

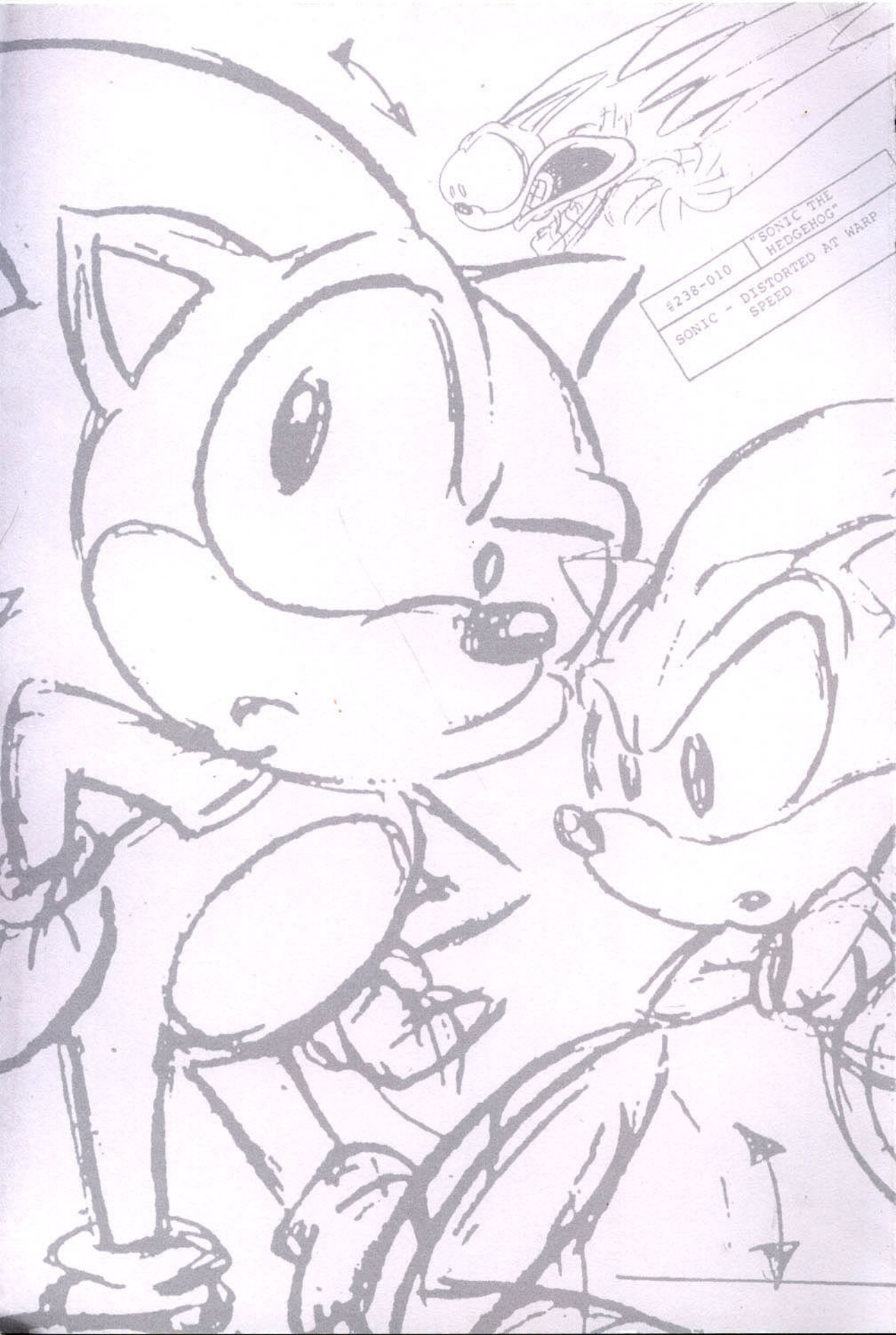
SONIC™

THE HEDGEHOG THE BEGINNING



FOREWORD BY
MICHAEL GALLAGHER





#238-010 "SONIC THE
HEDGEHOG"
SONIC - DISTORTED AT WARP
SPEED

SONICTM

THE HEDGEHOG

THE BEGINNING

MICHAEL I. SILBERKLEIT
Chairman and Co-Publisher

RICHARD H. GOLDWATER
President and Co-Publisher

VICTOR GORELICK
Vice President / Managing Editor

FRED MAUSSER
Vice President / Director of Circulation

Compilation Editor:
PAUL CASTIGLIA

Editor:
NELSON RIBEIRO

Art Director:
JOE PEP

Front Cover Illustration:
Cover Coloring:
PATRICK SPAZIANTE

Production Manager:
ROBBIE O'QUINN

Production:
MIKE PELLERITO
CARLOS ANTUNES
PAUL d'ONOFRIO

www.archiecomics.com
www.sega.com

SONIC THE HEDGEHOG, THE BEGINNING, Volume 1. Printed in Canada. Published by Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543-2318. Richard H. Goldwater, President and Co-Publisher, Michael I. Silberkleit, Chairman and Co-Publisher. Sega is registered in the U.S. Patent and Trademark Office. SEGA, Sonic The Hedgehog, and all related characters and indicia are either registered trademarks or trademarks of SEGA CORPORATION. © 1991-2000 SEGA CORPORATION and SONICTEAM, LTD./SEGA CORPORATION. 2001-2003. All Rights Reserved. The product is manufactured under license from Sega of America, Inc., 650 Townsend St., Ste. 650, San Francisco, CA 94103 www.sega.com. Any similarities between characters, names, persons, and/or institutions in this book and any living, dead or fictional characters, names, persons, and/or institutions are not intended and if they exist, are purely coincidental. Nothing may be reprinted in whole or part with out written permission from Archie Comic Publications, Inc.

TABLE OF CONTENTS

4 FOREWORD BY MICHAEL GALLAGHER

6 ORIGINAL COVER OF SONIC THE HEDGEHOG #0, MARCH 1993

7 DON'T CRY FOR ME, MOBIUS, PART 1

The story that started it all! Witness Sonic's heroics as he keeps the denizens of Mobius from being roboticized by the evil Dr. Robotnik. Features the first comic book appearances of Tails, Sally, Antoine and Rotor!

