

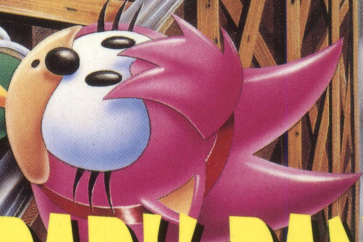
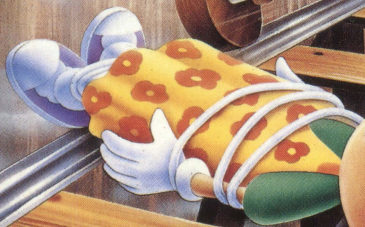


SONICTM THE HEDGEHOG

Adventure

5

Gamebook



THEME PARK PANIC

Marc Gascoigne & Jonathan Green

PUFFIN BOOKS

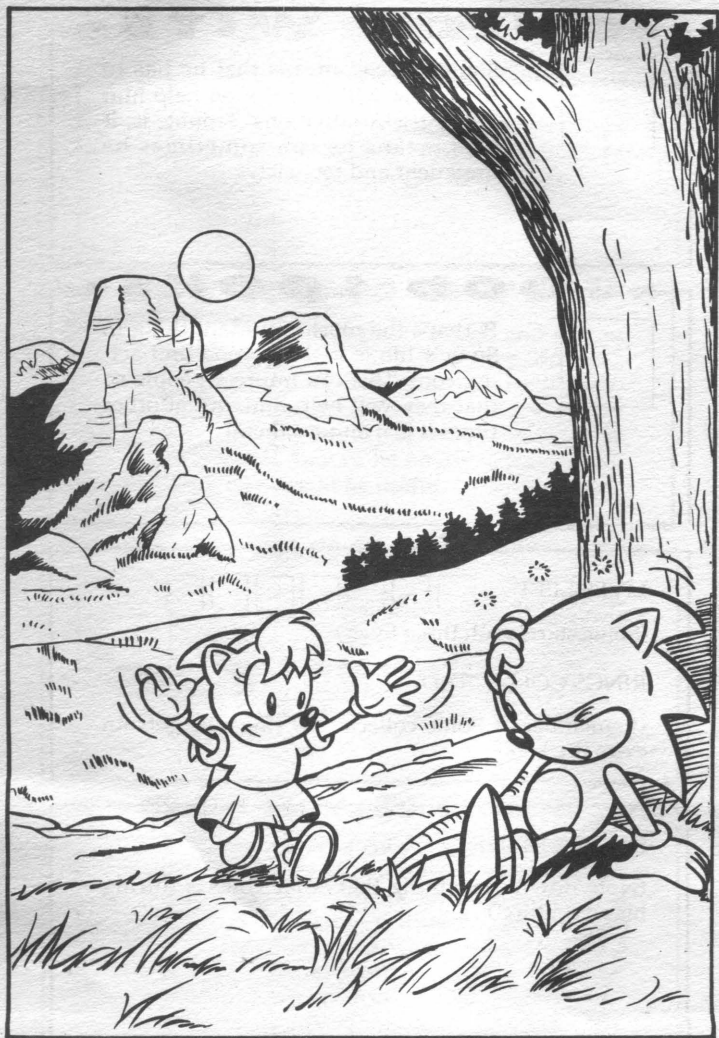
SONICTM **THE** **HEDGEHOG**

Adventure Gamebook 5

THEME PARK PANIC

MARC GARGOIGNÉ

AND JONATHAN GREEN



1

What a lovely day! It's a fine summer's morning and the Emerald Hill Zone is bathed in warm sunshine. But what's that noise? It sounds like someone loudly sawing wood – but no, it's only our hedgehog hero, Sonic the Hedgehog, having a doze in the sunshine. Well, life around here has been pretty quiet lately, with no sign of that annoying Dr Robotnik, not since Sonic last put paid to his devious plans for enslaving Mobius. When there aren't any mad, evil-obsessed scientists around to thwart, there isn't all that much for a cool blue superdude to do with his time – apart from scoff pizzas, play games, have parties with his pals, watch cool vids, run races or doze in the warm sunshine, of course. Sonic doesn't realize it yet, but unfortunately his peace is about to be shattered in a most unexpected fashion. Here it comes.

'Cooo-eee! Sonic! Oh, Sonnnnniiiiic!'

Sonic reluctantly opens one eye, to see Amy striding towards him. 'Oh no!' he mutters under his breath. It's not that he doesn't like Amy; it's just that she likes him – and she likes him *a lot!* – and she is always hanging around, being adoring and cramping his style.

'There you are!' says the pretty young hedgehog. 'What are you doing dozing in the sun? It's much too *nice a day* for that.' Sonic opens his mouth to answer but just can't find a space big enough to put any words into. 'If you are bored, why don't you take me to the theme park that's just opened. Mobius-

World. You must have heard of it. You were going to invite me, weren't you? Oh, I knew you were. It sounds totally cool.' It sounds totally bogus, Sonic thinks to himself. He hasn't heard about any new theme park opening up. 'There's loads of rides and different theme areas, like pirates and dinosaurs and all sorts of fun stuff. I bet it's great. Take me, Sonic. Everyone else is going. Pleeese!'

Sonic sighs quietly. He isn't all that keen on going with Amy, but the park sounds like it might be fun, especially if his pals are going, too. He glances around as if looking for inspiration, then he notices you. 'Hey, pal! How long have you been there? Never mind. What should I do now?' If you think he should go with Amy to the theme park, turn to **280**. If he tells her to go away and leave him alone, what will Sonic do then? Should he go back to sleep (turn to **33**), go and look for his buddy Tails (turn to **109**) or look for his other pals to see if they really are going to MobiusWorld (turn to **201**)?

2

Luckily, the wheel remains intact, and Sonic and Tails's chariot speeds onwards. Just as the finishing line approaches, Sonic edges his chariot ahead! Turn to **166**.

3

Reeling from the captain's blow, Sonic stumbles backwards and, losing his balance most unheroically, falls off the plank. As Sonic comes to the surface of the water again, he catches sight of a triangular metal fin

cruising towards him! At the last instant, a pointed metallic head bursts out of the water in front of the hedgehog, its tooth-lined mouth wide open. Sonic will have to think quickly if he's going to defeat this monstrous overgrown Jaws. The shark has a rating of 8, and Sonic must use his Quick Wits to fight it. If Sonic defeats the shark, he manages to spin away and smash into the hull of the galleon, which starts to sink. Leaving Redbeard and his mechanical crew to their fate, Sonic wonders what to do next. Did Sonic free Friday? If he did, turn to **245**. If not, turn to **191**.

4

'But you've got the wrong blue hedgehog, kemo sabe. I'm not Sonic,' says Sonic.

'But you sure are blue and you've got plenty of spines to go around, yessirree,' an old cowhand points out.

'Yup, I guess you've got a point there, Zeke,' Sonic says hastily, 'but that Sonic critter doesn't wear a stetson like this or big old cowboy boots like these, does he?'

'So who are you, stranger?' the bar-droid asks.

'Why, haven't you heard . . . I'm, um, I'm the, um, the Indigo Kid.' All the cowboys eye the blue hedgehog suspiciously, but do they believe him? Roll one dice and add Sonic's Good Looks. If the result is 7 or more, turn to **107**; if it is less than 7, turn to **24**.

5

Before Sonic starts to play, you must decide how many gold rings he should place as a stake: you can choose any number between five and twenty, providing Sonic has that many to bet with. Once he has placed his stake, Sonic is dealt a hand of cards. Roll against his Quick Wits, to beat a 7 twice. If he succeeds with both rolls, turn to **251**. If he fails either roll, turn to **82**.

6

Sonic leaps at the robot but, as he does so, a bolt of blazing white light zaps from one of the robot's hands, hitting the hedgehog at point-blank range. Sonic must lose all his rings (or a life). 'Zzzk . . . Zorry Zonic,' the robot says in a tinny voice. 'Haven't quite got the hang of this . . . It's me, Tailzzz. Zzzk! Help!'

Sonic quickly smashes his foxy pal out of the metal casing. 'What's the big idea, shooting me with a laser?' Sonic demands.

'I thought it was set on stun,' Tails apologizes. 'I had to stop you attacking me. Sorry, Sonic.' He looks shamefaced.

'Never mind, buddy. I'd have done the same thing,' Sonic says reassuringly. 'Come on. We've got some exploring to do.' Turn to **111**.

7

The RoboSonic is faster than the lumbering dinosaur robot and avoids the swipe of its tail. Sonic throws a

lever, and the gigantic hedgehog sticks a foot out in front of the Tyrannobot. The huge monster comes crashing down, demolishing half of Mobius Falls. Record 1 hit against the Tyrannobot. If it has taken five hits, turn to 300. If not, turn to 37.

8

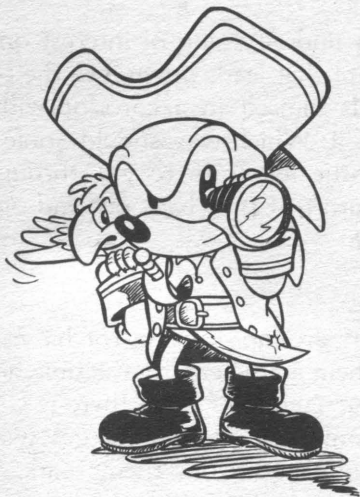
Sonic doesn't find anything of interest on deck, so he opens the door that leads down into the bowels of the ship. He finds himself in a corridor with a door on either side of it. Which way should Sonic go: through the door on the left (turn to 72), through the right-hand door (turn to 54) or back out and on to the deck (turn to 133)?

9

Sonic wanders around, looking for his friends, but he cannot find them anywhere. By the time he has reached the end of the Tunnel of Love there is still no sign of them, and Sonic is beginning to get worried. Something's not right about this theme park. 'Yeah,' Sonic says aloud. 'No one seems to be having any fun!'

'Fun is forbidden!' comes a metallic voice from behind him, and two robot arms make a grab for Sonic. The hedgehog twists into a spin and avoids them, then turns to find himself looking at a large squad of Robotnik's evil Badniks. The three nearest lunge for Sonic and he will have to fight them before he can escape. Each of the Badniks has a rating of 6, and Sonic must fight them one at a time, using his Speed. If our heroic hedgehog is hit, he will lose all his gold rings (or one life, if he has no rings).

If Sonic manages to escape the clutches of these three Badniks, the rest of them will charge towards him. Should he flee for the gates and try to escape (turn to 66), run further into the park and hide somewhere (turn to 53), or attack the rest of the Badniks with a super spin (turn to 25)?



10

As he splashes towards the island, Sonic catches sight of a triangular metal fin coursing through the water towards him. At the last moment a pointed metallic head bursts out of the water in front of the hedgehog, its tooth-lined mouth wide open. Sonic will have to think quickly if he's going to defeat this monstrous overgrown Jaws. The shark has a rating of 8, and Sonic must fight it using his Quick Wits. If Sonic beats the shark, turn to 43.

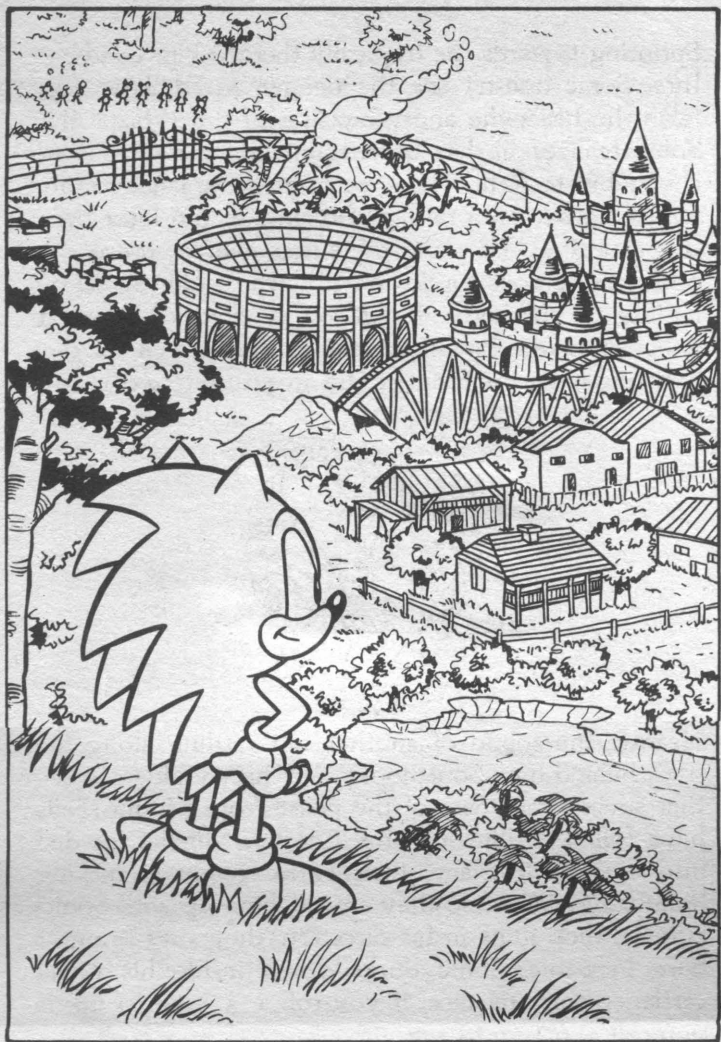
11

Sprinting towards the tropically themed Pirate Adventure, Sonic doesn't see the danger ahead. It is only when he hears the angry buzzing of the Whisps that Sonic realizes he has been trapped. He now has no choice but to fight. There are four of the large robotic wasps, each with a rating of 6, and he can fight them one at a time. To avoid the stings and gunfire of the others as he does so, Sonic will have to fight using his Agility. If our heroic hedgehog is victorious, he can either enter the Pirate Adventure (turn to 38) or dart back and enter the Frontier Fun area (turn to 256).



12

Hearing the sound of another cart rattling along the track behind him, Sonic looks over his shoulder, to see that several members of the posse from Mobius Falls have followed him into the Canyon Mine. Crowded into a single carriage, their extra weight is making them travel faster, so they are catching up with Sonic! Aiming their guns in his direction, they start firing at him. In panic, Sonic ducks down inside his metal carriage. Roll one dice. If you roll 1-3, turn to 68. If you roll 4-6, turn to 175.



13

Speeding around the zone at treble-quick speed, it doesn't take Sonic long to find the new theme park. The place is spread out over a valley behind a high wall; there appear to be several different areas, each with its own theme. There is a lake with a small island in its middle, an area that looks like the Wild West Zone and a grim-looking castle with towers and pointed roofs. Far away on the other side, Sonic can just make out what looks like a smoking volcano! Sonic can't see any of his friends – or anyone else for that matter. As he reaches the entrance, Sonic can't help noticing the very high wall which surrounds MobiusWorld, and the equally sturdy metal gates. Once inside, the park appears to be deserted. What is going on here?

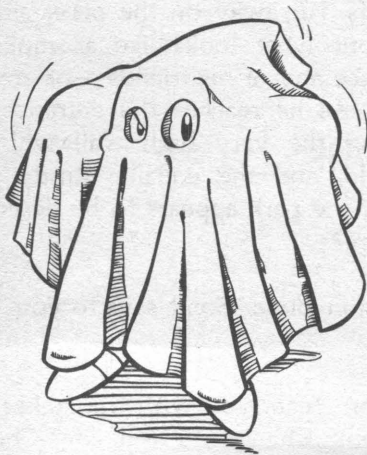
'Good question, dude,' Sonic says to you. 'Why don't I find out?'

"Ere, guv'nor! Yeah, you with the spikes on,' a burly voice calls out. 'Chance yer arm, son? Chuck the darts and win a prize! Come on, 'ave a go, Joe!'

Sonic knows that his name isn't Joe, but he still looks around and sees a small robot, dressed in a flat cap and with a crude moustache drawn on his face in felt-tip, standing in front of a stall with playing cards stuck to a board. If you think Sonic should have a go at winning a prize, turn to **59**. If not, he could wait to see if his friends show up (turn to **108**), go and look for them himself (turn to **9**), or find something else to do (turn to **246**).

14

Snarling, the lion lashes at Sonic and Tails with its long steel claws. The lion has a rating of 10, and Sonic must use his Strength to fight it, with a bonus of 3 because Tails is helping. Because the brute is so big, it will take two hits to beat it. If, after both sides have had two turns, Sonic and Tails still haven't beaten the lion, turn to **213**. If they have beaten it, turn to **65**.



15

There is a smattering of applause and a number of courtiers hold up signs.

'5.8 ... 5.7 ... 5.8,' reads Sonic. '5.8 ... 5.9 ... Hey, who gave me the 4.1?' Before he can find out, though, the Black Knight is stomping towards the hedgehog, wielding a huge mace he has grabbed from his squire. What should Sonic use now: his sword (turn to **200**) or, if he has some, a bag of marbles (turn to **92**)?

16

Gripping the reins tightly, Sonic is suddenly yanked out of the chariot and dragged along in the dust behind the galloping horsebot! Cross off all his rings (but this time Sonic doesn't lose a life if he has no rings). Sonic can't keep this up for long and must let go of the reins eventually. Tails runs over to his dust-covered friend and helps him to his feet. Turn to **177**.

17

If Sonic has a laurel wreath, turn to **94**. If he hasn't but he does have a pair of cool sunglasses, turn to **110**. If he has neither, turn to **218**.



18

Sonic lands on the deck of the pirate ship and finds himself standing in front of a large robot with a rusting iron beard, an eye-patch and a metal stump for one leg. It is Redbeard the Pirate himself, scourge of the Oil Ocean Zone. 'Aha!' Redbeard shouts gruffly. 'Shiver me circuits and splice me mainframe, if it isn't that meddling hedgehog himself. I think it's time this scurvy swab was made to walk the plank!' Sonic looks around quickly and discovers that he is surrounded by Redbeard's disreputable crew. He can also see that the

ship he arrived on is starting to sink, its hull holed by one of the cannonballs. Should Sonic let himself be captured by the pirates (turn to **163**), attack them (turn to **232**) or attack Redbeard himself (turn to **135**)?



19

It is quiet in Main Street . . . too quiet. The sun is high in the sky . . . high noon. Must be lunchtime, Sonic thinks. Before he can go and grab a snack, however, he hears the clinking of spurs in front of him, and he looks up to see a mean-looking cowboy robot, taller and more muscular than the others, and dressed from head to foot in black. Pinned to his chest is a silver badge with the word 'Sheriff' stamped on it, though the law won't help Sonic now. The hedgehog stops and takes a deep breath, his hand hovering over his holster. It is then that he notices that the Sheriff's gun is absolutely enormous, not so much a six-shooter as a fifty-blaster. The town clock strikes twelve, Sonic resists the urge to whistle a catchy film theme, and the two gunfighters go for the draw. Sonic must fight the Sheriff, who has a rating of 9, using his Speed. If Sonic wins, turn to **60**.

20

'We were captured by a huge bunch of Badniks in the Tunnel of Love,' Tails explains. 'I managed to get free, but I couldn't find you or Amy until just now. I did find Johnny Lightfoot and released him.'

'Hey there, Sonic,' the rabbit calls, coming out of the burrow where he had been hiding. Suddenly, though, there is a shout, and the robot cowboys from the posse appear in the distance.

