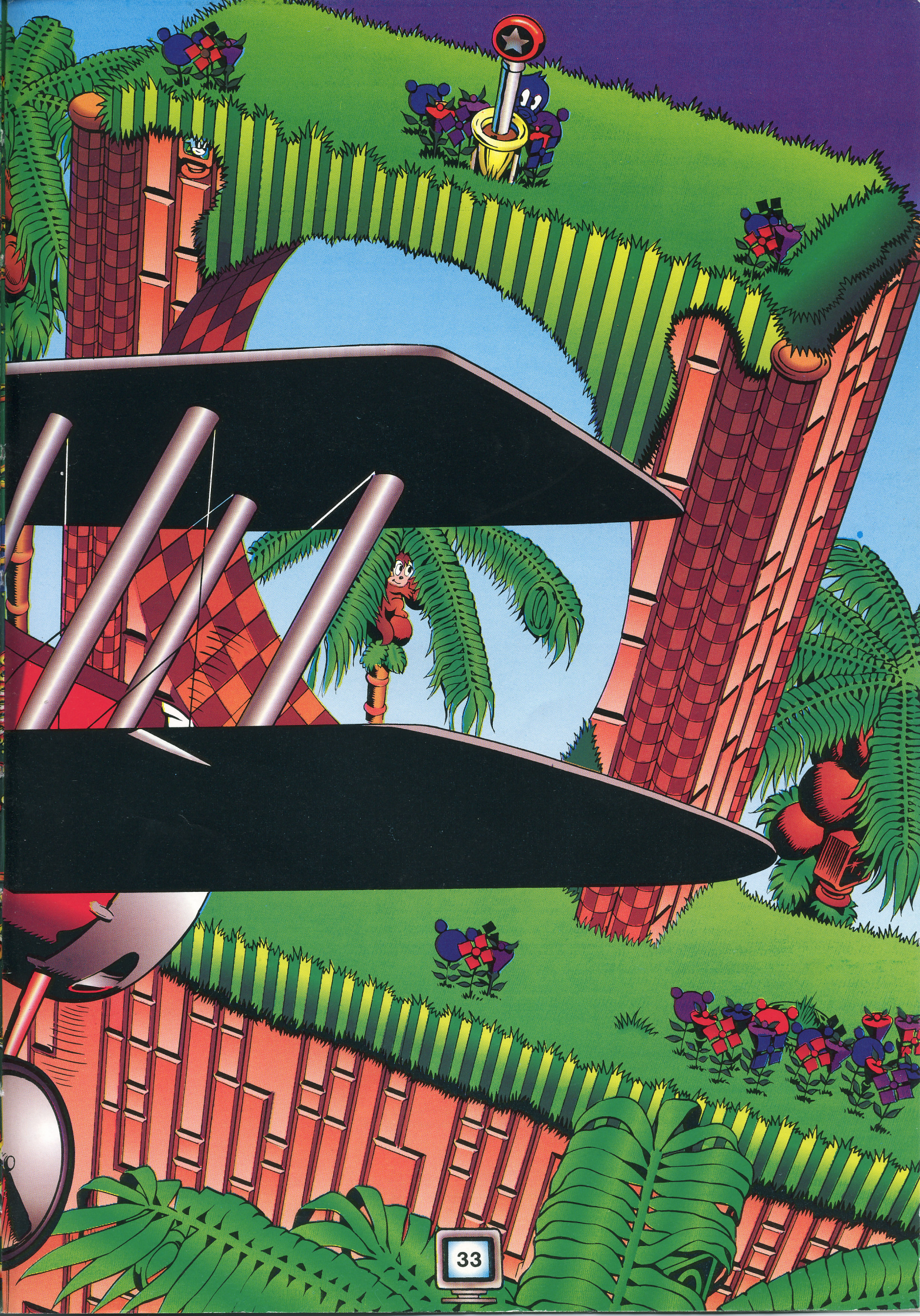


Robotnik has been defeated! His fortress has exploded, sending debris flying everywhere. Help Sonic find the only safe route to Tails. Then turn the page...



Sonic and Tails are back in the Emerald Hill Zone. Help them find six of Sonic's friends, five monitors and eight energy rings. Then Sonic and his pals can live happily ever after... or at least until Robotnik appears again!







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TM



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