13 DON'T CRY FOR ME, MOBIUS, PART 2

Robotnik is close to finding the entrance to Knothole Village, but as long as Sonic has his magic rings all he'll find is an exit!

18 OH, NO— ROBO! NO MO' MOBO! PART 1

Robotnik's Swatbots terrorize the village as they enforce his laws outlawing fun! This thrilling tale provides the backstory to how Mobius got the way it is today and features the first comic appearances of Uncle Chuck and Muttski.

23 OH, NO— ROBO! NO MO' MOBO! PART 2

When Uncle Chuck and Muttski are enslaved by Robotnik, Sonic decides to join Princess Sally's courageous team of Freedom Fighters!

29 ORIGINAL COVER OF SONIC THE HEDGEHOG #1, MARCH 1993

30 RUN, SALLY, RUN! PART 1

Princess Sally thinks she's meeting Robotnik in the "neutral zone" to negotiate the release of her father, King Acorn—but of course there's nothing "neutral" about Robotnik's wicked scheme!

36 RUN, SALLY, RUN! PART 2

Sonic, Antoine and Tails come to Sally's rescue... not realizing they're jeopardizing her secret mission!

41 SOMETHING FISHY

There are no depths Robotnik won't sink to in order to roboticize Sonic—literally, as Sonic dives headfirst into Robotnik's Waterproof Robot Maker!



49 ORIGINAL COVER OF SONIC THE HEDGEHOG #2, APRIL 1993**50 A CROWNING ACHIEVEMENT, PART 1**

The first issue-length Sonic story! Sally decides to don her father's magic crown in the hope that its "freedom emeralds" will help her locate him. Imagine her surprise when the crown turns up missing!

56 A CROWNING ACHIEVEMENT, PART 2

Realizing Robotnik stole the freedom emeralds, Sonic and the Freedom Fighters are shocked to learn of his plan to separate the emeralds from the crown and spread them far and wide, thereby rendering them powerless!

62 A CROWNING ACHIEVEMENT, PART 3

Sonic decides to revisit the depths he plunged to in "Something Fishy," hoping to find the freedom emeralds hidden within the watery cavern!