'OK,' Sonic snaps, 'we must split up. Johnny, you and Amy head for the exit and wait for us.'

'Oh Sonic, couldn't we stay with you? You're so handsome when you are doing hero stuff,' Amy simpers.

'Nope, we've got work to do,' Sonic says hastily. 'We know that Robotnik must be behind what is going on here and, as usual, we have to put a stop to his evil plans. Come on, Tails!' The two dash off with the robot cowboy posse in hot pursuit — but in which direction should our heroes go? The nearest areas are signposted Roamin' Roman World (turn to **102**) and Castle Shamelot (turn to **127**).



29

Inside is a changing room used by those taking part in the rodeo. There are several hats, spare pairs of boots and, more interestingly, a lasso (Sonic may take this if he wishes). Now, should he open the other door (turn to 289) or leave here, and the rodeo (turn to 183)?

30

Because there is more than one winner, the prize of 12 gold rings must be split equally between them (write down Sonic's share). Now the hedgehog can either join in the poker game, if he hasn't already (turn to 116), or leave the saloon (turn to 145).

31

Turning himself into a spinning blue ball, Sonic bounces round the room, smashing into the walls, floor and ceiling. The mirrors shatter, filling the room with broken glass, and by the time Sonic has stopped the room looks as if a bomb has gone off in it. Not a single mirror is left intact, revealing two gold rings which were hidden behind the glass (write these down). It is now clear that each mirror is actually a door leading out of the room. Which direction should Sonic go in now?

To the left?

Turn to 236

To the right?

Turn to 162

Straight ahead?

Turn to 132

32

Sonic dashes into the House of Horror through a dark doorway surrounded by carved, leering heads that

look ugly enough to be relations of Dr Robotnik. Inside, Sonic finds himself in a high corridor with a flagstoned floor and teak-panelled walls. Candles, held by metal hands protruding from the walls, give the gloomy place some light, but it still doesn't look like what Sonic would call home. An angry buzzing noise seems to be coming from outside, so Sonic hurries along the corridor into the ride. Roll against Sonic's Quick Wits to beat a 6. If he succeeds, turn to **197**. If he fails, turn to **100**.

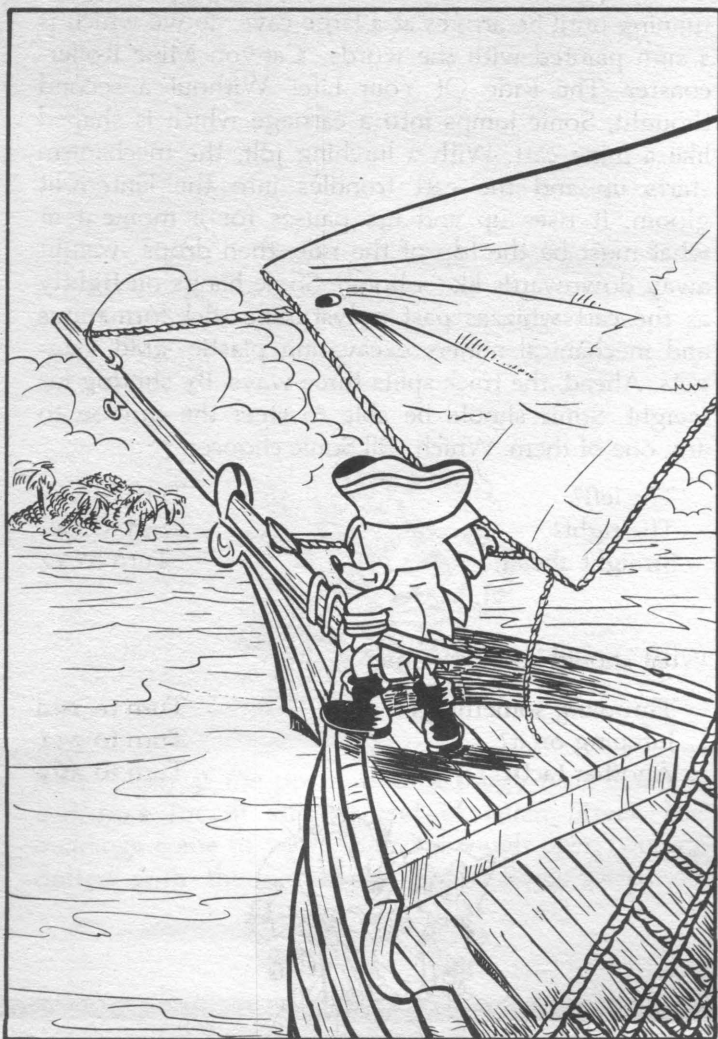


33

'Be like that, then!' Amy snaps, upset and angry. 'I'll just have to find someone else who'll go with me instead – someone who's nice and kind!'

Sonic watches Amy storm off, then he lies back down in the long grass and tries to doze. But try as he might, he can't sleep because deep down he knows that he's been really horrid to Amy, and that wasn't very cool. So, should Sonic get up and run to catch up with Amy and apologize to her (turn to **124**), try to find Tails (turn to **109**) or look for some of his other friends (turn to **201**)?





38

Sonic ducks swiftly into the entrance of the Pirate Adventure and is immediately thrown into total darkness.

'Yo ho ho, me hearties!' comes a strange metallic voice from a loudspeaker overhead. 'Welcome ye to ye olde MobiusWorld Pirate Adventure, see. Prepare yerself for adventure on the high seas, ha-har!' Sonic feels a strange sensation, as if all the air round him was being sucked away, then he hears a noise that sounds a bit like ZZZIIPPP! The next thing he knows, our hero is standing on the rolling deck of a ship; he is wearing a totally uncool hat and belt that are both far too large for him, and he is carrying a cutlass! Sonic gawps at his surroundings. He appears to be on board a ship that is sailing on the lake he saw from outside MobiusWorld. The lake looks a lot larger close up, and the shore is a very long way away. In the distance he can make out a small island on which are growing a few palm trees. There doesn't seem to be anyone around at the moment. What should Sonic do now?

Search the ship?

Turn to **8**

Climb up to the crow's nest to get a better view?

Turn to **139**

Try steering the ship?

Turn to **228**

Wait and see what happens?

Turn to **157**

39

Overtaking the galloping metal horse, Sonic vaults athletically on to its back. Riding alongside another chariot, Sonic leaps across, deftly kicks out the charioteer



and grabs the reins. Tails drops down beside his pal, and the two are back in the race! Turn to **121**.



40

Leaping down from the conveyor-belt, Sonic watches helplessly as Tails disappears into the clanking, whirling machine. Oh no! There is nothing Sonic can do, so he decides to go on exploring, to keep his mind off poor Tails's grisly fate. Coming to a large door set in the warehouse wall, Sonic opens it and finds himself in a small room packed with trashed computers and theme park rides. Suddenly a metal door in the far wall

slides open and, amid clouds of steam and much clanking, a large silver robot stomps into the room, making directly for Sonic. Does Sonic attack the robot (turn to 6) or wait to see what it does (turn to 134)?

41

The corridor ends at a large, wooden door; with nowhere else to go, Sonic pushes it open and steps through. Behind him the door slams shut by itself, plunging Sonic into total darkness. A terrible howling and moaning starts up, and it's even worse than the noise Sonic sometimes makes when he's eaten too much pizza. Two glowing white apparitions suddenly appear out of the darkness in front of Sonic. Roll on Sonic's Coolness to beat a 7. If you make the roll, turn to 205. If you fail, turn to 88.



42

'This bull-y needs to be taught a valua-bull lesson,' our hero puns, starting a superspin. The ro-bull has a rating of 8, and Sonic must use his Strength against it. If he is hit by the bull, turn to 281. If he wins, turn to 174.

43

Paddling furiously with all four paws, it does not take Sonic long to reach the desert island. Climbing out of the lake and striding up the sandy beach, he starts to scan the island. If Friday is with him, turn to 75. If Sonic is alone, turn to 217.



44

With the mob bearing down on him, Sonic makes a leap towards the wreath. Roll on Sonic's Agility, to beat a 7. If he succeeds, turn to 21. If he fails, turn to 113.



45

Doing what he does best, Sonic hurtles into the crowd of cowboy robots. Sonic must roll on his Speed to beat a 7. If he succeeds, turn to 180. If he fails, turn to 238.

46

Why, it's another mirrored room, with three exits. Should Sonic go left (turn to **84**), right (turn to **71**) or straight ahead (turn to **291**)?

47

Exploring the rooms, which are full of tackle and equipment for the rodeo riders, Sonic finds a lasso (which he may take if he wishes), but little else of interest, so he leaves the rodeo. If Sonic is being chased, turn to **164**. If he is not, turn to **183**.

48

Heading straight for Sonic's ship across the lake is a gigantic black galleon, flying the skull and crossbones! The pirate vessel is bristling with cannon, which are firing in Sonic's direction. The first shot was a bit off-target, but whoever is firing has learnt from their mistakes and several cannonballs are now hurtling directly at the ship. Sonic must roll against his Agility to beat a 5, three times! As soon as he fails to make a roll, turn to **70**. If Sonic succeeds, turn to **219**.





49

Successfully reaching the crow's nest, Sonic is surprised to hear a loud squawk from above him. Looking up, he sees a cage hanging from the top of the mast, and inside it is a large green parrot. 'Who's a pretty boy, then?' the parrot screeches.

'I would have thought that was obvious,' Sonic replies. 'I am, of course.'

'Pieces of toast, pieces of toast. Rawwwk! Who are you then?'

'Sonic the Hedgehog,' says Sonic the Hedgehog. 'Who are you?'

'I'm Friday the Parrot,' says Friday the Parrot.

There are all sorts of things that Sonic wants to ask Friday, but which question should he ask first?

'What are you doing in this cage?'	Turn to 168
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'How do I get off this ship?'	Turn to 235
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'Have you seen any of my friends in the park?'	Turn to 258
------------------------------------------------	--------------------

'Who runs MobiusWorld?'	Turn to 129
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50

Sonic cuts across the track and overtakes the next competitor on the inside, grabbing three gold rings from a marker post as he does so! Now Sonic can close on the race leader. Just as he comes up so that

they are neck and neck, there is a massive CLUNK! Sonic's chariot has hit a large rock that is lying in the middle of the track. Roll one dice. On a roll of 1-3, turn to 103. On 4-6, turn to 2.

51

The RoboSonic leaps into the air, spins and comes crashing down on top of the Tyrannobot. Record 1 hit against the Tyrannobot. If Sonic has hit the Tyrannobot fives times, turn to 300. If not, turn to 212.

52

PANG! One of the robots manages to hit Sonic, knocking him off the duck and making him lose all of his rings (cross them off his *Vital Statistics*). If he doesn't have any rings, he must lose a life instead. Dazed, Sonic rolls down a chute and finds himself deposited on the ground outside the Duck Shoot booth. Clambering to his feet and dusting down his spines, Sonic wonders what to do next. Before he can decide, however, his mind is made up for him – turn to 108.

53

Sonic runs this way and that until he finds himself in front of the entrances both to the forbidding House of Horror, with its grim towers, pointed roofs and great grey stone walls, and to the more friendly and tropical-looking Pirate Adventure. Sonic can hear robotic buzzing and stomping getting closer all the time, so where will our hero hide: inside the House of Horror (turn to 32) or the Pirate Adventure (turn to 38)?

54

Sonic has found the captain's plush cabin — though its owner is not here. What *is* here, however, is a large mahogany desk, a comfortable-looking armchair and a globe depicting all of Mobius. A quick search through the room turns up three gold rings and a key hidden in one of the desk drawers (write down what Sonic takes on his *Vital Statistics*). As Sonic prepares to leave the cabin, he catches sight of his reflection in a mirror hanging on one wall — uh-oh! Sonic must roll on his Good Looks to beat an 8, but this time he must score 8 or *less*! If he manages it, turn to **198**. If he scores 9 or more, turn to **80**.



55

As the Black Knight comes within range, Sonic launches himself out of his saddle in a powerful spin attack. Roll on Sonic's Speed to beat a 6. If he succeeds, turn to **147**. If he fails, turn to **167**.

56

Settling down with a tub of popcorn and a bucket of spicy fried chicken, Sonic watches the rodeo for a while. It's quite exciting at first but, once you've seen one hapless metal cowboy being stomped into the dust by a giant robot bull, you've really seen them all.

It's time to check out somewhere else. As he is leaving, Sonic notices an open door which leads under the stands. Should Sonic investigate what is inside (turn to **262**) or leave the rodeo now (turn to **183**)?

57

What does Sonic possess that he could use to prise open the grabber?

A metal lion's tooth?	Turn to 120
A chicken drumstick?	Turn to 207
A telescope?	Turn to 248
None of these?	Turn to 178

58

Does Sonic have the Sheriff's star? If he has, turn to **105**. If not, turn to **131**.

59

The robot hands Sonic three darts and says that the idea is to throw them at the playing cards; each one he hits will win him a prize. Sonic thinks this isn't too much of a challenge, so he shrugs and mutters, 'Oh, go on then.' Turning away from the stall, Sonic just tosses the darts backwards over his shoulder! Make three rolls against Sonic's Coolness; each time, roll one dice and add it to Sonic's cool. With the first dart Sonic has to beat a 5, with the second he must beat a 6, and with the last a 7. For each successful hit Sonic wins three gold rings! (Write them down on his *Vital Statistics*.) Whether he wins or not, Sonic strolls off to look for something more fun, but as he goes he is sure

that the robot is giving him a peculiar look. There's no sign yet of Amy or Tails, so will he wait for them here (turn to **108**), go and look for them (turn to **9**) or find something else to do (turn to **246**)?

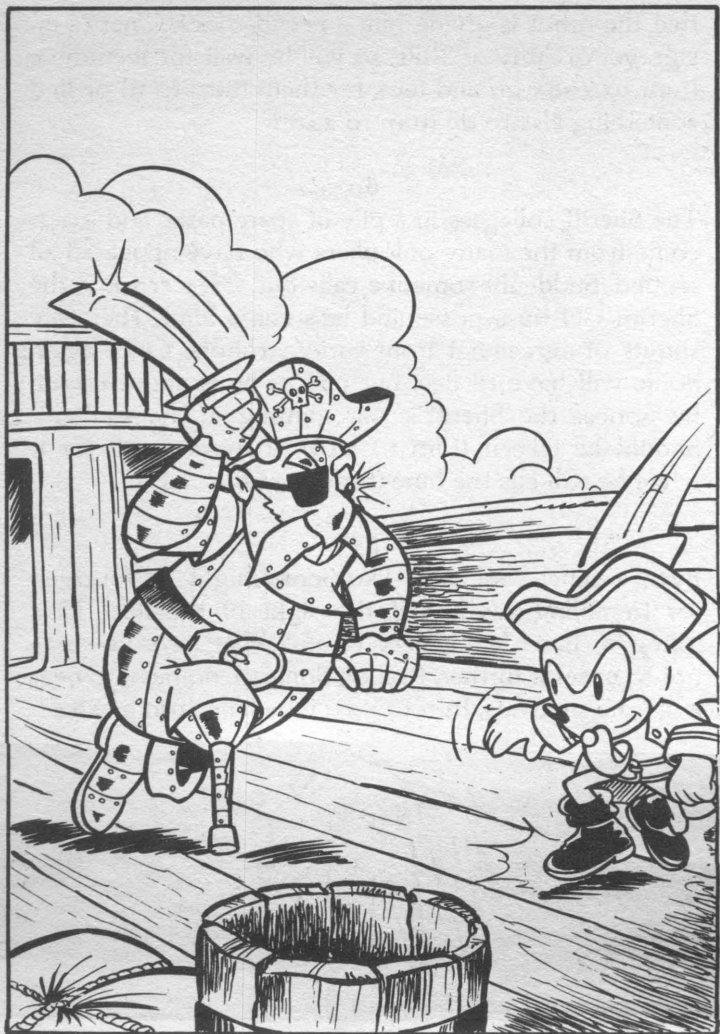
60

The Sheriff collapses in a pile of spare parts, and gasps come from the many onlookers who have appeared all around. Suddenly someone calls out, 'He's croaked the Sheriff! Get up a posse and let's chase him!' There are shouts of agreement from various robots. Once again Sonic will have to flee, but just as he is about to run he notices the Sheriff's star glinting in the sunlight. Should he take it (turn to **210**) or make a run for it while he still has the time (turn to **36**)?

61

Even a super-cool dude like Sonic might be forgiven for trembling slightly at the sight of the lion. He's going to have to be very careful what he says so as not to upset it further. Roll on Sonic's Coolness, to beat a 7. If he succeeds, turn to **193**; if he fails, turn to **284**.





62

Sonic swings himself at the galleon's main sail and hits it with his cutlass thrust forward. Letting go of the rope, the hedgehog slides all the way down, his descent slowed by his cutlass cutting through the sail. Cool! Beneath Sonic, two robot pirates look up in horror as the cut sail comes crashing down on them, trapping them under piles of canvas. Sonic lands smoothly on the deck of the galleon, right in front of a large droid with a rusting iron beard, an eye-patch and a metal stump instead of one leg. It is Redbeard the Pirate himself, scourge of the Oil Ocean Zone. 'Aha!' Redbeard shouts gruffly. 'Shiver me circuits and splice me mainframe, if it isn't the small blue landlubber hisself. What ho, ye scurvy swab! Take my treasure, would 'ee?'

Sonic can see that the other ship is already starting to sink, its hull holed by one of the cannonballs. Brandishing his huge cutlass, Redbeard bears down on Sonic with a wicked gleam in his one good robot eye. Redbeard has a rating of 9, and Sonic must fight him using his Strength. If Sonic beats the pirate captain, turn to 89.

63

The Tyrannobot's flame-snorters scorch the Robo-Sonic, blackening the lovely blue paintwork. Sonic must lose all his rings (or a life). How will the hedgehog retaliate? Will he:

Throw something?

Turn to 199

Trip it up?
Use another tactic?

Turn to **95**
Turn to **269**

64

With the shield Sonic can add 3 points to his Strength. Now turn to **17**.

65

The portcullis rises and the curious duo creep out into the arena. Standing there, waiting for them, are three robot gladiators, and they set upon our heroes immediately. Sonic fights using his Speed, adding 3 points because Tails is helping him. Each gladiator has a rating of 7, but Sonic must fight them all at the same time (each enemy gets to try a hit after Sonic has made his strike). If our heroes win, turn to **224**.

66

Sonic arrives at the huge gates to MobiusWorld, only to find that they have been shut and locked! Just what is going on here? The sound of several dozen Badnik feet stomping on the ground gets closer as Sonic hangs about wondering what to do next. 'Well, let's *stop* hanging about and *start doing something!*' Sonic snaps at you. Should he try to smash the gates open (turn to **188**), make a change of plan and run into the park and hide (turn to **53**) or attack the Badniks (turn to **172**)?

67

Opening the bag, Sonic drops the marbles on to the conveyor-belt. They rattle around for a bit but do

nothing to stop the machine (cross them off Sonic's *Vital Statistics*). Sonic is now very close to the saw – but at the last moment he has an idea. Struggling within his restraints, Sonic manages to twist to one side so that the saw cuts through his bonds rather than slicing him in half. He doesn't quite escape the saw, though, and must lose all his rings (or one life, if he has no rings) but now he is free! Turn to **184**.