66 A CROWNING ACHIEVEMENT, PART 4

Sonic must use every bit of his speed, skill and prowess to escape the maze-like catacombs and get the freedom emeralds back!

72 ORIGINAL COVER OF SONIC THE HEDGEHOG #3, MAY 1993**73 SONIC FLASHBACK, PART 1**

In this "imaginary tale," the origins of Robotnik and the magic rings are revealed— and you won't believe the part Uncle Chuck plays in both!

80 SONIC FLASHBACK, PART 2

Continuing the "imaginary tale" featuring Sonic and Robotnik as kids!

86 WHY ASK SPY? PART 1

What better way to infiltrate Robotnik's lair than to pretend to be roboticized? Can Sonic pull it off?

91 WHY ASK SPY? PART 2

In this rollicking conclusion, Sonic not only locates Uncle Chuck and Muttski but obliterates one of Robotnik's factories as well!





FOREWORD

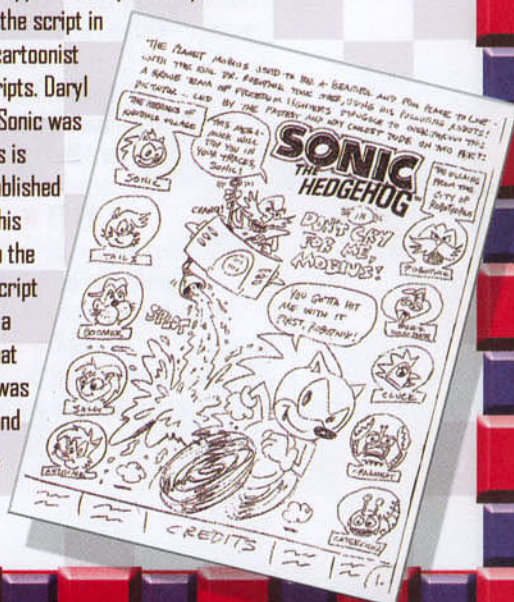
I remember the day he came into my life very clearly; July 23, 1992. I was up from Florida on vacation, relaxing at my parents' beach house in Barnegat Light, New Jersey, when the phone rang. It was Daryl Edelman, my editor at Archie Comics, for whom I'd recently been writing Veronica and Betty stories. I assumed he wanted to talk about some new ideas for "the girls," so I grabbed a pencil and paper to make notes. Instead, he told me about a new licensed character that Archie had taken on board--Sonic the Hedgehog. "Who the what?" I asked. Daryl went on to describe this "hot new property," based on a video game from SEGA Corporation, which was also being developed into an animated TV series by DIC Enterprises.

Apparently, this Sonic was a super-fast, blue hedgehog and was a bit of a "wisecracker." Daryl thought I'd be well-suited to write the comic book for several reasons, one of which was my recently completed three-year run at Marvel Comics with a certain smart-aleck Alien Life Form from planet Melmac. We talked some more and as I look back now over the notes I took then (I'm a notorious packrat--I save everything), we briefly discussed Sonic, some bad guy named "Robotnik" and the hedgehog's sub-surface love interest with a "Princess." Starting with Issue #0, each book would have 3 self-contained stories, the first one being a two-parter. I was to "establish the characters quickly through strong exposition" using "visuals from the game" (which he would fax me), and he needed the first script in a week. Like any freelancer always hungry for work, I took the job. The decision was made even easier when Daryl told me that Scott Shaw! would be doing the pencils. After we hung up, I described the concept to my father (himself a legendary cartoonist) who said, "Hey, you never know what'll catch on." Talk about prophesy!

Soon afterwards, I received my first look at Sonic and his supporting cast. There was one full page of "Sonic Line Art" showing the hedgehog in various poses and four pages of "model sheets" from DIC picturing (in this order) Sonic, Antoine, Boomer (later to become Rotor), Sally, Tails, Bunnie, Muttski (not roboticized), Uncle Chuck (also not roboticized), Robotnik and "Robotnik's Badniks"; Crabmeat, Burrobot, Batbrain, Buzz Bomber, Orbinaut, Ball Hog, Spikes, Caterkiller, Roller, Moto Bug, Newtron, Chopper, Splats and Jaws. Included in the package were three pages of character descriptions, locations and "The Back Story" wherein came the first mention of Knothole, Snively (Robotnik's "chief toady") and "The Swat-Bot Enforcers." I remember thinking this was a pretty good set-up and I went to work.