68

SPADANG! One of the posse's bullets hits the points on the line ahead. Sonic's cart is diverted on to a track running parallel to the one containing the cowboys. The new line comes to a dead-end in a few metres – and that will be what will happen to Sonic, too, if he doesn't jump out in time! Roll against Sonic's Agility, to beat a 7. If he succeeds, turn to **223**. If he fails, turn to **255**.

69

Sonic runs to where a control box hangs at the end of a cable. Pressing the buttons, he manoeuvres the grabber over to the robot parts and picks up a huge pile of arms, legs and body casings. Meanwhile Tails has leapt into the control room and is yelling, 'Coo-ee, guard-bots. Over here! Over here!' The robots turn and start towards Tails, raising their hands and readying their lasers. At that precise moment Sonic presses the button to open the grabber, dropping the mass of scrap robot parts on top of the guards. Roll one dice and subtract 2 from the result; this is the number of guard robots which have been flattened under the

scrap. If all four have been squashed, turn to 275. If not, turn to 128.

70

One of the cannonballs hits Sonic, sending him flying across the deck. He must lose all his rings (or a life). The galleon is now only a spin attack away from the ship Sonic is on. Picking himself up, does Sonic want to board the galleon (turn to 279) or wait and see what happens (turn to 141)?

71

Moaning and wailing in this room, possibly at the sight of himself in the mirrored walls, is a robot built to resemble a horrible hunchbacked creature. The robot has a rating of 6, and Sonic must fight the ugly thing using his Good Looks. If he wins, he can leave by going left (turn to 46), right (turn to 173) or straight ahead (turn to 162).

72

Sonic steps through the door into a small, dark room full of assorted junk, which looks like what is left in an antique shop after a closing-down sale. However, against the back wall of the room is a small oak chest — a treasure chest perhaps? Sonic runs across and lifts the lid. It opens easily, and inside Sonic finds five gold rings (write these down) but nothing else. Under some of the junk near by is a large metal spring; Sonic could use this to get up to the crow's nest. If you want him to do that, turn to 49. If not, will he now open the other door (turn to 54) or go back out on to the deck (turn to 133)?

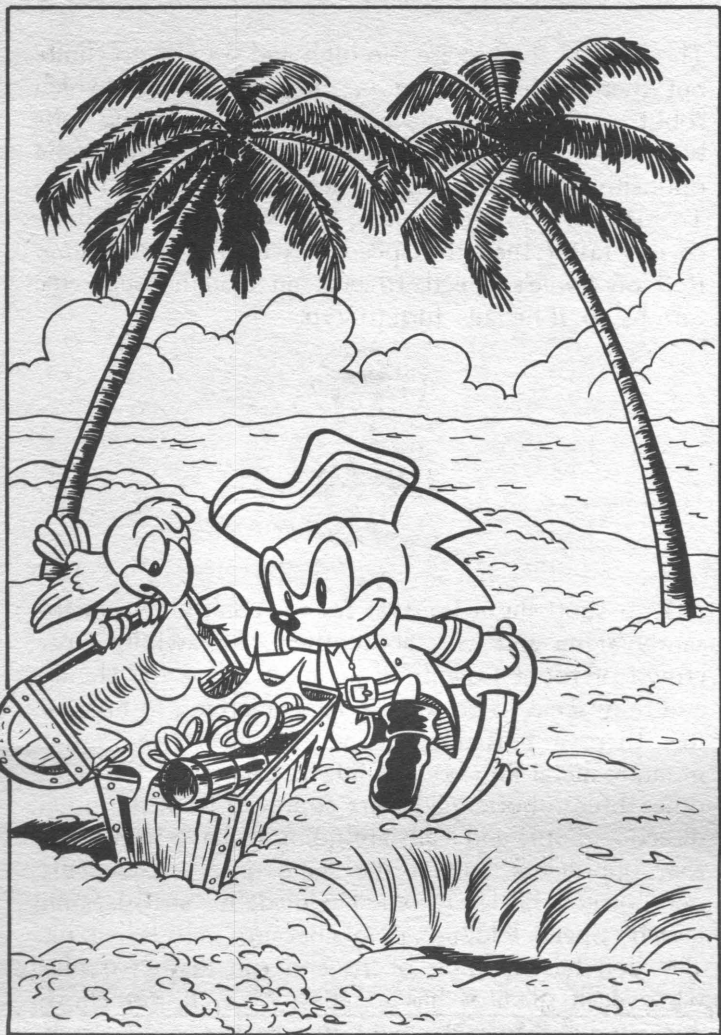
73

The sides of the bin are too high and smooth to climb, but there is an opening in the side through which robot parts are entering. Jumping through, Sonic finds himself on a conveyor-belt which is travelling in the opposite direction to the one in which he wants to go! To make any progress along the belt, Sonic will have to run faster than the speed at which it's travelling. Roll on Sonic's Speed, to beat an 8. If he succeeds, turn to **40**. If he fails, turn to **270**.



74

After a short flight the two friends come down in the sandy arena and look about them. An awfully large crowd of robot Roamin' Romans is lining the stands, and they seem to be waiting for something to happen. Just then, a portcullis in the side wall rises and a gigantic metal lion bounds into the arena; at the same time, three robotic gladiators approach from the other direction. Sonic and Tails are going to have to fight all four opponents, and at the same time (each enemy gets to try a hit after Sonic has made his strike). Sonic uses his Speed, adding 3 points because Tails is helping. The lion has a rating of 10 and can take two hits, while each gladiator has a rating of 7. If, somehow, Sonic and Tails win this fight, turn to **224**.



75

'Over here, Sonic!' the parrot squawks from between two palm trees. 'It's here, I'm sure.' Sonic begins digging at the spot with his bare hands. About half a metre down, his hands hit a solid oak chest. After pulling it free and smashing open the rusted lock with a kick, Sonic flings open the chest's lid. 'Wow!' Sonic and Friday gasp together, for inside are 70 gold rings and a finely crafted brass telescope (write down what Sonic takes on his *Vital Statistics*)! Totally pleased with his find, Sonic thanks Friday and bids him goodbye and good luck; then he sets off, swimming for the distant lake shore. Eventually he arrives, tired out and dripping wet, and sits down on a handy bench by the lakeside to rest. There is no one about, but close by are signs pointing the way to both the House of Horror and Frontier Fun areas. Suddenly Sonic's rest is disturbed by a metallic shout of 'There he is! Get him!' and a crowd of Buzzers zooms from between two stalls near by. Sonic is going to have to move fast to avoid being captured, so should he make for the House of Horror, if he hasn't been there already (turn to 32), or the cowboy-style Frontier Fun (turn to 256)?

76

On his first attempt, Sonic manages to lasso a pole and he pulls on it hard, bringing the cart to a halt. Jumping out, he frees Amy from her bonds – which were actually made of ten gold rings (Sonic may take these). 'Oh Sonic, my hero!' Amy flutters, throwing her arms round him.

'Yeah, cool work, pal,' a familiar voice calls, and Sonic's buddy Tails floats down towards him, using his twin tails like a helicopter. 'You need a lift?' Tails carries Amy down to the ground, then returns for Sonic. When they are all safely down, Sonic asks Tails what happened to him. Turn to 20.

77

Sonic's duck eventually reaches the end of the line and the hedgehog is able to jump off and make good his escape – but not before he has grabbed the booth's main prize: ten more gold rings and a coconut! (Write these down on Sonic's *Vital Statistics*.) Outside the Duck Shoot booth again, Sonic still can't see his friends, and he is just wondering what to do next when he hears a loud thundering sound coming from near by. Looking up, he sees a crowd of Robotnik's evil robot Badniks charging towards him. It's a trap! 'This must be Robotnik's doing! Quick,' says Sonic, 'what should I do now?' Do you think Sonic should run for the gates and try to escape (turn to 66), run further into the park and look for somewhere to hide (turn to 53) or attack the Badniks with one of his famous superspins (turn to 25)?

78

Sonic's impromptu projectile misses Death by a few centimetres and strikes the wall next to his hooded head. But then it ricochets back off the wall and bounces straight at the machine. By a thoroughly improbable stroke of luck, the coconut hits the control lever, knocking it forward and turning off the machine.

As the conveyor-belt and buzz-saw come to a stop, the clasps holding Sonic spring open again, allowing our hero to leap free. Turn to **184**.

79

Instead of the robots, it is Sonic who tumbles out of the cart. Cross off all his rings (or a life). Stunned, Sonic staggers along a tunnel which appears to lead towards daylight. As he emerges into the sunlight, his best buddy Tails descends out of the sky, using his two spinning tails like a helicopter. The fox is carrying Amy and is grinning wildly.

'Hey, Sonic!' Tails calls out in excitement. 'I've just rescued Amy. Does that make me a real superhero now? Huh? Does it, does it?'

Sonic glares at his foxy friend grumpily, pulling off the cowboy gear. 'What happened to you?' he asks, ignoring Tails's question. Turn to **20**.

80

Sonic stops in front of the mirror and starts to preen his spikes. 'I'd forgotten just how totally handsome and cool I'm looking today,' he says to himself. 'Got to look my best for the readers.' There is nothing you can do to hurry Sonic up now; he could be stuck here in front of the mirror for hours. Suddenly, though, there is a loud explosion and the whole ship shakes. 'What was that?' Sonic exclaims, almost leaping out of his blue skin. 'I'd better go and look. Coming?' Turn to **48**.



81

As he looks round the room, Sonic leans against one of the mirrors which, under his weight, swings open. It turns out that each of the mirrors is actually a door leading out of the room. Which way should Sonic go?

To the left?

To the right?

Straight ahead?

Turn to **236**

Turn to **162**

Turn to **132**



82

Cross off the number of gold rings Sonic has lost. He was sure he was going to win – so sure, in fact, that if he could just have another go . . . Should Sonic play another hand? If so, and he has at least five gold rings left to stake, turn again to **5**. If not, Sonic can either enter the axe-throwing contest, if he hasn't already (turn to **137**), or leave the Last Biscuit Saloon (turn to **145**).

83

Sonic lets the torches fall on himself, to the great amusement of everyone sitting at the table – but now he is on fire! Sonic sits down hastily with a splash in a bowl of soup and the flames are put out. Everyone applauds wildly. The king rises and cheers, and throws Sonic five gold rings as a reward.

'Oil!' says the person whose soup it was, rising to his feet. It is a huge knight, clad entirely in black armour which is now sprinkled all over the splashed soup. 'Look at the state of me! You clumsy oaf, you have insulted me! I challenge you to face me in single combat – immediately!' Turn to **222**.



84

It's another mirrored room. Does Sonic go left (turn to **114**), right (turn to **225**) or straight ahead (turn to **154**)?



85

It's no good. Sonic and Tails hang on as the chariot bumps and bounces along, but it soon slows to a stop, and they cross the finishing line in fifth place. There are no prizes for losers, so Sonic and Tails must leave the coliseum. As they step into the street outside, from near by comes the pounding of approaching robot feet, wheels and caterpillar-tracks. Should they run for it (turn to 161) or confront the robot hordes (turn to 259)?



86

All that Sonic finds lying around in the dungeon are old and rusty torture devices, which are of no use to an upright hero like himself. Then, just as he is about to leave, he notices an iron ring set in one of the flagstones on the floor. Heaving the slab up, Sonic discovers a shallow pit containing ten gold rings, which he may

take. Now, should Sonic leave this dungeon hastily (turn to **272**) or search Death's body first (turn to **196**)?



87

Turning the key in the lock, Sonic opens the parrot's cage, releasing Friday. 'Thanks, Sonic,' Friday squawks. The two new buddies return to the deck, where Sonic starts to tell Friday what's happened to him so far, when he is interrupted by a loud bang which shakes the ship!

'What was that?' Sonic exclaims, almost jumping out of his blue skin.

'Does that answer your question?' Friday replies, pointing across the lake with one wing. Turn to **48**.





88

'Wooo-oooo-oooo!' go the ghosts.

'Waaa-aaaa-aargh!' goes Sonic, and he flees as fast as he can through the darkness. Suddenly a large neon 'EXIT' sign lights up ahead of him. Catching hold of a door-handle, Sonic pulls it open and dives through into the brightly lit room beyond. Looking around, Sonic feels decidedly strange, for every wall here is a full-length mirror. The mirrors have the effect of making Sonic look either ridiculously tall and thin, or short and fat like Dr Robotnik. Although they are meant to be funny, Sonic doesn't feel much like laughing at the moment. There doesn't seem to be any other way out of this odd room, so what should Sonic do now?

Go back the way he came?

Turn to **117**

Explore this room more carefully?

Turn to **81**

Smash about him in a superspin?

Turn to **31**

89

The pirate captain defeated, Sonic quickly sets about searching the galleon. Below decks he finds a treasure chest holding ten gold rings (which he may take) but little else of value. All that remains is for Sonic to scuttle the ship, to prevent any other pirates terrorizing visitors to MobiusWorld. With the galleon sinking into the lake, Sonic has no choice but to jump overboard. Treading water, our hedgehog hero must decide what to do next. Did Sonic free Friday? If he did, turn to **245**. If not, turn to **191**.

90

The cart screeches to a halt. Jumping out, Sonic frees Amy from her bonds – which were actually made of ten gold rings (Sonic may take these). ‘Oh Sonic, my hero!’ Amy flutters, throwing her arms round him.

‘Yeah, cool work, pal,’ calls a familiar voice, as Sonic’s buddy Tails floats down towards him, using his twin tails like a helicopter. ‘You need a lift?’ Tails carries Amy down to the ground, then returns for Sonic. When they are all safely down, Sonic asks Tails what happened to him. Turn to 20.

91

Sonic is unable to avoid the silver robot’s flying fist. There is the painful crunch of metal hitting hedgehog, then Sonic is flying high into the air. He hits the ground fifty metres away, and must lose all his rings (or a life if he has none). Sonic feels like a punch-bag – but at least that stupid robot has bashed him a long way from the Badniks! Uh-oh, here they come again. Should Sonic make a dash for the gates (turn to 66), run off and look for somewhere to hide near by (turn to 53), or attack the Badniks again (turn to 216)?

92

Sonic takes out the bag, opens it and empties the marbles on the ground in front of his opponent. As soon as the Black Knight steps on the tiny glass balls, he loses his balance and begins running comically on the spot. After a few moments, the knight’s legs fly out from under him. The robot hits the ground with a

crash, and his arms and legs fall off. However, no cheer comes from the massed crowd. Instead, they start climbing out of their seats and running towards Sonic – and it's not in order to give him a prize!

'Time to go, little dude!' he yells at Tails. Before he goes, though, does Sonic want to risk taking the Black Knight's shield (turn to **176**) or should he make good his escape while there is still time (turn to **271**)?

93

Suddenly there is a splintering sound, and the shafts connecting the chariot to the horsebot crack and then break away! The horsebot makes a dash for freedom. What is Sonic to do? He could hang on to the horsebot's reins (turn to **16**), run really fast and try to catch up with the horsebot (turn to **204**), attempt to leap into another chariot (turn to **261**), or try something else (turn to **177**).

94

As a symbol of Sonic's athletic achievements in the arena, the laurel wreath adds 3 points to Sonic's Agility. If Sonic has a pair of cool sunglasses, turn to **110**. If not, turn to **218**.

95

The two monstrous robots rampage across the theme park, the RoboSonic trying to trip the dinosaur and the Tyrannobot lashing out with its long tail. Roll against Sonic's Speed to beat a 12. If he succeeds, turn to 7. If he fails, turn to **119**.

96

'I've got the most terrible toothache,' the lion growls. 'It's been driving me crazy all day.'

'Is that all?' Sonic says bravely. 'Come here, let me have a look.'

'How do I know I can trust you?' the lion counters suspiciously.

'Hey, I look like the sort of hedgehog you can trust, don't I?' Roll against Sonic's Good Looks, to beat a 6. If Sonic succeeds, turn to **268**. If he fails, turn to **14**.

97

Has Sonic already met a robot shark? If he has, turn to **43**. If not, turn to **10**.

98

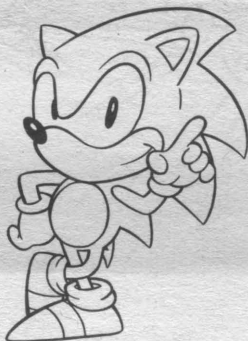
Tails and Sonic leap down from the grabber, landing on a steel platform at the side of a large tank of molten metal, into which another grabber is dropping huge chunks of iron ore. Steps lead down on the far side, but the pair will have to cross the tank by leaping on the lumps of iron ore as if they were stepping-stones. There are six lumps. On the first, roll one dice; if you roll a 1, Sonic falls in. On the second, roll one dice; if you get a 2, the same thing happens; and so on until the sixth. If Sonic falls in, he must lose all his rings (or a life) before climbing out on the far side. At the steps, Sonic and Tails clamber down and continue exploring; turn to **111**.

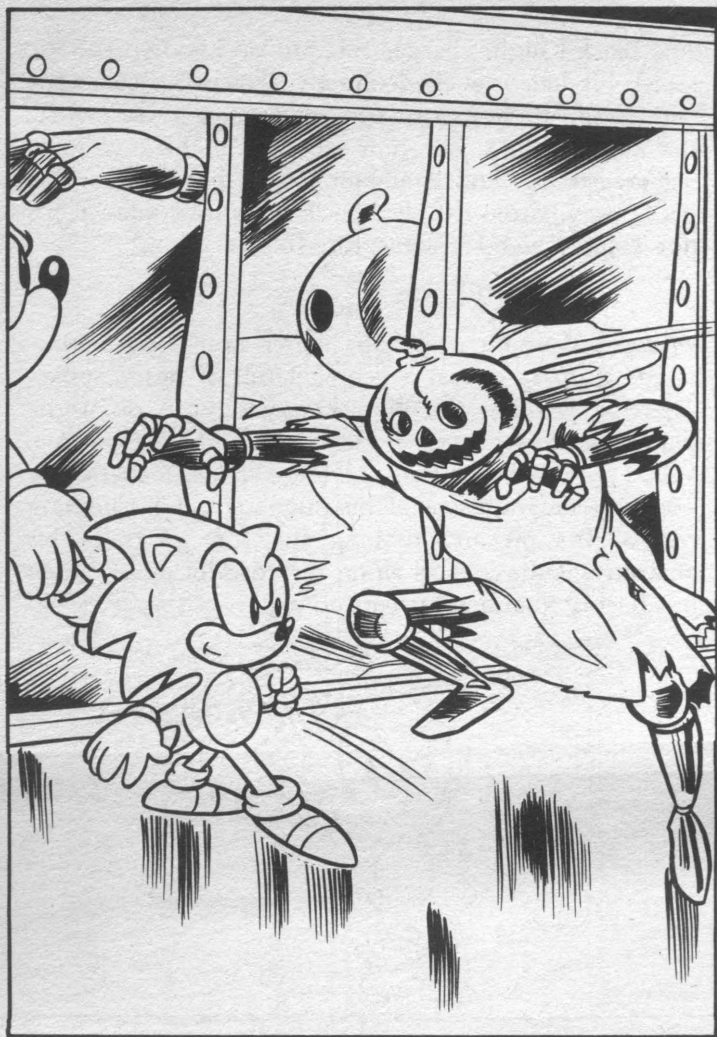
99

The Black Knight charges forward on his own robotic steed, his lance levelled directly at Sonic. Before the hedgehog is even close enough to swing his sword, the knight's lance hits him squarely in the middle of his breastplate, knocking him off his horsebot, which gallops off. Cross off all Sonic's rings (or a life). If it's not 'Game Over' for Sonic, turn to **122**.

100

Without warning, the floor under Sonic gives way, opening up to reveal a deep pit full of nasty spikes. There is nothing the poor hedgehog can do as he plummets down until – ouch! Although Sonic's own spikes are usually pretty cool, these spikes are seriously bogus! Sonic must lose all his rings (or a life). Climbing out of the pit and rubbing the sore parts of his anatomy, Sonic sets off along the corridor again, albeit less hastily than before. Turn to **155**.





101

Sonic enters another mirrored room — just as something else does the same through the door opposite. The thing is a tall droid dressed in old rags and with a head cast to look like a pumpkin. Roaring angrily, Pumpkin-Head tries to grab Sonic. The robot has a rating of 7, and Sonic must fight using his Speed. If he wins, does he go to the left (turn to 154), to the right (turn to 254) or straight ahead (turn to 26)?

102

Pursued by the robots, Sonic and Tails run under the pillared entrance to Roamin' Roman World and into a maze of old streets. It's just like the Aquatic Ruin Zone, but everything is new and intact. In the distance, overshadowing the area, is the distinctive shape of a volcano.

'Oo-er,' says Tails as they hurry along, 'I hope that doesn't erupt and cover us all with loofahs.'

'That's "lava", you silly fox,' laughs Sonic. The street ahead ends at a T-junction. Should the two pals take the street to the left (turn to 237) or the one to the right (turn to 185)?

103

There is a splintering crunch, and one of the chariot's wheels *flies off!* The chariot's axle drags along in the dust, slowing the horsebot. However, there is still a chance that Sonic and Tails could win the race if they just hang on long enough (turn to 85). Alternatively,

perhaps Sonic could leap into the race leader's chariot (turn to 233).

104

The RoboSonic leaps into the air, but comes crashing down next to the Tyrannobot. Sonic must lose all his rings (or a life). Turn to 212.



105

The Sheriff's star adds 3 points to the hedgehog's Speed, because he earned it by being quickest on the draw. If Sonic has the Black Knight's shield, turn to 64. If not, turn to 17.



106

As Cap'n Sonic swings the great sailing ship around towards the distant island, there is a sudden loud bang and the whole ship shakes. 'What was that?' Sonic exclaims, almost jumping out of his blue skin. To find out, turn to 48.

107

'You don't fool us, hedgehog!' a cowboy sneers. 'Now get out!' Does Sonic leave the saloon (turn to 145), go for his gun (turn to 35) or attack the cowboys (turn to 45)?



108

There is no sign of Tails or Amy. 'Where can they be?' Sonic says to himself. 'They've been ages. Perhaps I should go and look -'

His pondering is cut short by a thundering sound, like the pounding of lots of metal feet, and it's coming closer! A crowd of Robotnik's evil robot Badniks suddenly appears from round a corner. The darts stall robot points at Sonic and the Badniks run towards him.

'What are they doing here? This must be Robotnik's doing! Curse that evil creep!' Sonic cries in alarm. 'Quick, what should I do now?' Do you think Sonic should run for the gates and try to escape (turn to 66),

run further into the park and look for somewhere to hide (turn to 53) or attack the Badniks with one of his famous superspins (turn to 25)?

109

Although he runs all over the Emerald Hill Zone, Sonic can't find his foxy friend anywhere. Perhaps, he thinks, Tails has gone to MobiusWorld too. What should Sonic do now: look for his other friends (turn to 201) or go and suss out this theme park for himself (turn to 13)?



110

The sunglasses, of course, increase Sonic's Coolness by 3 points. Now turn to 218.

111★

Exploring the huge warehouse, the pair soon come to a room stacked with robot parts; in one corner is a large hopper over which hangs a motionless grabbing claw. Peeking into the hopper, Sonic can hardly believe his eyes, for it is full of glowing gold rings – sixty in all! On the other side of the room is a glass door on which is written 'CONTROL ROOM'. Peering in,

Sonic and Tails take in the banks of control panels and television monitors that cover every wall from floor to ceiling; this must be where operators supervise every ride in MobiusWorld. Sitting at one of these panels is a very unhappy-looking dog, surrounded by four large, silver, robot guards. If Sonic now has 200 or more gold rings, turn to **263**. If not, turn to **130**.

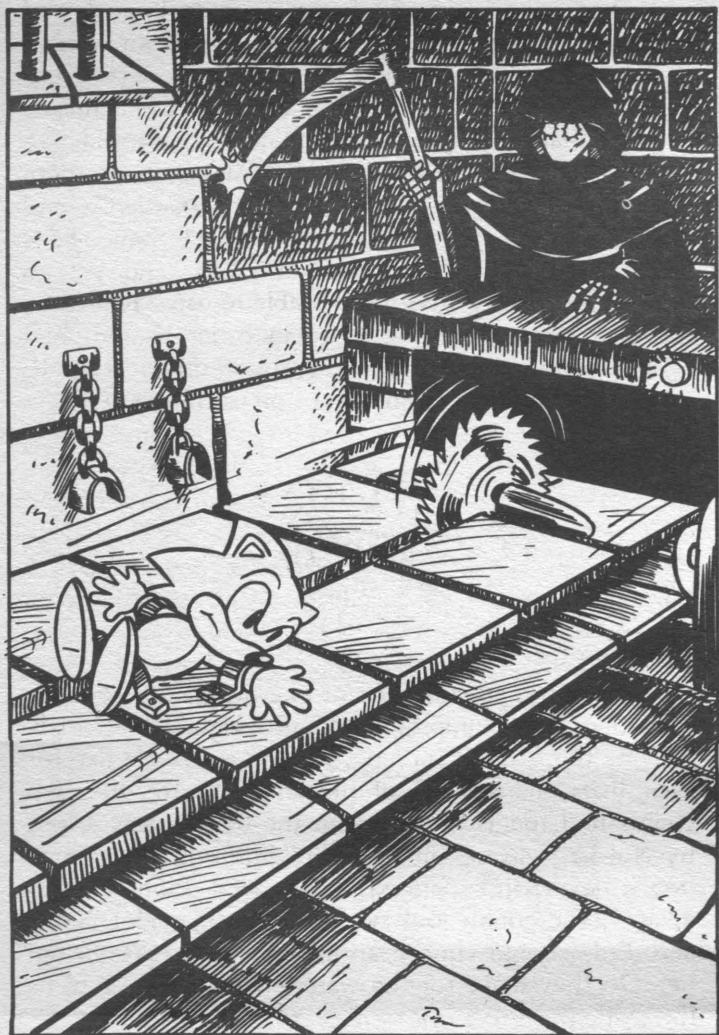
112

Sonic doesn't have anything suitable to use. Meanwhile the charioteer is getting close in order to ram him again. Should Sonic attack the robot driver (turn to **299**) or simply urge his horsebot on (turn to **93**)?



113

Unfortunately, after his recent exertions Sonic doesn't quite manage to jump high enough to grab the wreath. He hits the ground running, and he and Tails flee for their lives. Haring out of the amphitheatre, the two chums find themselves back in the theme park. Close by is a large, warehouse-like building with the words 'NO ADMITTANCE' painted on its metal doors. Further away is the crinkly outline of Castle Shamelot. Sonic and Tails should choose an area they haven't visited yet. Do they make for the warehouse (turn to **250**) or the castle (turn to **211**)?



114

Opening the door gingerly, Sonic finds himself in a short tunnel with the reassuring glow of daylight at the far end – he's made it through the infamous mirror maze, and as a reward there is a gold ring hanging on the wall, which Sonic can take. As he sprints for the exit, however, the floor drops away suddenly and forms a chute leading down. With a wail, Sonic slides down into the darkness again. So near and yet so far; not for nothing do they call this the House of Horror!

Sonic lands with a bump on a rusty old conveyor-belt, and metal clasps spring round his legs and body, trapping him in place. Sonic is in a kind of dungeon, and at the end of the now-moving conveyor-belt is an immense circular saw, which is spinning furiously, ready to slice Sonic in half! Perhaps even more terrifying, though, is the sinister figure which is standing on a stone ledge above the saw: it is tall and is shrouded in a hooded black robe, and it is carrying a huge scythe with a gleaming steel blade. Under the hood all is darkness, save for two glowing red eyes.

'Sonic!' booms the figure in a gravelly voice – and a strangely familiar one, too. 'I am Death, and now I have you eggs-actly where I want you. Ha ha ha haaaa!' But wait! Sonic has spotted something at the far end of the conveyor-belt: the control lever. If only he had something to throw at it, he might yet get out of this trap. If Sonic has a coconut, turn to 278. If he hasn't, turn to 123.

115

There is nothing for it but to tip the cart off the tracks. Throwing his weight violently to one side, Sonic knocks the cart on to its side and sends it off the top of the rollercoaster. The carriage smashes to bits on impact – and Sonic doesn't fare too well either! Cross off all his rings (or a life).

As Sonic picks himself up and checks that all his limbs and his head are still just about attached, his best buddy Tails descends out of the sky, using his two spinning tails like a helicopter. The fox is carrying Amy and is grinning wildly.

'Hey, Sonic!' Tails calls out in excitement. 'I've just rescued Amy. Does that make me a real superhero now? Huh? Does it, does it?'

Sonic glares at his foxy friend grumpily, pulling off the cowboy gear. 'What happened to you?' he asks, ignoring Tails's question. Turn to 20.



116

'Deal me in, pards,' Sonic says, sitting down at the table.

'The stake is five gold rings,' the dealer tells him. If Sonic has five or more gold rings and wants to play, turn to 5. If not, he could enter the axe-throwing contest, if he hasn't already (turn to 137), or leave the saloon (turn to 145).

117

Sonic looks at the door, but there is no handle on this side, just a mirror showing a wobbly hedgehog with a big head and a tiny body. Sonic must try something else. Does he explore the room more carefully (turn to 81) or go into a superspin and hope to smash his way out (turn to 31)?



118

Unlike most of Dr Robotnik's creations, these two Badniks are quite nattily turned out, so Sonic must fight using his Good Looks. Each Badnik has a rating of 5, and Sonic can fight them one at a time. If he beats them, he stops spinning only to see a much larger squad of assorted Badniks charging towards him. Now he will have to hide somewhere – but will he choose Frontier Fun (turn to 256) or the nearer Pirate Adventure (turn to 38)?

119

With a lash of its tail, the Tyrannobot knocks the RoboSonic's legs out from under it. Sonic, Tails and Hamish are thrown violently around in the cockpit as the immense blue machine crashes down on to the Canyon Mine rollercoaster. Sonic must lose all his rings (or a life). Turn to 37.

120

The pointed metal tooth slides easily into the grabber's opening mechanism. Sonic waggles it a bit and there is a loud click. The grabber opens, freeing Tails. Turn to 98.

121

The chariots reach the half-way point in the race and career round a long U-shaped bend. With some clever steering, this could be just the place to overtake. Roll on Sonic's Agility, to beat a 7. If he succeeds, turn to 50. If he fails, turn to 230.

122

Sonic's opponent dismounts and, grabbing a huge mace from his robot squire, stomps towards the somewhat shorter hedgehog. What should Sonic use now: his sword (turn to 298) or, if he has some, a bag of marbles (turn to 92)?

123

The conveyor-belt is carrying Sonic steadily closer to the rotating buzz-saw and, if he doesn't act quickly, he'll be only half the hedgehog he used to be! Should

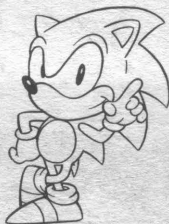
Sonic try to break the clasps holding him (turn to 267), try to jam the conveyor-belt with something (turn to 34), or call out to Death to stop the machine (turn to 234)?

124

It is an easy matter for a superfast superhero super-hedgehog like Sonic to catch up with Amy. She continues to stomp along and ignore him, but not for long. 'I'm really sorry, Amy,' Sonic apologizes, running backwards so as to face Amy. 'I didn't mean to be so rude and upset you -'

'You didn't?' A big smile breaks out on her face and, before Sonic can avoid it, she has thrown her arms round him and is squeezing him in a massive sloppy hug. 'Oh, I knew you liked me really! Come on, you can take me to MobiusWorld.'

Despite the pleading look he gives you, there's nothing Sonic can do now to avoid it, so reluctantly he lets himself be dragged along by Amy, who is singing a silly song as she skips along. As they go, he looks over his shoulder and mouths, 'Thanks a lot, *pal!*' Turn to 280.





125

Inside the saloon are plenty of rough-looking robot cowboys slumped round large circular tables. In the middle of the room a boisterous game of poker is being played, while in a corner a robot dressed in traditional Red Indian fashion is showing off his skills in an axe-throwing contest. Sonic moseys as best he can (he's not entirely sure how to 'mosey', but he thinks it's a bit like a 'pogo', so he does that) up to the bar and slaps his hand on the top.

'Bar-dude, give me a double shot of your best chocolate milkshake!' Sonic announces grandly.

The room falls silent and every head turns to stare at the newcomer. The bar-droid glides over and fixes Sonic with a steely glare. 'We don't care for none of them fancy Yankee concoctions. We serve the finest sarsaparilla shakes west of the Pecos. Do you want one of those?'

'Uh, yeah, sure, good buddy, ten-four,' Sonic says hastily. 'Give me one of those, um, sparse gorillas, but go easy on those peckers, pard; they give me wind.' Roll on Sonic's Coolness, to beat a 6. If he succeeds, turn to 215. If not, turn to 187.

126

Bad idea, dude! Sonic smacks into the giant metal gates but doesn't even dent them. The hedgehog does not fare so well, though, and must lose all his rings (but if he has no rings he does not lose a life this time).

Now it's time for Plan B. Which Plan B is it to be, though? Should he attack the approaching Badniks (turn to 172) or run and hide somewhere (turn to 53)?

127

Nipping through a large entrance that has been painted to look like the gateway to a castle, Sonic and Tails find themselves inside a large banqueting hall, full of medieval-style robots wearing ridiculous costumes.

'All right – food!' Tails cries, sitting down on an empty bench and snatching up a chicken drumstick. Sonic is about to join him when he is grabbed from behind and pushed towards the far end of the hall. Seated on a throne, set atop a raised platform, is a chubby robot dressed in ornate robes and wearing a crown.

'Ah, you must be the jester,' the robot king says gleefully. 'How will you entertain us, fellow?' Looking around at all the expectant faces – and the very tough-looking robot knights – Sonic decides to play along. Should he tell them a joke (turn to 252) or try to do some juggling (turn to 189)?

128

Sonic and Tails must fight those which remain. Each robot has a rating of 8, and Sonic must fight them one at a time, using his Strength (plus 3 because Tails is helping). If the daring duo defeat and destroy the dastardly droids, turn to 275.

129

'It was Hamish McHammond's idea to build Mobius-World. He is a scientist and has worked for years to invent all the rides. But that baddie Robotnik muscled in with loads of Badniks, and he took over!'

'Robotnik!' Sonic exclaims, punching one fist into the palm of the other hand heroically. 'That foul fiend! I might have known! I must stop his evil plan and rescue my friends – again!' Does Sonic now want to ask Friday what he's doing in this cage (turn to 168), how he, Sonic, can get off the ship (turn to 235), or whether the parrot has seen any of his friends (turn to 258)?

130

'I don't think that dog is there of his own free will,' Sonic says. 'We've got to rescue him.' How will the pair do this? They could disguise themselves as robots, using the spare parts (turn to 241), use the grabber to drop something heavy on the robots (turn to 69), or simply burst in and attack the guards (turn to 276).

131

If he has the Black Knight's shield, turn to 64. If not, turn to 17.

132

Just as before, Sonic is in a room with mirrored doors. Does he go to the left (turn to 144), to the right (turn to 101) or straight ahead (turn to 225)?

133

What should our heroic hedgehog do now? Should he climb up to the crow's nest and get a better view of his surroundings (turn to 139), try to steer the ship (turn to 228) or just wait and see whether anything happens (turn to 157)?

134

The robot suddenly stops in its tracks and starts to speak in a tinny voice: 'Zzzk! Zonic, it's me, Tailzzz. Zzzk! Help!'

Sonic quickly smashes his foxy pal out of the metal casing and, once he's free, says, 'Come on. We've got some exploring to do.' Turn to 111.

135

Wielding his huge cutlass in one hand, Redbeard prepares to meet Sonic's attack. However, the other pirates are also advancing towards Sonic from behind. Should he press home his attack (turn to 163), turn on the other pirates instead (turn to 232), or shuffle backwards to the plank in order to keep out of reach of the robots (turn to 202)?

136

As soon as Sonic steps through the entrance, a pair of large robotic arms shoot out of one wall, grab him, and pull him through into total darkness.

'Hey, time out! Leggo! What's going on?' Sonic cries out in surprise. The next thing he knows, he has been

plonked down on top of something which is itself moving along on a clanking conveyor-belt. Suddenly whatever Sonic is riding on bursts through a door and he finds himself back in the sunlight – and now he can see where he is. Sonic is sitting on the back of a large wooden duck, which is moving along a rail behind a line of other ducks. There is a sudden loud PANG! and one of the ducks up ahead is knocked off the rail. Sonic is in a shooting gallery – and he's one of the targets! Several robots are standing at the far end of the stall, firing at the ducks with some naff-looking air-rifles. The guns may look shoddy but they obviously work, as is proved when another duck is knocked off the rail by a lucky shot. Choose a number from 1 to 6 and write it down in a spare corner of Sonic's *Vital Statistics*. Now roll one dice. If you roll the number you chose, turn to 52. If you don't, turn to 160.





137

The idea of the contest is to hit targets with three axes. The closer a contestant gets to the centre of the target, the higher the score. As well as Sonic, there are two other players: Cactus Eric, a cowboy, and the Red Indian, Running Shoe.

To play the game, each contestant should roll one dice and add his Agility. Cactus Eric's Agility is 2 and Running Shoe's is 4. Each player has three axes to throw and, once everyone has had his three turns, add together the scores for each throw to see who has won the contest.

Contestant	1st Throw	2nd Throw	3rd Throw	Total
SONIC				
CACTUS ERIC				
RUNNING SHOE				

If Sonic wins outright, turn to **186**. If he comes equal first, turn to **30**. If Sonic does not win, he should try something else: joining the poker game, if he hasn't already (turn to **116**), or leaving the saloon (turn to **145**).

138

Does Sonic have an hourglass? If he has, turn to **226**. If not, turn to **58**.

139

Carefully, Sonic starts his ascent of the ship's mast, using bits of rigging and the occasional spar or jib for hand- and foot-holds. However, the higher up he climbs, the fewer places there are to put his hands and feet. Although Sonic is good at lots of things, he's not too hot at climbing — but of course *he* would never admit that. To see whether he manages to find a way up to the crow's nest, Sonic must roll on his Quick Wits to beat a 7. If he succeeds, turn to 49. If he fails, turn to 265.