Comic book writing can take many forms, depending on what the editor asks for. Some prefer typewritten scripts that describe in detail what happens from panel to panel.

Another method (if the writer has the ability) is to rough out the script in cartoon form for the artist to follow and improve upon. As a cartoonist and occasional penciler, I've always preferred to draw my scripts. Daryl agreed it would be best for me to illustrate the stories since Sonic was going to be making several stops in the approval process. This is always the case when a comic book company licenses an established character so that the property's integrity remains intact. In this case, Archie, SEGA and to a lesser degree, DIC all had a say in the final product. With that in mind, here is page #1 of my initial script which I guess makes it the first "official" drawing of Sonic as a comic book character. I still have the faded fax from Daryl that followed the receipt and review of my first story. Bob Harris was our point man at SEGA, and their criticism was constructive and helpful. Overall, I was on track, and with a few minor changes, Sonic the Hedgehog was literally off and running.





I don't know how it is for other writers, but for me there's always a period of "getting to know each other" when I take on a new cast of characters. Just saying, "Sonic is a wisecracker, Antoine is pompous, Robotnik is evil and Tails is Sonic's biggest fan" is a good baseline, but it doesn't translate into twenty-two pages every month. As the first few issues of Sonic progressed, the little hedgehog, his friends and enemies became very familiar to me and began to "suggest" their own stories. Of course, it's more complex than that. You need conflict, mystery, action, sub-plots, word play, exotic locations, new heroes and villains, wacky weapons, a moving spotlight to give each character his or her individual revelatory sequences and whenever possible, a moral to the story.

Scott Shaw! only stayed with the title through issue #2, although he drew the cover for #3. I was sorry to see him go, but to my delight, Daryl hired Dave Manak whom I had worked with for years at Marvel. Dave and I had not only become good friends, but we'd developed a symbiotic working relationship that served us well in producing Sonic stories. This was a very exciting time for everyone involved, including Jorge Pacheco and Bill White who inked those first four issues. Sonic surged in popularity and it became apparent rather quickly that lightning had been caught in a bottle. This was no small feat for a "kid's comic" in an industry dominated by super-heroes, even more so back then than it is now.

As everyone knows, Sonic the Hedgehog got his own regular title immediately after the first four-issue mini-series and he went on to spawn several more, compiling a legacy that has spanned ten years, eclipsing most (if not all) records for a children's comic book--and for that matter, maintaining his popularity (and sales figures) while scores of comic books of all kinds came and went.

Sonic's longevity is a testament to the editors, notably Scott Fulop, who succeeded Daryl, and especially Justin Gabrie, who took over from him, all three of whom were guided by the steady hand of Archie's supreme veteran editor, Victor Gorelick. In addition, an all-star line-up of writers, artists, letterers, colorists and other skilled personnel created numerous wonderful scenarios that kept the hedgehog and his associates going strong through the past decade. I am lucky and proud to have been there at the beginning and to have laid some of the groundwork for what can only be described as a modern day publishing phenomenon.

Soon after Sonic got his own book, I ceased being the only writer and rightfully so. But as every "true blue" fan knows, I've continued to contribute throughout Sonic's long run. Some of my personal "hedgehog highlights" have been the Tails three-issue mini-series, which introduced The Downunda Freedom Fighters, Crocbot and the Forty Fathoms Freedom Fighters, Sonic Quest: The Death Egg Saga, Sonic Kids, Triple Trouble, Issue #25 (where I was first teamed with the incredibly talented Patrick Spaziente), Mecha Madness, Super Sonic vs. Hyper Knuckles, and the adaptation of Sonic Spinball and Sonic Blast video games. I satirized Frank Miller in Spin City, made fun of myself and Jim Valentino in Freedom Fighters of the Galaxy and most recently, Dave and I collaborated again to bring a bit of "MAD-ness" to the title with Sonicspy vs. Knucklespy. Over the years, I've penned many other stories here and there, but by far, the most fun I've had with this comic book (and perhaps in my entire career) has been Off-Panel, the little "behind the scenes" strip that runs sporadically on the editorial page.

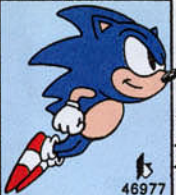
For all of these experiences, I am eternally grateful to Archie Comics and SEGA for having confidence in me and providing the opportunity to be associated with what is, in my opinion, one of the most remarkable stories in the history of comic books. And to that little blue hedgehog who snuck up on me that summer day at the Jersey shore, I'd like to say a special "thank you" and send sincere wishes to Mobius for his continued success in the years to come. Keep on juicin'!

-Michael Gallagher [2003]

archie
adventure
series

NO.0
FEB.

US \$1.25
CAN \$1.50



APPROVED
BY THE
COMICS
CODE
AUTHORITY

SONIC™

THE HEDGEHOG

PREMIERE
ISSUE!!!

I'LL GET YOU
YET, SONIC!

YA' HAVE' TA
CATCH ME FIRST,
CHROME DOME!



THIS IS IT-
SONIC...LEAPS OUT OF YOUR
SEGA VIDEO GAME SYSTEM INTO
HIS VERY OWN COMIC BOOK!

SCOTT
SHAW!

THE
HEROES OF
KNOTHOLE
VILLAGE

THE PLANET MOBIUS USED TO BE A BEAUTIFUL
AND FUN PLACE TO LIVE... UNTIL THE EVIL
DR. ROBOTNIK TOOK OVER, USING HIS
POLLUTING ROBOTS. A BRAVE TEAM OF
FREEDOM FIGHTERS STRUGGLE TO OVER-
THROW THE DICTATOR... LED BY THE FASTEST
AND WAY COOLEST DUDE ON TWO FEET...

THE
VILLAINS FROM
THE CITY
OF ROBOTRO-
POLIS

SONIC

THE HEDGEHOG

in
**DON'T CRY
FOR ME,
MOBIUS!**

THIS
MEGA-MUCK WILL
STOP YOU IN
YOUR TRACKS,
SONIC!

CRANK!

YOU GOTTA
HIT ME WITH IT
FIRST, ROBOTNIK!

SPLAT!

SONIC

TAILS

ROTOR

SALLY

ANTOINE

ROBOTNIK

BUZZBOMBER

CLUCK

CRABMEAT

CATERKILLER

SUPER
SONIC
SCRIPTER

MICHAEL
GALLAGHER

PEDAL TO
THE METAL
PENCILLER

SCOTT
SHAW!