140

Wandering among the boulders and palm trees, Sonic doesn't find anything of any interest or use to him on the island, so eventually he has no choice but to set out again and swim for the distant lake shore. Eventually he arrives there, tired out and dripping wet, and sits down on a handy bench by the lakeside to rest. There is no one about, but close by are signs pointing the way to both the House of Horror and the cowboy-style Frontier Fun areas. Suddenly Sonic's rest is disturbed by a metallic shout of 'There he is! Get him!' and a crowd of Buzzers zooms from between two stalls near by. Sonic is going to have to move fast to avoid being captured, so should he make for the House of Horror, if he hasn't been there already (turn to 32), or Frontier Fun (turn to 256)?

141

The galleon bumps against Sonic's ship and two robotic pirates leap across on to the deck in front of our hero. Grunting and swinging their cutlasses, the pirates

lurch towards Sonic. He has no choice but to fight them, using his Speed. Each of the robot pirates has a rating of 6, and Sonic can fight them one at a time. If Sonic beats the pirates, he jumps across on to the black galleon. Turn to **18**.

142

Sonic doesn't see the Tyrannobot charging at them from behind until it is too late. The metal dinosaur smashes into the RoboSonic, sending it crashing to the ground with a noise like thunder. Sonic must lose all his rings (or a life). Desperately waggling the controls, Sonic gets the machine back on its feet and turns it to face the Tyrannobot. Wow! The mechanical dinosaur is seriously massive, with eyes like blazing headlamps and teeth as big as small trees. A maniacal laugh comes echoing from loudspeakers inside its throat: it's Robotnik! Sonic must defeat his arch-enemy once more – but how? Should he try to make the RoboSonic jump on the Tyrannobot (turn to **231**), trip it up (turn to **95**) or throw something heavy at it (turn to **199**)?

143

Sonic misses his target, but his opponent doesn't. The knight's lance hits him squarely in the middle of his breastplate, knocking him off his horsebot, which gallops off. Cross off all Sonic's rings (or a life). If it's not 'Game Over' for Sonic, turn to **122**.

144

As the door shuts behind Sonic, two robots that are built to look like skeletons leap at him. 'What's up,

dudes? Been on a crash diet? Well, crash this! Sonic says, jumping into the attack. Each of the Skelebots has a rating of 5, and Sonic must fight them one at a time, using his Agility. As soon as the hedgehog has bashed his not-so-scary foes into tiny pieces, decide where he goes next:

To the left?

Turn to **173**

To the right?

Turn to **114**

Straight ahead?

Turn to **273**

145

Back outside the saloon, does Sonic head for the rodeo, if he hasn't been there already (turn to **274**), or keep strolling down Main Street (turn to **19**)?

146

Revving up on the spot, Sonic turns on the speed and shoots away across the arena towards the exit. But is he fast enough? Roll on Sonic's Speed to beat an 8. If he makes it, turn to **203**. If not, turn to **221**.

147

Sonic slams into the knight's breastplate with such force that he knocks the champion off his horsebot. Somersaulting over the knight, Sonic lands neatly on the ground in front of the massed crowd of onlookers. Turn to **15**.

148

The huge RoboSonic dodges the Tyrannobot's punches and nostril-blasts, all the time backing towards the

Pirate Adventure. Then, just as the dinosaur makes a last lunge at the hedgehog, Sonic makes it sidestep out of the way. The Tyrannobot stumbles forwards into the water and there is the satisfying crackle of frying circuitry before it leaps out again. Record 1 hit against the Tyrannobot. If it has suffered 5 hits, turn to 300. If not, what will Sonic try next?

Throw something?

Tripping it up?

Jumping on it?

Turn to 199

Turn to 95

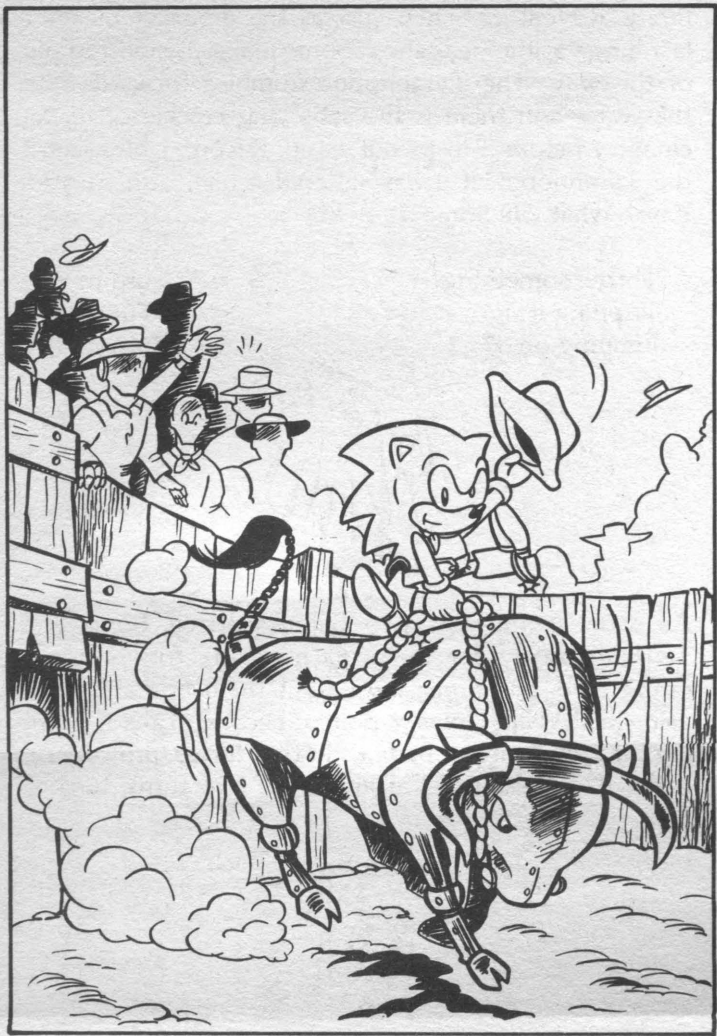
Turn to 231



149

As soon as the first two Badniks arrive, Sonic and Tails are ready for them. Each of the robots has a rating of 6, and Sonic must fight them one at a time using his Agility (plus 3 points, because Tails is helping). If they beat the Badniks in two turns, turn to 214. If the Badniks are still around after two turns, turn to 192.





150

Sonic finds himself plonked down on the wide, metallic back of a massive robot bull. The gate is raised and the enraged machine leaps out into the ring, snorting and bucking for all it's worth. Sonic clings on for dear life.

Roll against Sonic's Agility score three times, to beat a 7 each time. If he is successful every time, turn to **208**. If he fails any roll, turn to **297**.

151

'Did you hear the one about the stupid king? He bought a round table . . . and it rolled away – boom boom!' Sonic says.

A deathly hush falls over the entire hall, except in one corner where a little fox is noisily scoffing yet another drumstick. 'How dare you, hedgehog! I'll have you know we chased after it and brought it back!' the king exclaims. 'You have insulted me and my court. You shall face my champion, the Black Knight, in single combat. Take him away!' Turn to **222**.

152

The pillar smacks into the Tyrannobot with a resounding clang. Record 1 hit against it. If it has taken 5 hits, turn to **300**. If not, what will Sonic try next?

Jumping on it?
Tripping it up?
Another tactic?

Turn to **231**
Turn to **95**
Turn to **269**

153

The extended telescope shatters when Sonic thrusts it between the spokes of the chariot wheel (cross it off Sonic's *Vital Statistics*) but it has the desired effect. The rival chariot skids to a halt, leaving Sonic free to chase after the other competitors. Turn to 93.

154

In the next room, which, of course, has mirrored walls, Sonic finds a gold ring lying on the floor, which he may take. Almost as interestingly, the mirror on the right has the words 'WAY OUT' carved in it. Could this really be the way out, or is it another trap?

'Look, chum, I'm the brave hero here, and you're the brains, so make your mind up, all right?' Sonic says impatiently. Very well, so which way does Sonic go now?

To the left?

Turn to 84

To the right, apparently to the
'WAY OUT'?

Turn to 114

Straight ahead?

Turn to 46

155

Sonic has taken only a few steps when he hears an ominous swishing sound above him. In the split second it takes him to look up at the ceiling and spot the gleaming guillotine blade dropping towards him, Sonic's hero-fast reflexes spring into action. Roll on his Agility, to beat a 7. If he succeeds, turn to 171. If he fails, turn to 22.

156

A fanfare of trumpets sounds, announcing the start of the joust. Kicking his heels into his horsebot's sides, Sonic charges at the Black Knight. Does Sonic try to hit his opponent with his sword (turn to 99) or wait until he's close enough and then carry out one of his famous superspin attacks (turn to 55)?

157

Suddenly there is a loud bang and the whole ship shakes. 'What was that?' Sonic exclaims, almost jumping out of his blue skin. To find out, turn to 48.

158

Sonic just catches sight of the Tyrannobot charging at the RoboSonic from behind and manages to wrench the controls and step aside in time. Missing the RoboSonic, the immense dinosaur stumbles and crashes to the ground with a noise like thunder. Record 1 hit against the Tyrannobot. The gigantic robot hauls itself to its feet again and turns to face the RoboSonic. Wow! The mechanical dinosaur is seriously massive, with eyes like blazing headlamps and teeth as big as small trees. A maniacal laugh comes echoing from loudspeakers inside its throat: it's Robotnik! Sonic must defeat his arch-enemy once more — but how? Should he try to make the RoboSonic jump on the Tyrannobot (turn to 231), trip it up (turn to 95) or throw something heavy at it (turn to 199)?

159

'In the lion's cage at the arena, of course,' the lion

sneers. 'Now I'm tired of answering questions. It's dinner-time.' The lion stalks towards our heroes. Do they attack it (turn to **14**) or back away (turn to **169**)?

160

Fortunately the robots are terrible shots! As Sonic's duck travels along the rail, it passes under a gold ring, which Sonic can grab (write it down). The robots fire again, twice, so repeat the process two more times: write down a number from 1 to 6 then roll one dice. If you ever roll the number you picked, Sonic is hit; turn to **52**. Each time the robots miss, Sonic is able to snatch another gold ring. If Sonic survives the two blasts, turn to **77**.



161

Taking to their heels again, the pair leave Roamin' Roman World and find themselves back in the other part of the theme park. Close by is a large, warehouse-like building with the words 'NO ADMITTANCE' painted on its metal doors. Further away is the crinkly outline of Castle Shamelot. Sonic and Tails should choose an area they haven't visited yet. Do they make for the warehouse (turn to **250**) or the castle (turn to **211**)?

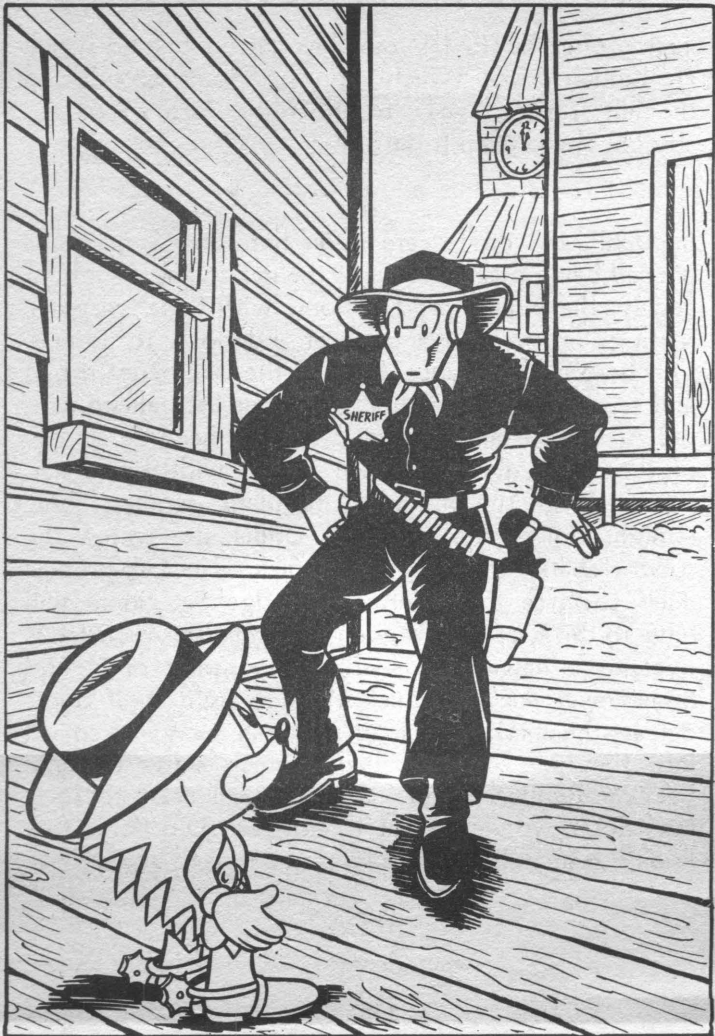
162

This room, like the last one, has mirrors behind which are hidden doors. Which way does Sonic go now: to the left (turn to **101**), to the right (turn to **84**) or straight ahead (turn to **46**)?

163

Suddenly the pirates are upon him, and Sonic finds himself being pushed towards the gangplank. Laughing crazily, the pirates prod at Sonic with their weapons, forcing him on to it and closer and closer to its end. Our hero risks a glance down at the lake beneath him and sees a dark shape gliding towards the galleon. Uh-oh! At that instant, a pointed metallic head bursts out of the water, its tooth-lined mouth wide open, and bites through the middle of the plank, sending Sonic straight down into the lake. Under the water, the robotic shark turns and, with a flick of its tail, propels itself towards the spluttering hedgehog. Sonic will have to think fast if he's going to defeat this monstrous overgrown Jaws. The shark has a rating of 7, and Sonic must use his Quick Wits to fight it. If Sonic defeats the shark, he manages to spin away and smash into the hull of the galleon, which starts to sink. Leaving Redbeard and his mechanical crew to their fate, Sonic wonders what to do next. Did Sonic free Friday? If he did, turn to **245**. If not, turn to **191**.





164

Sonic rounds a corner and finds himself back on Main Street. 'There's the critter!' an old-timer shouts as the chasing mob rounds the same corner. Before he can make good his escape, though, Sonic hears a clink of spurs in front of him and he looks up to see a mean-looking cowboy robot, taller and more muscular than the others, and dressed from head to foot in black. Pinned to his chest is a silver badge with the word 'Sheriff' stamped on it, though the law won't help Sonic now. The hedgehog stops and takes a deep breath, his hand hovering over his holster. It is then that he notices that the Sheriff's gun is absolutely enormous, not so much a six-shooter as a fifty-blaster.

The town clock strikes twelve, Sonic resists the urge to whistle a catchy film theme, and the two gunfighters go for the draw. Sonic must fight the Sheriff, who has a rating of 9, using his Speed. If Sonic wins, turn to 60.

165

At the last moment, with superb split-second timing, Sonic leaps into the air and over the silver robot. The metal menace's huge pounding fists miss him by mere millimetres, but at least our hero is safe. Sonic lands on the far side of the mob and hits the ground running. Sonic is now quite close to the gates. Should he run for these and try to escape (turn to 66), run further into the park and try to hide somewhere (turn to 53), or attack the Badniks again (turn to 216)?

To the cheers of the Roamin' Roman-style robots packing the stands, Sonic steers the chariot over the finishing line in first place, grabbing the five gold rings suspended there. Soon Sonic and Tails are standing before them, bowing, smiling and waving. The people part to reveal stone steps leading up to the Emperor's box, where his robotic highness is standing, applauding their valour. He beckons to them, so the hedgehog and his foxy friend climb the steps.

'For proving yourselves worthy champions,' the Emperor declares, 'I award you this laurel wreath.' He is about to place the wreath on Sonic's head when a strangely familiar voice interrupts the proceedings, speaking through the robot Emperor's speaker. 'What's this? Argh! Why, you horrible hedgehog, I thought it was you. Badniks, this is your leader, Robotnik! Attack! Attack!'

At this, the crowd of robot Roamin' Romans instantly becomes a hostile seething mob, baying for Sonic and Tails's blood. Should the two try to flee (turn to 253), or will Sonic make a grab for the laurel wreath first (turn to 44)?



167

Sonic is not quite fast enough, and he just misses the knight as their horsebots gallop past each other. Leaping off and landing on his feet, Sonic prepares for the Black Knight's next attack. Turn to **122**.

168

The parrot looks angry. 'Redbeard the Pirate locked me in and stuck me up here to stop me warning anyone about what's been going on! Squawk!'

'Redbeard?' Sonic repeats.

'Yes - squawk! - it's all the water, you see. He's a robot and the water's made his beard rusty,' Friday explains. 'Now if you could get me out of here, I'd be ever so grateful.' Does Sonic have a key? If he has, turn to **87**. If not, turn to **209**.



169

As the two anxious friends back away from the lion, the portcullis rises behind them and they nip under it and run into the arena. Standing there, waiting for

them with swords drawn, are three robot gladiators. At the same time, however, the lion is advancing from its cage. Sonic and Tails are going to have to fight all four opponents, and at the same time (each enemy gets to try a hit after Sonic has made his strike). Sonic uses his Speed, adding 3 points because Tails is helping. The lion has a rating of 10 and can take two hits, while each gladiator has a rating of 7. If, somehow, Sonic and Tails win this fight, turn to **224**.



170

Sonic slips at the last moment and lands flat on his face in the dust. All the other chariots hurtle past and cross the finishing line. There are no prizes for losers, so Sonic and Tails must leave the coliseum. As they step into the street outside, from near by comes the pounding of approaching robot feet, wheels and caterpillar-tracks. Should they make a run for it (turn to **161**) or confront the robot hordes (turn to **259**)?

171

In a whirling blue blur, Sonic just manages to dodge the speeding blade. 'That was too close,' he gasps. 'I wonder what other surprises this place has in store?' To find out, turn to **41**.

172

Has Sonic already tried attacking the Badniks? If he has, turn to **216**. If not, turn to **25**.



173

Where's Sonic now? You guessed it: in another mirrored room. Does he go to the left (turn to **162**), to the right (turn to **71**) or straight ahead (turn to **254**)?



174

Sonic is quite pleased with himself when he sees the pile of nuts and bolts that is all that's left of the poor bull. The crowd, however, aren't at all happy; in fact, they are booing and throwing things, and some of them are starting to clamber down into the ring to teach spoilsport Sonic a lesson. Gulping, the hedgehog looks at you and mouths the word 'Help!'. If you think Sonic should face the crowd, turn to **181**. If he should run away, turn to **294**.



175

The robot cowboys are useless shots and they all miss the hedgehog's cart. As they pause to reload, Sonic pops his head up over the edge of the cart and sees a lever controlling the points coming up alongside the track. As he passes it, he pulls on it and there is a CLUNK! as the points change. The posse's cart swerves off down another track, which soon after ends abruptly at a dead-end. With the explosion still echoing in his ears, Sonic hurtles on alone. Suddenly Sonic emerges from the underground section of the roller-coaster into brilliant daylight – and gasps in horror! Tied to the tracks, only a few metres ahead, is Amy! Unless Sonic does something, and does it NOW, he will run over her. What does Sonic do?

Use a lasso (if he has one) to stop the
cart?

Turn to **76**

Use a spade (if he has one) to stop the
cart?

Turn to **206**

Try something else?

Turn to **115**

176

Sonic picks up the Black Knight's shield and discovers its secret: it is an invincible power-up which will protect Sonic against everything until you see an asterisk (★) next to the paragraph number. Now it's time to run, so turn to **271**.