ACCELERATING
INKER

JORGE
PACHECO

LICKETY
SPLIT
LETTERER

DAN
NAKROSIS

CAREENING
COLORIST

BARRY
GROSSMAN

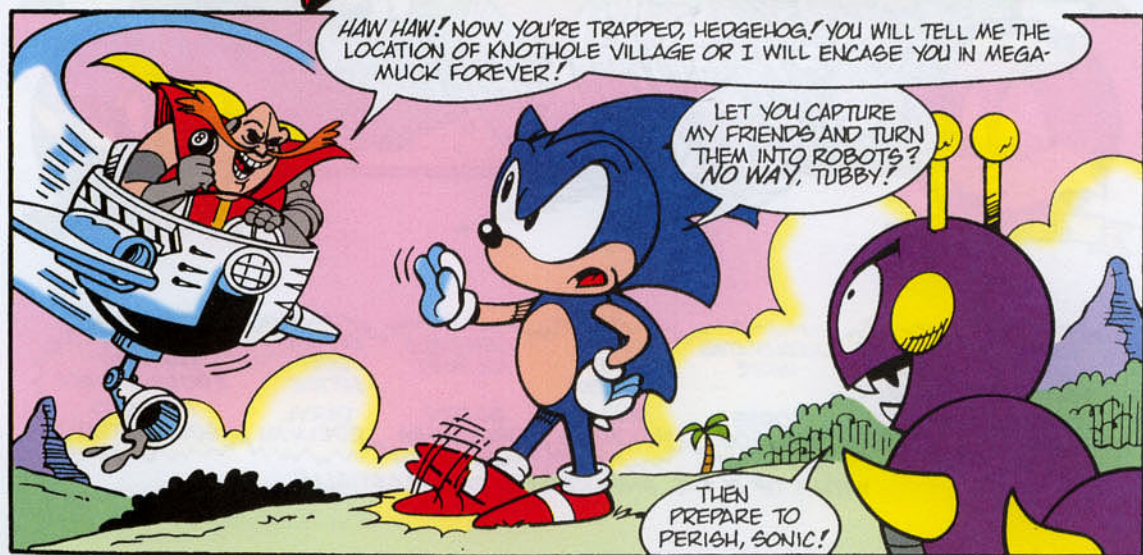
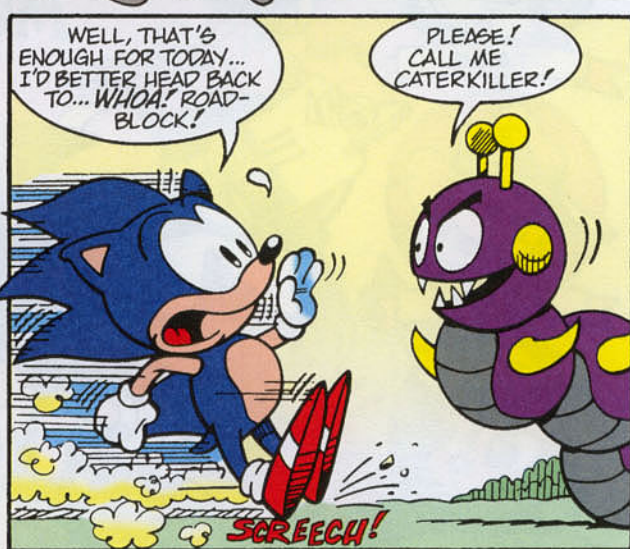
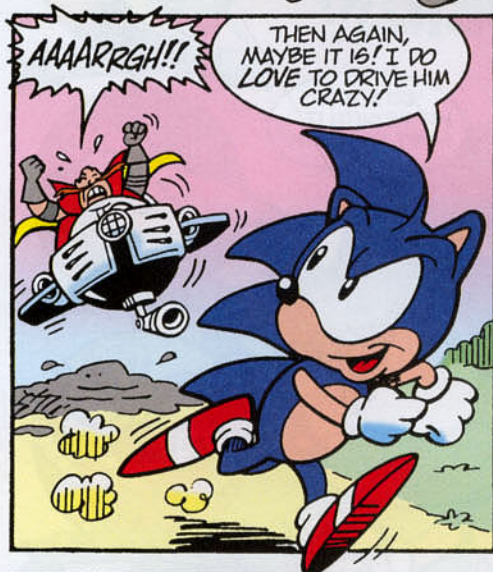
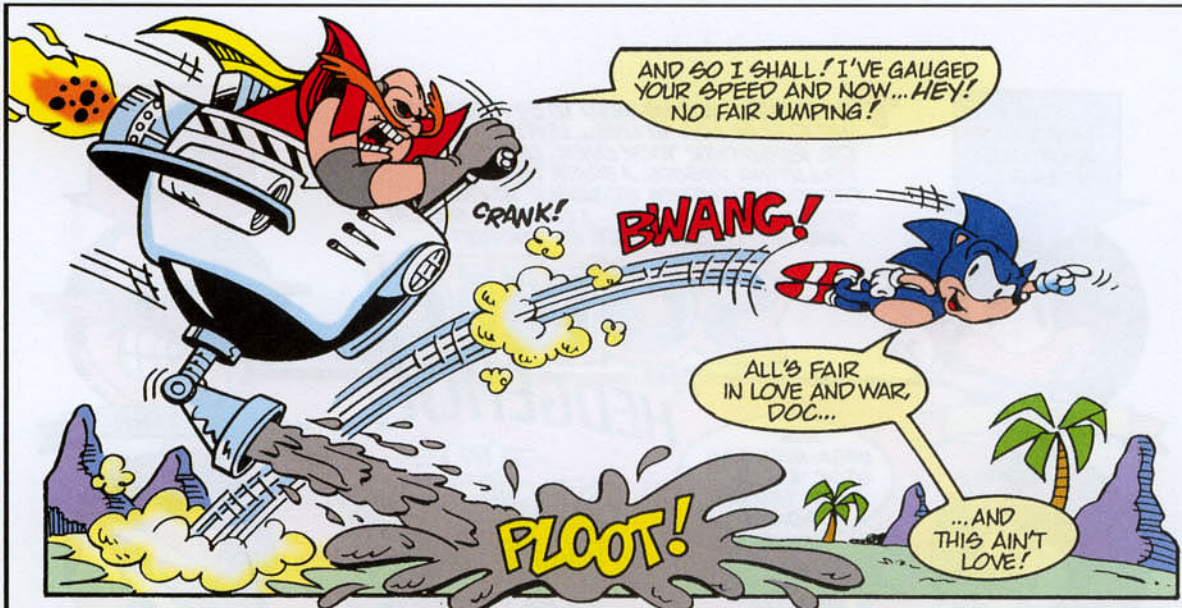
EAT MY
DUST
EDITOR

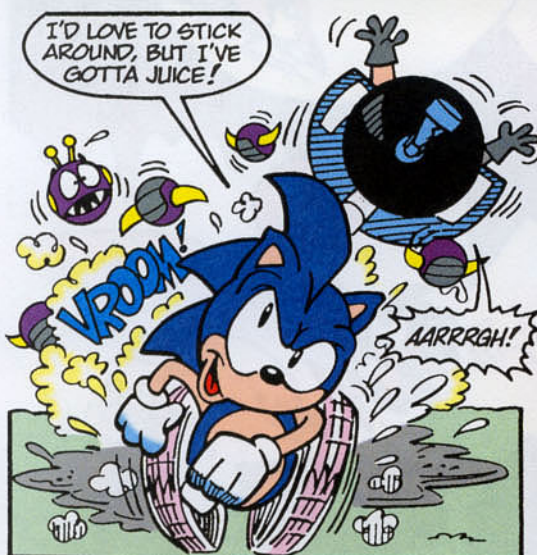
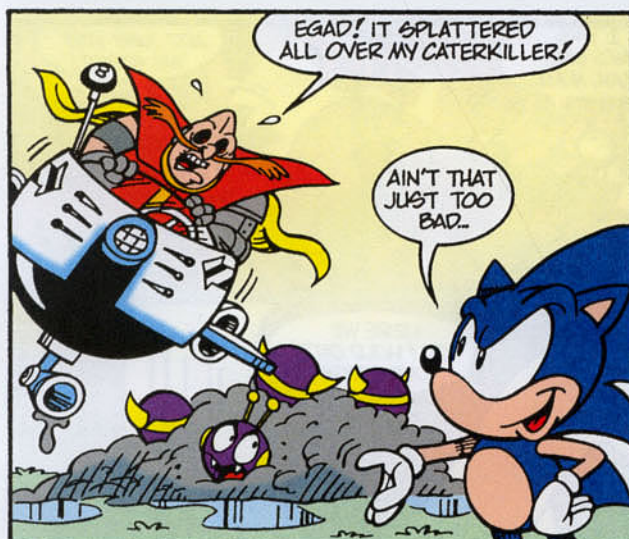
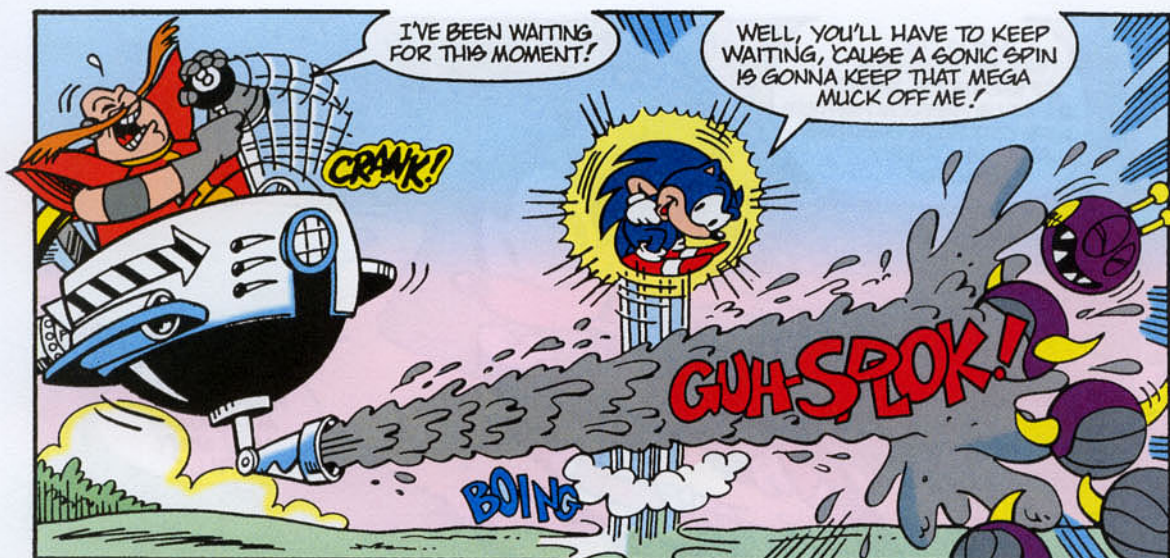
DARYL
EDELMAN