177

'Sonic, let me use my tails to fly us out of here,' Tails suggests. Sonic nods, and the two are soon hovering

high above the coliseum. 'Where shall we go, Sonic?' asks his foxy friend.

The hedgehog looks around. The other competitors are still racing round the track. Beyond the walls of the coliseum is a street packed with Badniks, and beyond that is a large arena. Does Sonic say:

'After the chariots'?

Turn to **27**

'Down into the street'?

Turn to **296**

'Over to the arena'?

Turn to **74**

178

The grabber continues to carry Tails towards the large machine. Eventually Sonic has to jump off to avoid being swallowed up himself. He watches in horror as Tails disappears into the clanking, whirring machine. Oh no! There is nothing Sonic can do, so he decides to go on exploring, to keep his mind off poor Tails's grisly fate. Coming to a large door set in the warehouse wall, Sonic opens it and finds himself in a small room packed with trashed computers and bits of theme park rides. Suddenly a metal door in the far wall slides open and, amid clouds of steam and much clanking, a large silver robot stomps into the room, making directly for Sonic. Does Sonic attack the robot (turn to **6**) or wait to see what it does (turn to **134**)?

179

Sonic eventually reaches the shore and, tired out and dripping wet, sits down on a handy bench by the lakeside to rest. There is no one about, but close by

are signs pointing the way to both the House of Horror and the cowboy-style Frontier Fun areas. Suddenly Sonic's rest is disturbed by a metallic shout of 'There he is! Get him!' and a crowd of Buzzers zooms from between two nearby stalls. Sonic is going to have to move fast to avoid being captured, so should he make for the House of Horror, if he hasn't been there already (turn to 32), or Frontier Fun (turn to 256)?

180

Leaping off balconies and swinging on chandeliers, our heroic hedgehog spins and smashes with glee. After the rather one-sided brawl, the dazed and broken robots lie among the wrecked tables and smashed pop bottles. Sonic feels that now might be a good time to leave. He can take in the rodeo, if he hasn't already done so (turn to 274), or stride on down Main Street (turn to 19).

181

'I'm not taking on that lot, especially after what I've just been through,' Sonic protests. 'I may be a hero, but even heroes have to scarper sometimes!' Turn to 294.

182

Sonic sighs and gives you an exasperated look. 'Now listen here. I'm not the sitting-around-and-waiting-until-teatime sort of hedgehog,' he reminds you. 'I'm more your cool running-headlong-into-danger-in-search-of-heroic-action type of hedgehog! So let's go

do something!' So what *will* Sonic do: go and look for Tails (turn to 109) or set off for the theme park by himself (turn to 13)?

183

Back in the town-centre of Mobius Falls, does Sonic check out the Last Biscuit Saloon, if he hasn't already (turn to 125), or head on down Main Street (turn to 19)?

184

'You don't get away that easily!' Death snarls, jumping down from the ledge. Swinging his scythe, the black-robed figure advances on the hedgehog. Using his Strength, Sonic braces himself to battle against Death himself! Somehow he must beat Death's rating of 10. If Sonic wins, he can leave the House of Horror immediately (turn to 272) or have a look around (turn to 86).

185

Following the street to the right, Sonic and Tails come at last to a dead-end which is featureless, but for a large manhole cover set in the ground. 'I always knew the Roamin' Romans had good plumbing,' Tails comments. Sonic gives him a stern look and then turns, hearing the pounding of many approaching robot feet. What should they do now: turn and face their pursuers (turn to 149) or escape down the manhole (turn to 292)?

186

As the winner, Sonic claims the prize – twelve gold rings! Proudly Sonic strides off either to join in the

poker game, if he hasn't already (turn to 116), or to leave the saloon (turn to 145).

187

The bar-droid leans forward, his robot eyes changing from green to red. 'We don't take kindly to strangers in these parts.'

From behind him Sonic hears the scraping of chairs being pushed back and the rustle of cowboys getting to their feet. Trying to look as casual as he can (and that's pretty darn casual), Sonic turns around and leans against the bar. 'Well, what can I do for you boys?' he drawls.

One of the nearest cowboy-bots spits a glob of oil at the hedgehog's feet and snarls, 'We want you to get out of town.'

What should Sonic do now?

Ask why the cowboys want him out
of town?

Turn to 229

Leave the Last Biscuit Saloon as
requested?

Turn to 145

Go for his gun?

Turn to 35

Attack with a superspin?

Turn to 45

188

Sonic rolls into a spiky blue ball and hurtles towards the solid metal gates. Roll on Sonic's Strength to beat a 10! If Sonic succeeds, turn to 23. If he fails, turn to 126.



189

'Oh good, my favourite,' the king cries. 'Bring in the lighted torches.' This wasn't quite what Sonic had in mind, but it's too late to back out now. He jumps up on the table and starts juggling the blazing torches. The robot courtiers clap like mad. Growing confident, he starts to throw them from behind his back and under his legs, but then he stumbles over a stray spoon and can't help but drop them. Should he let them fall on himself (turn to 83) or dodge out of their way (turn to 195)?

190

Speeding through another section of tunnel, Sonic sees a gold ring hanging down from the roof and he can grab it as he passes (write it down). A little further on, propped against a wall is a spade, which he can also grab, if he wants to. Turn to 12.

191

Now, should Sonic swim towards the island (turn to 97) or make for the shore and leave this area (turn to 179)?

192

Overwhelmed by sheer weight of numbers, Sonic and Tails are soon captured and dragged away. Sonic must lose all his rings (or a life). The stunned duo are taken somewhere dark and clammy and are thrown into a dimly lit cage. When they recover their senses, the two heroes find themselves standing next to a large metal portcullis, beyond which a short tunnel leads to

the sandy arena of an amphitheatre. The thing that concerns them more, however, is the huge – and this time when we say ‘huge’ we mean HUGE!! – robotic lion which is also in here with them. Worse, it looks very annoyed indeed. What do Sonic and Tails do now?

Speak to the lion?
 Attack the lion?
 Back away from it?

Turn to **61**
 Turn to **14**
 Turn to **169**



193

‘Yo, Mister Lion dude sir!’ Sonic breezes. ‘Isn’t this a great theme park? Don’t mind us, we’re just passing through.’

‘Can I help you?’ the lion growls in a voice like distant thunder, sounding both bored and irritated.

‘Well, yes, you can actually,’ Sonic replies. ‘I’d like to ask you a question.’ But which question does Sonic ask?

'Where are we?

'What's going on here?'

'What's the matter with you?'

Turn to **159**

Turn to **295**

Turn to **243**



194

Sonic draws back his arm and throws the coconut with all his might at the forbidding figure of Death on the ledge. Roll one dice. If you roll 1-3, turn to **78**; on 4-6, turn to **257**.

195

Sonic dodges out of the way of the flaming torches, and they land in the lap of a large, black-clad knight, who leaps up with a yell. Without hesitation, Sonic picks up a bowl of soup and throws it over the knight, extinguishing the flames.

'You imbecile!' the knight cries. 'Look at the state of me! You clumsy oaf, you have insulted me! I challenge you to face me in single combat – immediately!' Turn to **222**.

Death is lying quite still, so Sonic pulls back his hood. A robot, exactly as Sonic suspected! Just what is going on in MobiusWorld? Hearing something clatter on to the flagstones, the hedgehog looks down, to find an egg-timer-like hourglass that has fallen from Death's robes. Picking it up, he reads the name inscribed round its base: Sonic the Hedgehog! 'Oh no!' he wails, for almost all the sand in the hourglass has run through to the other side. Sonic quickly turns the timer over, so that there is plenty of sand at the top again. For doing this, Sonic gains an extra life, and he may take this odd item with him if he wishes (add it to his *Vital Statistics*). Now there's nothing for it but to leave the House of Horror; turn to 272.



It's a good thing Sonic was keeping his wits about him, for he spots the pit trap set in the floor at the very moment when he is about to step on it. He jumps

over the flagstone and lands safely beyond it, just as it opens up to reveal a deep pit full of spikes – and not the lovable, hedgehoggy-type spikes either. More cautiously than before, Sonic sets off along the corridor again. Turn to **155**.



198

Fortunately Sonic doesn't bother to stop and preen his spikes in front of the mirror but instead gets on with the matter in hand, which is searching the ship. Does Sonic now go through the other door, if he hasn't done so already (turn to **72**) or return to the deck (turn to **133**)?

199

Stomping across MobiusWorld, Sonic steers his robot towards Roamin' Roman World, where plenty of piles of rubble are lying handily around. The giant hedgehog picks up a mighty marble pillar and flings it at the Tyrannobot. Roll against Sonic's Strength, to beat an 11. If he succeeds, turn to **152**. If he fails, turn to **277**.



200

The loyal Tails runs up and hands him his sword. Now ready for battle, Sonic prepares to engage in single combat. The Black Knight has a rating of 8, and Sonic must roll against his Strength to fight him.

If Sonic beats him, the robot topples to the ground like a felled tree. However, there is no cheer from the massed crowd. Instead, they start climbing out of their seats and running towards Sonic – and it's not to give him a prize!

'Time to go, little dude!' he yells at Tails. Before he goes, though, does Sonic want to risk taking the Black Knight's shield (turn to **176**) or should he make good his escape while there is still time (turn to **271**)?

201

There is no sign of Sonic's friends anywhere. At last he comes to Porker Lewis's house and raps so impatiently on the door that the whole house shudders.

After a while, Sonic notices a piece of paper pinned to the door, with something written on it. Perhaps he should read what it says.

'I was just going to do that, thank you!' Sonic says, snatching the note off the door and reading it aloud for your benefit. 'It says, "Gone to MobiusWorld. Back in time for tea. Porker."' Well, what now, chum? Does Sonic wait here for Porker to come back (turn to **182**), go and look for his pal Tails (turn to **109**) or go and check out MobiusWorld himself (turn to **13**)?

202

Standing on the gangplank, Sonic prepares to take on Redbeard the pirate. The cruel robot captain has a rating of 9, and Sonic must use his Strength to fight him. If Sonic is hit by Redbeard even once, cross off all his rings (or a life) and turn at once to 3. If Sonic defeats Redbeard, turn to 89.

203

Sprinting away from the bull at top speed, Sonic hurdles over the barrier and doesn't stop running until he's behind the stand. As he makes to leave the rodeo, though, he notices an open door near by. Should Sonic investigate, if he hasn't done so already (turn to 47), or leave the rodeo (turn to 183)?

204

Sonic revs up and then lets go, speeding after the disappearing horsebot. Roll against Sonic's Speed, to beat a 7. If he succeeds, turn to 39. If he fails, Sonic cannot catch the mechanical beast; turn to 177.

205

'Wooo-oooo-oooo!' go the ghosts.

'Huh,' Sonic says scornfully, looking down at his fingernails in the darkness. 'Call that scary? Now *this* is scary: WOOOO-OOOOOOO-OOOOOOO!!'

'Aaiiee!' scream the ghosts. Trying to escape from the terrible scary hedgehog, they run straight into each other and explode in a shower of sparks, robot parts

and scorched bed-linen. Looking around in the darkness, Sonic spots a neon 'EXIT' sign near by. Glowing among the broken robots, he also sees six gold rings and a blue Shield power-up. The next time you are told Sonic must lose all his rings or a life, you can ignore the instruction and instead cross off the Shield (it will only work in the House of Horror, however). Happy with his finds, Sonic pulls open the door below the sign, to find himself in a well-lit room where every wall is a huge mirror. The mirrors have the effect of making Sonic look either ridiculously tall and thin, or short and fat like Dr Robotnik. There doesn't seem to be any other way out of the room, so what should Sonic do now?

Go back the way he came?

Turn to **117**

Explore this room more carefully?

Turn to **81**

Smash about him in a superspin?

Turn to **31**

206

Ramming the spade between one of the cart's front wheels and the tracks, Sonic pulls back on it, using it like a brake. Roll one dice. On a roll of 1-3, turn to **239**. On 4-6, turn to **90**.

207

The drumstick bone is small enough for Sonic to waggle it around in the grabber's opening mechanism, but is it strong enough to force it open? Roll one dice. On a roll of 1-4 the bone snaps; turn to **178**. On a 5 or 6, the grabber opens and Tails is free; turn to **98**.

208

The bull does its best to throw the irritating little hedgehog off its back, but in the end the effort causes it to overheat and it collapses in a cloud of steam and sparks. Sonic has won! The prize is twenty gold rings (write them down). Surrounded by loud cheers and flying hats thrown in the air by the delighted crowd, Sonic leaves the stadium. As he passes behind the stands, however, he notices an open door leading under them. Does he investigate, if he has not already done so (turn to 47), or continue on his way (turn to 183)?

209

'Sorry, I don't have a key,' says Sonic. 'I could always smash your cage open with my superspin attack.'

'Squawk! Don't you dare! There isn't room, and anyway you'll fall to your doom!' Friday says hastily. 'Redbeard probably hid the key in his desk in the captain's cabin. If you went and got it, you could let me out.' Sonic looks a little glum at the prospect of having to go all the way down and then back up the mast again. 'It would be a really heroic thing to do,' Friday adds. Sonic needs no further encouragement and so, after descending to the deck, he sets about searching the ship for the captain's cabin. He soon finds it and locates the key and frees the parrot.

'Thanks, Sonic,' Friday squawks. The two new buddies return to the deck, where Sonic begins to tell Friday what's happened to him so far, but he is interrupted by a loud bang which shakes the ship!

'What was that?' Sonic exclaims, almost jumping out of his blue skin.

'Does that answer your question?' Friday replies, pointing across the lake with one wing. Turn to **48**.

210

The Sheriff's star acts just like a Shield power-up, so the very next time Sonic is told to lose all his rings or a life, he can ignore that one instruction. Turn to **36**.

211

As they race towards the castle, Sonic and Tails bump into two Crabmeat Badniks blocking the road. 'Halt, fish face!' one shouts in a metallic voice, clashing his pincers together loudly.

'No way!' Sonic yells in reply as he launches himself at them. Each Badnik has a rating of 6, and Sonic can fight them one at a time using his Speed, plus 3 points because Tails is helping. If they win, turn to **127**.

212

The Tyrannobot turns to face the RoboSonic, and twin jets of flame blast from its cavernous nostrils. Roll against Sonic's Coolness, to beat a 10. If he succeeds, turn to **288**. If he fails, turn to **63**.





213

While the duo are battling the metal lion, the portcullis behind them rises and three robot gladiators enter. Sonic and Tails now have to fight all four of their opponents, and all at the same time too (each enemy gets to try a hit after Sonic has made his strike). Each gladiator has a rating of 7. If our heroes somehow survive this encounter, turn to 224.

214

Although the robots have been reduced to untidy piles of junk, more are arriving. 'Time for a tactical retreat, old buddy,' Sonic says and so, after lifting the manhole cover, the two friends drop cautiously into the darkness below, falling a couple of metres on to a straw-covered stone floor. They are standing next to a large metal portcullis, beyond which a short tunnel leads to the sandy arena of an amphitheatre. The thing that concerns them more, however, is the huge – and this time when we say 'huge' we mean HUGE!! – robotic lion which is also in here with them. Worse, it looks very annoyed indeed. What do Sonic and Tails do now?

Speak to the lion?

Turn to 61

Attack the lion?

Turn to 14

Back away from it?

Turn to 169

215

Thirstily downing the strange-tasting shake in one go, Sonic slams the empty glass down on the bar, then decides to check out another attraction. He can choose from the poker game (turn to 116) or the axe-throwing

contest (turn to 137), or he can just leave the saloon (turn to 145).



216

Roll on Sonic's Quick Wits, to beat a 5. If he succeeds, turn to 260. If he fails, turn to 25.

217

Since Sonic is looking very carefully for anything interesting or unusual, make a roll against his Good Looks, to beat a 7. If he succeeds, turn to 266; otherwise turn to 140.



218

The immense RoboSonic pounds across the theme park, heading for the Prehistoric Park and its volcano; palm trees are flattened and boulders crushed beneath its vast red trainers. 'He must still be inside the volcano,' Sonic

Sonic the Hedgehog Adventure Gamebook 4

THE ZONE ZAPPER

It's not unusual for Robotnik to go round messing up the Green Hill Zone. This time, however, he's built a brand-new machine, which turns everything good into bad – even Tails! Sonic faces the fight of his life with his best friends. Will they survive and will he?

Think fast and act quickly – Sonic's going to need all the help he can get!

says, steering the RoboSonic towards the smoking mountain. But – roll against Sonic's Good Looks to beat a 10. If he succeeds, turn to **158**. If he fails, turn to **142**.

219

'Phew, that could have been nasty!' Sonic puffs. The galleon is now only a spin attack away from the ship Sonic is on. Picking himself up, does Sonic want to board the galleon (turn to **279**) or wait and see what happens (turn to **141**)?



220

Extending the brass telescope, Sonic forces it into the gap in the conveyor-belt. There is a grating crunch, followed by the tinkle of broken glass, and the telescope is mangled beyond repair (cross it off Sonic's *Vital Statistics*). Still, the conveyor-belt has stopped and the clasps have sprung open, allowing Sonic to leap free. Turn to **184**.

221

For once even Sonic is not quite fast enough. The bull butts the poor hedgehog from behind and tosses him up into the air with its horns. Sonic is thrown right over the barrier and out of the stadium, landing in a heap behind the stand. Sonic must lose all his rings (or a life). Near by is an open door. Should Sonic investigate, if he hasn't already done so (turn to 47), or leave the rodeo (turn to 183)?



222

There is nothing Sonic can do as he is led out of Castle Shamelot, hastily followed by Tails, who grabs one last drumstick and tucks it away safely for later (write this down). Soon the hedgehog has been kitted out in a small suit of armour, with a shield stuck on one arm, and is sitting perched on the back of a robot horse.

'Ho ho, you look like a tin can!' Tails chuckles.

'Oh yeah? Well at least I'm not wearing a dress!' retorts Sonic.

'It's not a dress, it's a tunic, like what squires wear. What weapon do you want to use?' Should Sonic choose the sword (turn to **156**) or the lance (turn to **28**)?

223

Just before his carriage runs off the end of the line, Sonic makes a death-defying leap across the gap between the two lines – and into the posse's cart. He knocks one of the mechanical cowboys out with a powerful kick, but he will have to fight the three who remain, one at a time and using his Strength. Each of the cowboys has a rating of 5. If Sonic is hit, turn to **79**. If he wins, turn to **285**.





224★

'Call themselves gladiators?' Sonic laughs. 'Gladioli, more like!' A great cheer goes up from the authentic Roamin' Roman robots lining the arena, and they start showering the heroes with gold rings. Roll two dice and add 6 to find out how many rings Sonic and Tails manage to pick up. The pals take a bow and the people part, revealing stone steps leading up to the Emperor's box, where his robotic greatness is standing, applauding their valour. He beckons to them, so the hedgehog and fox climb the steps.

'For proving yourselves worthy champions,' the Emperor declares, 'I award you this laurel wreath.' He is about to place the wreath on Sonic's head when a strangely familiar voice interrupts the proceedings, speaking through the robot Emperor's speaker. 'What's this? Argh! Why, you horrible hedgehog, I thought it was you! Badniks, this is your leader, Robotnik. Attack! Attack!'

At this, the crowd of robot Roamin' Romans instantly becomes a hostile seething mob, baying for Sonic and Tails's blood. Should the two try to flee (turn to 253), or will Sonic make a grab for the laurel wreath first (turn to 44)?

225

'Borrr-ing!' says Sonic as he enters another mirrored room. 'Hold on, what's that?' he adds, for on the floor in the centre of the room is a small cloth bag. Opening it, Sonic finds that it is full of small glass balls. 'I always knew Robotnik had lost his marbles!' the hedge-

hog grins, winking at you. (If Sonic takes these, write them on his *Vital Statistics*.) Now where should Sonic go?

To the left?	Turn to 236
To the right?	Turn to 162
Straight ahead?	Turn to 132

226

Death's hourglass grants Sonic 3 points to add to his Quick Wits, because earlier he had the quick wits to turn it over in time. If Sonic has a Sheriff's star, turn to **105**. If not, turn to **131**.

227

The huge RoboSonic dodges the Tyrannobot's punches and nostril-blasts, all the time backing towards the Pirate Adventure. Then, just as the giant hedgehog is about to sidestep, Robotnik's dinosaur lunges at it, pushing it into the lake, where it lands in a spray of sparks! Electricity zaps through the cockpit, causing everyone inside to yelp. Sonic must lose all his rings (or a life). In panic, Sonic throws a lever and the machine leaps on to dry land again. What will Sonic try next?

Throwing something?	Turn to 199
Tripping it up?	Turn to 95
Jumping on it?	Turn to 231

228

Taking the ship's wheel in both hands, Sonic imagines that he would make a good sea-captain, if only because he is so great at giving orders. His eyes scanning the

broad lake, Sonic tries to decide which direction to steer the ship. Should he steer it towards the island (turn to **106**) or the shore of the lake (turn to **157**)?

229

'Why? 'Cause you're that blue varmint, Sonic the Hedgehog, wanted dead or dead by Marshal Robotnik, that's why – and we don't want no trouble with the law,' the cowboy explains. Should Sonic try to bluff his way out (turn to **4**), leave the saloon (turn to **145**) or attack the cowboys with his gun (turn to **35**) or a superspin (turn to **45**)?

230

Whoops! Sonic misjudges the turn and loses control of the chariot, which smashes into the side wall and collapses into several hundred pieces. The force of the crash throws Sonic and Tails high, high, high into the air – so high, in fact, that they fly over the coliseum's wall and land with a crash in the street beyond! Sonic must lose all his rings (or a life). They are definitely out of the race now! From near by comes the pounding of approaching robot feet, wheels and caterpillar-tracks. Should Sonic and Tails run for it (turn to **161**) or confront the robot hordes (turn to **259**)?



231

Roll against Sonic's Agility, to beat an 11. If he succeeds, turn to 51. If he fails, turn to 104.

232

Before the surprised robots can react, Sonic goes into superspin mode and smashes into them, sending them flying in all directions. Soon the only pirate left standing is Redbeard. 'Why, you barnacled blue buffoon!' the captain roars metallically. 'I'll just have to cut you down to size meself.' Brandishing his huge cutlass, Redbeard bears down on Sonic with a wicked gleam in his one good robotic eye. The pirate has a rating of 9, and Sonic must fight him using his Strength. If Sonic defeats Redbeard, turn to 89.

233

This is a seriously dangerous stunt, so roll against Sonic's Coolness to beat an 8. If Sonic succeeds, turn to 242. If not, turn to 170.



234

'Hey, Death-type dude! Yeah, you with the scythe!' Sonic calls out. 'Whatever I've done, I'm sorry. I've been a bad hedgehog, OK, so just turn off the machine, will you?'

'Ha ha haa! Never!' comes the reply. Sonic is now right in front of the saw – but at the last moment he has an idea. Struggling within his restraints, Sonic manages to twist to one side so that the saw cuts through his bonds rather than slicing him in half. He doesn't quite escape the saw, though, and must lose all his rings (or a life), but now he is free! Turn to **184**.

235

'You could always jump overboard,' the parrot squawks. 'What a stupid question!' Slightly embarrassed, what will Sonic ask next?

'What are you doing in this cage?' Turn to **168**

'Have you seen any of my friends in the park?' Turn to **258**

'Who runs MobiusWorld?' Turn to **129**

236

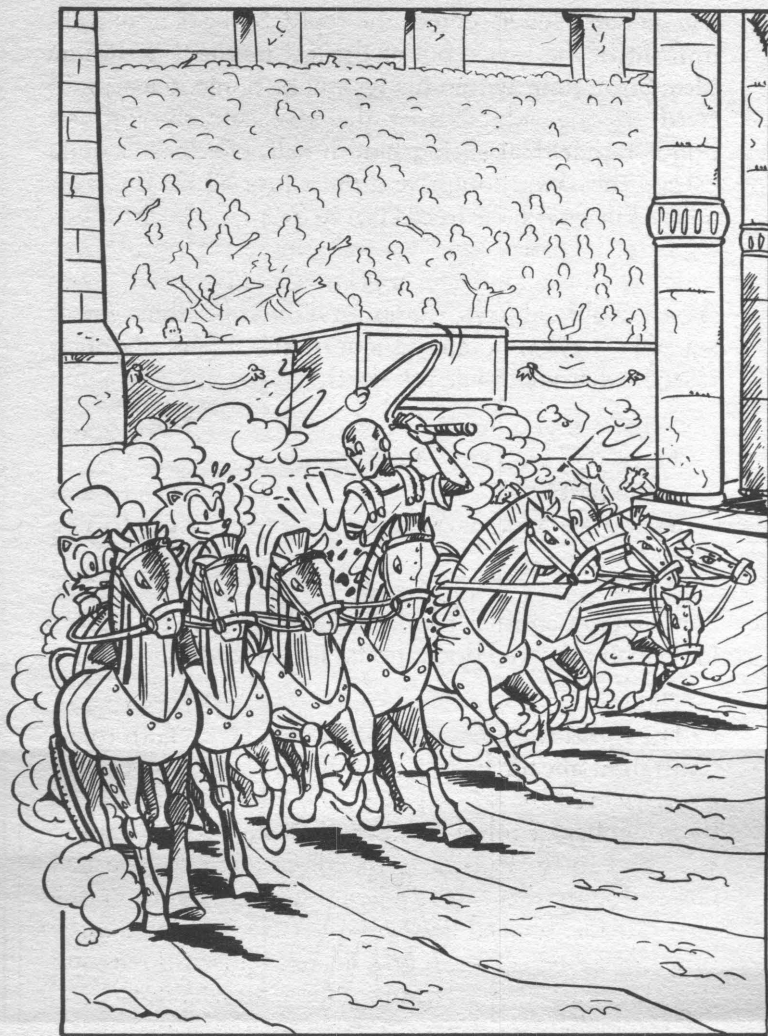
Sonic enters another room just like the one he started in. Which mirrored door should he go through now?

The left? Turn to **291**

The right? Turn to **26**

Straight ahead? Turn to **144**





237

As they dash along the street as fast as they can, Sonic suddenly spies an archway, set in a large building. Grabbing Tails's hand, he darts inside, only to find that he has led them into a huge coliseum. Several chariots and horsebots are lined up near by with their metal drivers, ready to start a race. At the back stands an empty chariot, and so, without hesitation, Sonic and Tails jump in. There is a loud trumpet blast – and the race is on! With a crack of the reins, Sonic sends his horsebot galloping after with the others. As they all approach the first bend, there is a grinding, scraping crunch as one of the other competitors steers his chariot into Sonic's, trying to ram it off the track. What should Sonic do?

Urge his horsebot on?

Turn to 93

Attack the charioteer?

Turn to 299

Try to jam something in the other's
spokes?

Turn to 287

238

Contrary to the way he had it planned, Sonic soon finds that the brawl is going against him. Eventually overpowered by the cowboys, he finds himself seized by a number of robot hands, which start to swing him back and forth. With a tremendous crash, a blue ball flies through the saloon's window and lands in the dust outside, bruised and battered. Cross off all Sonic's rings (or a life). After he has dusted himself down and straightened two bent spines, Sonic should now head for somewhere else. He can take in the rodeo, if he

hasn't already done so (turn to 274), or stride on down Main Street (turn to 19).

239

Unluckily, the spade gets wedged between the cart and the track, and the little carriage is thrown off the top of the rollercoaster. It smashes to bits on impact – and Sonic doesn't fare too well either! Cross off all his rings (or a life).

As Sonic picks himself up and checks that all his limbs and his head are still just about attached, his best buddy Tails descends out of the sky, using his two spinning tails like a helicopter. The fox is carrying Amy and is grinning wildly.

'Hey, Sonic!' Tails calls out in excitement. 'I've just rescued Amy. Does that make me a real superhero now? Huh? Does it, does it?'

Sonic glares at his foxy friend grumpily, pulling off the cowboy gear. 'What happened to you?' he asks, ignoring Tails's question. Turn to 20.

240

The spade bends and buckles when Sonic thrusts it between the spokes of the chariot wheel (cross it off Sonic's *Vital Statistics*) but it has the desired effect. The rival chariot skids to a halt, leaving Sonic free to chase after the other competitors. Turn to 93.

241

After a few minutes, the door to the control room is flung open and two rather clumsily assembled robots stagger in on stiff legs. 'Gree-tingzzz, fel-low dudez, I mean, droidzzz,' one of them buzzes somewhat unconvincingly. 'We have come to re-lieve you.' The other robot, meanwhile, is trying very hard to stuff a second tail down the back of his metal body. The four guards look puzzled and take a step towards the newcomers. 'Hold it!' the first of the newcomers orders, raising its hand and blowing two of them apart with a pair of bursts from its laser. It then takes another step into the room, but at that moment the front of its casing falls off, revealing a distinctly blue and living body inside. 'Ooops!' Sonic says. 'I guess the game's up. Come on, Tails, let's smash 'em!'

The remaining two robots each have a rating of 8, and Sonic must fight them one at a time, using his Strength (plus 3 because Tails is helping). If the daring duo defeat and destroy the dastardly droids, turn to 275.

242

Jumping across the gap between the two chariots, Sonic pushes the robot charioteer out of the back and grabs the reins. Turn to 166.

243

'I'm in a foul mood,' the lion grumbles, 'so I'm going to eat you both.' The huge robot beast starts to clank towards Sonic and Tails. Does the hedgehog quickly ask another question (turn to 282), or should the two

of them attack it (turn to 14) or back away (turn to 169)?

244

Suspended over this section of the rollercoaster are three gold rings. Leaping up, Sonic snatches them all then lands back safely in the mine cart (write them down). Turn to 12.

245

'Squawk! Brilliant! Well done, Sonic!' Friday says, flapping just above the surface of the lake.

'Ta very much – and thanks for all the help, by the way,' Sonic replies sarcastically.

'I didn't think superheroes needed help,' Friday retorts. 'Why, I bet you don't even need me to tell you whereabouts on that island Redbeard buried his treasure.'

Should Sonic swim towards the island to look for buried treasure (turn to 97) or make for the shore and leave this area (turn to 179)?

246

The next stall is a booth with a colourful sign outside it which reads: 'Duck Shoot – With A Difference.' If Sonic wants to have a look inside, turn to 136. If not, turn to 108.

247

Evading his opponent's thrusting lance, Sonic lunges forward with his own. He hits the knight in the middle of his breastplate with such force that he knocks the

champion off his horsebot. Somersaulting over the knight, Sonic lands neatly on the ground in front of the massed crowd of onlookers. Turn to 15.

248

Sonic forces the extended telescope between the grabber's fingers, prising them open and freeing Tails. However, the telescope bends in half and then breaks (cross it off Sonic's *Vital Statistics*). Turn to 98.

249

At the charioteer's blow Sonic loses his balance and tumbles from his chariot into the dust. Cross off all his rings (or a life). Tails jumps down beside Sonic and helps his friend up. 'I'd better get us out of here,' Tails suggests. 'We could be run over at any moment.' Spinning his twin tails like helicopter blades, Tails rises into the air, carrying Sonic under him. 'Where shall we go, Sonic?'

The hedgehog looks around. The other competitors are still racing round the track. Beyond the walls of the coliseum is a street packed with Badniks, and beyond that is a large arena. Does Sonic say:

'After the chariots?'

Turn to 27

'Down into the street?'

Turn to 296

'Over to the arena?'

Turn to 74

beat a 7. If he succeeds, turn to **180**. If he fails, turn to **238**.

252

Sonic can think of only two jokes, so will he tell the one about the stupid king (turn to **151**) or the one about the stupid knight (turn to **264**)?

253

Leaving the amphitheatre, Sonic and Tails find themselves back in the theme park. Close by is a large, warehouse-like building with the words 'NO ADMITTANCE' painted on its metal doors. Further away is the crinkly outline of Castle Shamelot. Sonic and Tails should choose an area they haven't visited yet. Do they make for the warehouse (turn to **250**) or the castle (turn to **211**)?

254

It's another room with mirrored walls, but there is also a gold ring, lying on the floor, which Sonic may take. Leaving here, should Sonic go to the left (turn to **84**), to the right (turn to **46**) or straight ahead (turn to **101**)?

255

The cart slams into the buffers at the end of the line, throwing Sonic out and into the wall. WHUMP! Cross off all his rings (or a life). Stunned, Sonic staggers away from the wreckage and along a tunnel which appears to lead towards daylight. As he emerges into the sunlight, his best buddy Tails descends out of

the sky, using his two spinning tails like a helicopter. The fox is carrying Amy and is grinning broadly.

'Hey, Sonic!' Tails calls out in excitement. 'I've just rescued Amy. Does that make me a real superhero now? Huh? Does it, does it?'

Sonic glares at his foxy friend grumpily, pulling off the cowboy gear. 'What happened to you?' he asks, ignoring Tails's question. Turn to **20**.

256

The entrance to Frontier Fun has been designed to look like the swing doors of a bar, just like the ones in all those Duke Dwayne vids Sonic watches. Without another thought, the hedgehog barges his way through them.

For a second Sonic is plunged in total darkness, then there is a strange ZZZIIPPP! sound – and he is swaggering down the Main Street of Mobius Falls. The wide road is dusty and lined with wooden-fronted buildings, and Sonic is aware that he is wearing a large stetson hat and spurred cowboy boots; hanging from the belt that is slung round his waist is a large six-shooter in its equally cumbersome holster. As Sonic strides along the street, he spies a fenced-off area with the sign 'Rodeo' painted on a large wooden board; *from behind the fence* he can hear sounds of cheering and gasping. Close by, the sound of a badly tuned piano drifts out from the Last Biscuit Saloon. Should Sonic check out the rodeo (turn to **274**) or the Last

Biscuit (turn to **125**), or should he keep on walking along Main Street (turn to **19**)?



257

The coconut flies true and smacks Death on the head. The cloaked figure topples forwards off the ledge and on to the saw! There is a horrible grinding and crunching noise, and the conveyor-belt comes to a halt, its mechanism jammed by bits of the robot Death. The clasps holding Sonic spring open, allowing him to leap free. Now he may leave the House of Horror immediately (turn to **272**) or have a look around (turn to **86**).



258

'What do your friends look like?' Sonic describes Tails and Amy, making sure that Friday understands that

they aren't as good-looking or as heroic as he is himself. 'Squawk!' says the parrot in confirmation. 'From up here I can see right across MobiusWorld. There are Badniks all over the place now, but earlier I saw two Buzzers carrying a pink hedgehog in a dress towards the Wild West Zone, and an orange fox being led away, futher into the park.'

'That must be them,' says Sonic, his brow creased with concern. What will he ask Friday next?

'What are you doing in this cage?'

Turn to **168**

'How do I get off this ship?'

Turn to **235**

'Who runs MobiusWorld?'

Turn to **129**



As soon as the first two Badniks arrive, Sonic and Tails are ready for them. Each of the robots has a rating of 6, and Sonic must fight them one at a time using his Agility (plus 3 points, because Tails is help-

ing). If they beat the Badniks in two turns, they can run away before the rest arrive; turn to **161**. If either of the Badniks is still around after two turns, turn to **192**.

**260**

'Now look here!' Sonic says, looking at you. 'I may be the most totally awesome superdude on Mobius, incredibly good-looking and unbelievably cool to boot, but I'm not barmy! I've already tried taking on this lot, and it's clear that there's too many of them, so let's try something else, shall we?' Should Sonic make a dash for the gates (turn to **66**) or find somewhere to hide (turn to **53**)?



261

The other charioteer doesn't stand a chance. The spinning blue ball smashes into the robot Roamin' Roman, sending him flying out of the chariot. Sonic grabs the reins. Tails drops down beside his pal, and the two are back in the race! Turn to **121**.



262

There are several rooms under the stands, but most are empty or uninteresting; eventually, however, Sonic comes to two doors on either side of the corridor. Does Sonic open the left-hand door (turn to **29**) or the right-hand door (turn to **289**), or does he leave here and quit the rodeo (turn to **183**)?





263

With the power of the gold rings flowing through him, Sonic begins to shake; his skin turns a brilliant gold colour and he goes Super Sonic! Smashing through the door, he hurtles round the control room, sending pieces of silver robots flying in all directions. By the time he has finished and has turned back to his more regular, cool blue colour, the room is utterly devastated and there isn't a robot left standing. Turn to 275.

264

'Have you heard the one about the Black Knight? When he was made a knight he was so stupid he thought he wasn't allowed to go out during the day – geddit?'

The assembled courtiers burst out laughing, as does the king. 'Oh yes, ho ho ho, very funny. I remember it well!' The monarch smiles and, pulling out five gold rings, hands them to Sonic. 'Take this reward, young fellow.'

All of a sudden, a tall, imposing figure clad in black armour leaps to his feet and addresses Sonic. 'You have insulted me, varlet. I challenge you to face me in single combat – immediately!' Turn to 222.

265

Sonic misses his next hand-hold, and then his foot slips. Before he knows what's going on, our hedgehog hero is desperately treading air and plummeting down

towards solid ground. With a crash Sonic hits the deck and must lose all his rings (or a life). Maybe climbing up to the crow's nest wasn't such a good idea. What should Sonic do now?

Search the ship?

Turn to **8**

Try steering the ship?

Turn to **228**

Wait and see whether anything happens?

Turn to **157**

266

Spotting a depression in the sand, Sonic begins digging at the spot with his bare hands. About half a metre down his hands hit a solid oak chest. After pulling it free and smashing open the rusted lock with a kick, Sonic flings open the chest's lid. 'Wow!' he gasps aloud, for inside are seventy gold rings and a finely crafted brass telescope (write down what Sonic takes on his *Vital Statistics*). Rather pleased with his find, Sonic sets off, swimming for the distant lake shore. Eventually he arrives there, tired out and dripping wet, and sits down on a handy bench by the lakeside to rest. There is no one about, but close by are signs pointing the way to both the House of Horror and the cowboy-style Frontier Fun areas. Suddenly Sonic's rest is disturbed by a metallic shout of 'There he is! Get him!' and a crowd of Buzzers zooms from between two stalls near by. Sonic is going to have to move fast to avoid being captured, so should he make for the House of Horror, if he hasn't been there already (turn to **32**), or Frontier Fun (turn to **256**)?

267

Although he's a superhero and very strong, not even Sonic can bend these metal clasps, no matter how hard he huffs and puffs at them. Time is running out! Should he try to jam the conveyor-belt with something (turn to 34) or call out to Death to stop the machine (turn to 234)?

268

'Well yes, I suppose so,' the robot lion concedes, opening its mouth wide. 'It's the one way back at the bottom left.' Sonic peers in and spots a tooth that is covered in rust. Gripping it firmly and giving it a sharp tug, he snaps it off. (Sonic can keep the lion's tooth if he wants.) 'Oh, that's so much better,' the lion smiles gratefully. 'Thank you very much. I don't think I will eat you after all.'

At that moment there is a deep rumbling sound and the portcullis rises up into the ceiling. At the far end of the tunnel, in the arena, three metal gladiators stand, waiting, with drawn swords. 'Come on,' says the lion encouragingly. 'They shouldn't give us much trouble.' Sonic, Tails and the robot lion rush up the tunnel and jump on the gladiators. The lion takes one opponent, leaving Sonic and Tails to fight the other two. Each gladiator has a rating of 7, and Sonic can add 3 to his rolls, which are against his Speed, because Tails is helping him. If our heroes win, turn to 224.

269

Suddenly Sonic has a brainwave. If he could get the Tyrannobot somehow to walk into the lake in the

Pirate Adventure, it might short-circuit. However, to trick Robotnik will require some clever planning. Roll on Sonic's Quick Wits, to beat a 10. If he succeeds, turn to **148**. If he fails, turn to **227**.

270

Sonic gets half-way along the conveyor-belt but it is going too fast, so eventually he is carried back and dropped in the bin once more. Cross off all Sonic's rings (or a life). Gritting his teeth, Sonic tries again and runs as fast as he possibly can – and makes it! Turn to **40**.

271

Fleeing from the grounds of Castle Shamelot and tearing off his armour as he goes, Sonic scans the surrounding area for a place for the two of them to hide. Nearest is a marble-columned arch marking the entrance to Roamin' Roman World; further away is a long, warehouse-like building that doesn't appear to be part of the theme park. Which is it to be: Roamin' Roman World (turn to **102**), or will they take a chance on reaching the warehouse before their pursuers catch them (turn to **250**)?

272

Outside the grim house once more, and safely away from its tricks and traps, Sonic pauses for a moment to decide where to go next. Just as he is doing so, two Motobugs, beetle-like Badniks, trundle into view and make straight for Sonic! What should he do now? Should he attack the Badniks (turn to **118**) or try to

escape into the Pirate Adventure (turn to **11**) or the cowboy-style Frontier Fun (turn to **256**)?

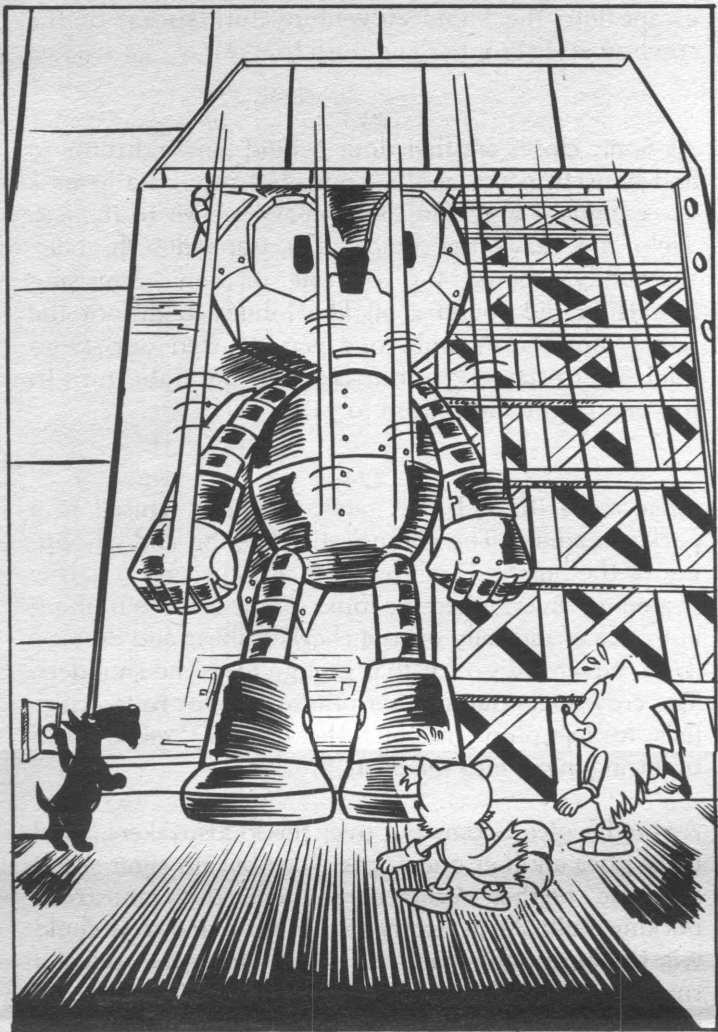
273

As Sonic closes another door behind him and turns to find himself in yet another mirrored room, he hears a voice coming from near by, somewhere off to the left. 'Help me!' says the voice. 'I'm trapped! Oh, help, somebody.' Could this be one of Sonic's missing friends? It did sound a bit like Johnny Lightfoot the rabbit, but there's only one way to find out. Does Sonic go to the left (turn to **291**), to the right (turn to **84**) or straight ahead (turn to **71**)?

274

Sonic steps through the gates and finds himself in a packed stadium. The enthusiastic cheering and whooping of the hundreds of cow-bots and their robo-gals is deafening. Everywhere he looks, Sonic can see nothing but a sea of radically uncool checked shirts and dresses. 'Ugh; never did go for that grunge look,' he shudders. The crowd lets out another roar as a robot rodeo rider fails to hang on and hits the dirt, his metal head bouncing away into the dust.

A rough voice booms out over the loudspeakers: 'And there goes another one. Close, Jake, but no cigar – and no head neither! Who dares tame this monstrous bucking bull? All welcome! Enter now and you could win the big prize!' If anyone could win at the rodeo, a supercool dude like Sonic surely could. If he should have a go, turn to **150**; if not, turn to **56**.



275

The leader of the guardbots was wearing a cool pair of sunglasses, which Sonic can take. With Robotnik's guards destroyed, their doggy captive rushes across to them and shakes their hands in gratitude. 'Och, thank ye, Master Sonic; thank ye, young Tails! Ma name is Hamish McHammond, and 'twas I built MobiusWorld. But that evil Doctor Robotnik came with his cursed Badniks, locked me up and took over ma beautiful park,' he explains. 'He's ruined everything! Why, even now he's inside ma lovely, fully working volcano in Prehistoric Park, trying to master the controls on ma beloved Tyrannobot Rex.'

'A Tyrannobot Rex?' Tails blurts out. 'What's that?'

'Why, laddie,' Hamish replies, "'tis a gigantic metal robot dinosaur!'

'And Robotnik's got it?' Sonic asks.

'I'm sore afraid he has,' Hamish admits. "'Tis a good job he didn't find ma final creation – the Giant Robo-Sonic!' The two friends gasp in surprise. 'Aye, Sonic, I've built an enormous robot version of you, ma boy, in honour of Mobius's greatest hero. It was going to be my star attraction – before that fat fool came along.'

'Don't worry, Hamish, we'll stop Robotnik. In your RoboSonic I'll be more than a match for any Tyrannobot!'

Hamish leads the two heroes through the warehouse until they come to a large, bare wall. When he presses a hidden button, the wall slides back and reveals a hangar in which stands the most enormous robot hedgehog Mobius has ever seen. The three friends scramble up the gantry and climb through its ears into the cockpit inside the large blue head. Hamish explains the controls and Sonic starts it up. 'Here goes!' he yells, as the RoboSonic smashes through the wall and stomps out into the theme park.

Protected inside the robot, Sonic gains an extra life – but if Sonic loses all his lives it's still 'Game Over'. Sonic will do better against the Tyrannobot if he has found various items. If Sonic has a telescope which is still intact, turn to **290**. If not, turn to **138**.

276

Sonic and Tails burst into the control room and take on the four guardbots. Use Sonic's Strength, adding 3 points because Tails is helping. Each of the robots has a rating of 8 and will fight one at a time. If the daring duo defeat and destroy the dastardly droids, turn to **275**.

277

The pillar flies harmlessly past and away into the distance. In response, the Tyrannobot stomps into the House of Horror, tears off one of its pointed turrets and throws it like a spear so that it smashes into the RoboSonic. Sonic must lose all his rings (or a life). What will Sonic try next?

Jumping on it?
 Tripping it up?
 Another tactic?

Turn to **231**
 Turn to **95**
 Turn to **269**

278

Fortunately Sonic can still move his arms just enough to aim and throw the coconut. But what should his target be: the control lever (turn to **293**) or Death himself (turn to **194**)?

279

Grabbing a rope that is hanging from the rigging, Sonic takes a run up and swings across the gap between the two vessels. Roll against Sonic's Coolness to beat a 6. If he succeeds, turn to **62**. If he fails, turn to **18**.

280

'Oh, goody!' Amy squeals as she and Sonic gaze down at MobiusWorld. The park is divided into various areas, each with its own theme. There is a lake with an island and a grim-looking castle; at the far end, they can just see a smoking volcano! The pair hurry down to the entrance. As they reach MobiusWorld, Sonic can't help noticing the high wall and the sturdy metal gates.

'Hey, Sonic!' comes a voice, and Sonic turns to see his pal Tails walking towards him, carrying a huge stick of candyfloss. 'I didn't know you were coming,' says the fox.

'Oh, he just couldn't wait to bring me,' Amy butts in,

clutching Sonic's arm and giggling. 'Oh look, Sonic, there's the Tunnel of Love. Let's go on that!'



'No, er, no, I, um, I get seasick – yes, that's it, I get seasick,' Sonic stammers, extracting his arm. 'Why don't you go with Tails? He loves boats and sailing and all that.' Sonic pushes his two friends into one of the boats and waves as they drift off into the dark tunnel. Now what should Sonic do?



'Ere, guv'nor! Yeah, you with the spikes on,' a burly voice calls out. 'Chuck the darts and win a prize! Come on, 'ave a go, Joe!' Sonic knows that his name isn't Joe, but he still looks around and sees a small robot, dressed in a flat cap and with a crude moustache drawn on his face in felt-tip, standing in front of a stall

with playing cards stuck to a board. If you think Sonic should have a go, turn to **59**. If not, he could wait for Amy and Tails to come back (turn to **108**), go and wait for them at the other end of the Tunnel of Love (turn to **9**), or find something else to do (turn to **246**).

281

The bull butts the poor hedgehog from behind and tosses him up into the air with its horns. Sonic is thrown right over the barrier and out of the stadium, landing in a heap behind the stand. Sonic must lose all his rings (or a life). Near by is an open door. Should Sonic investigate, if he hasn't done so already (turn to **47**) or leave the rodeo (turn to **183**)?



282

What does Sonic ask the lion now?

'Why are you in a foul mood?'

Turn to **96**

'Where are we?'

Turn to **159**

'What's going on here?'

Turn to **295**

283

Dangling from the grabber, Sonic looks around, trying to think what to do next. 'Come on, brainbox,' he

says, peering out at you. 'You got me up here; what was it you wanted me to do, exactly?' Should Sonic hang on (turn to **178**) or try to force open the grabber that is holding Tails (turn to **57**)?

284

'Er, like, sorry to drop in on you so unexpectedly,' Sonic babbles. 'If you would just show us the way out, we'll be about our business.' The metal lion growls and starts to clank towards them. Now what? Should they back away (turn to **169**) or attack the lion (turn to **14**)?

**285**

The last robot tumbles out of the cart, leaving Sonic hurtling on alone. Suddenly Sonic emerges from the underground section of the rollercoaster into brilliant daylight – and gasps in horror! Tied to the tracks, only a few metres ahead, is Amy! Unless Sonic does something, and does it NOW, he will run over her. What does Sonic do?

Use a lasso (if he has one) to stop the
cart?

Turn to **76**

Use a spade (if he has one) to stop the
cart?

Turn to **206**

Try something else?

Turn to **115**

286

The Black Knight is trying exactly the same tactic, so roll on Sonic's Quick Wits to beat a 6. If he makes the roll, turn to **247**. If he fails, turn to **143**.

287

What does Sonic have that he could use to jam the spokes?

A spade?

Turn to **240**

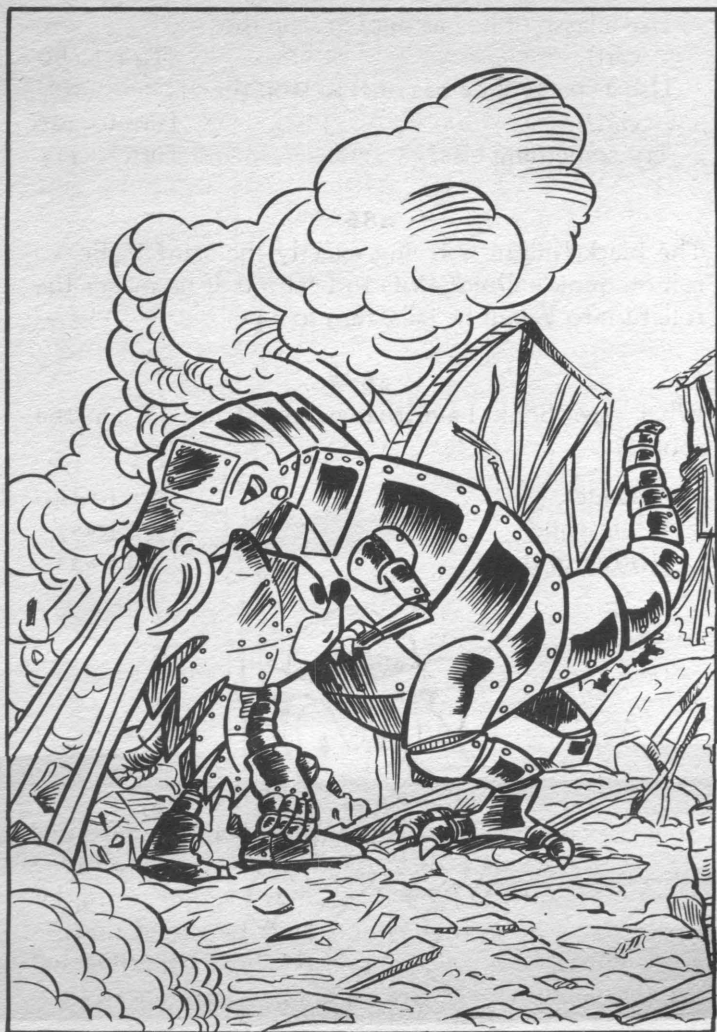
A telescope?

Turn to **153**

Neither of these?

Turn to **112**





288

'Hey, no sweat!' Sonic breezes. He is just so cool that the Tyrannobot's fiery breath has no effect on him. While the robotic dinosaur is busy flame-snorting, the RoboSonic rams it in the stomach. Clang! Record 1 hit against the Tyrannobot. If it has been hit 5 times, turn to 300. If not, what will Sonic try next?

Throw something?

Turn to 199

Tripping it up?

Turn to 95

Another tactic?

Turn to 269

289

Stepping through the door, Sonic suddenly finds himself among a crowd of prospective rodeo-riders. 'Are you next, little fella?' a voice asks, and Sonic feels himself grabbed from behind. It seems as though Sonic has no choice in the matter; turn to 150.

290

Sonic can add 3 points to his Good Looks score for having the telescope. If he has an hourglass, turn to 226. If not, turn to 58.

291

Sonic opens the door and is immediately confronted by two robots shaped like skeletons. Each has a rating of 6 and Sonic can fight them one at a time, using his Speed. If he beats them, Sonic finds two gold rings in the debris. Now, will Sonic leave here by going left (turn to 254), right (turn to 26) or straight ahead (turn to 273)?

292

Lifting the cover, the two friends drop cautiously into the darkness below, falling a couple of metres on to a straw-covered stone floor. They are standing next to a large metal portcullis, beyond which a short tunnel leads to the sandy arena of an amphitheatre. The thing that concerns them more, however, is the huge – and this time when we say ‘huge’ we mean HUGE!! – robotic lion which is also in here with them. Worse, it looks very annoyed indeed. What do Sonic and Tails do now?

Speak to the lion?

Turn to **61**

Attack it?

Turn to **14**

Back away from it?

Turn to **169**

293

Sonic's aim is true, and the hurled coconut strikes the lever, knocking it forward and turning off the machine. As the conveyor-belt and buzz-saw come to a stop, the clasps holding Sonic spring open again, allowing our hero to leap free. Turn to **184**.



294

Turning on his heel, Sonic makes a dash for the exit. As he runs towards the gates, Sonic notices an open door which leads under the stand. If he should duck in here, turn to **47**. If he should keep on running, turn to **164**.



295

'Today's gladiatorial show is about to start, and you two are going to be the main attraction,' the lion replies, showing his teeth. 'Unless I eat you first.' Now Sonic and Tails can either back away (turn to **169**) or fight the lion (turn to **14**).



296

The two friends alight in the paved street, where they are soon spotted by the Badniks. Should Sonic and Tails try to run away (turn to **161**) or confront their pursuers (turn to **259**)?



297

Sonic loses his grip and the bull tosses him high into the air. Though he tries to turn and control his fall, in the end Sonic lands with a bump, directly in front of the snorting creature. Pawing the ground with its iron hoofs, the bull charges towards Sonic. Our hero leaps to his feet, but should he fight the immense machine (turn to **42**) or run away (turn to **146**)?



298

If Sonic isn't already carrying his sword, the loyal Tails runs up and gives it to him. Now ready for battle, Sonic prepares to engage in single combat. The Black Knight has a rating of 8, and Sonic must roll against his Strength to fight him.

If Sonic beats him, the robot topples to the ground like a felled tree. However, there is no resulting cheer from the massed crowd. Instead, they start climbing out of their seats and running towards Sonic – and it's not in order to give him a prize!

'Time to go, little dude!' he yells at Tails. Before he goes, though, does Sonic want to risk taking the Black Knight's shield (turn to 176), or should he make good his escape while there is still time (turn to 271)?

299

When the charioteer gets close enough, Sonic tries to fight him. Since he is having to steer and fight at the same time, Sonic must roll against his Quick Wits, adding 3 because Tails is helping. The charioteer has a rating of 7. If Sonic is hit by his opponent, turn immediately to 249. If Sonic wins, turn to 93.





300

The Tyrannobot collapses on the ground in a cloud of steam and sparks, and this time it doesn't get up again! Sonic has done it! Result! While the friends in the RoboSonic's cockpit are shaking hands and slapping themselves on the back, the top of the Tyrannobot's head flies off and a small, round and decidedly Egg-omatic-shaped craft rises from the destroyed machine. Sitting on the flying craft is that no-good super-baddie, Doctor Robotnik; he pauses only to shake his fist at the RoboSonic before zooming away over the horizon at high speed. No doubt the diabolical scientist will be back to trouble Sonic another day; but Mobius-World – and the Emerald Hill Zone – has been saved from his evil clutches for the time being. And it's all down to that heroic hedgehog, Sonic!

'Hey now, don't be so hard on yourself,' Sonic says, looking out at you with a wink. 'You didn't do so bad either. We make a pretty good team, chum. Yes, a pretty good team.' With that, the RoboSonic starts up again and stomps off to find the rest of Sonic's friends. After all, if you are going to have the mammoth celebratory party to beat all mammoth celebratory parties, you'll need as many friends as you can muster.

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