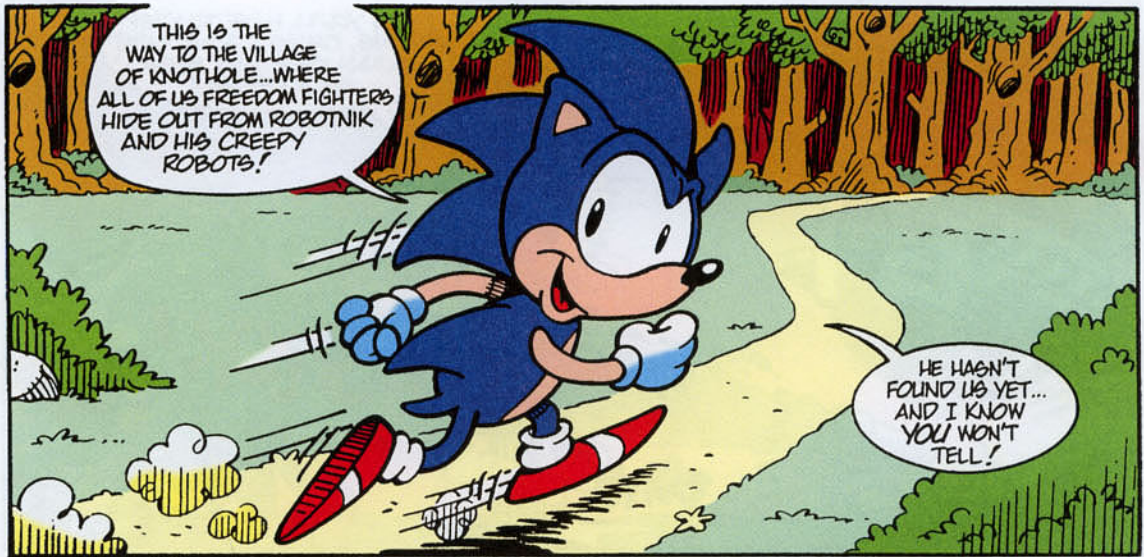
STICK IN
THE MUD
EDITOR-IN-CHIEF

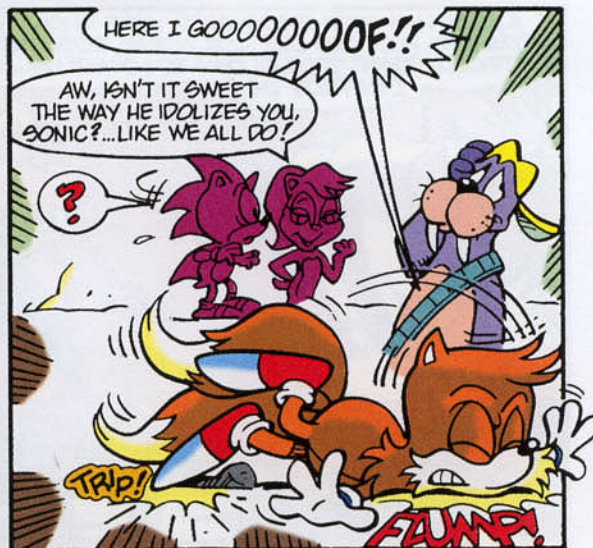
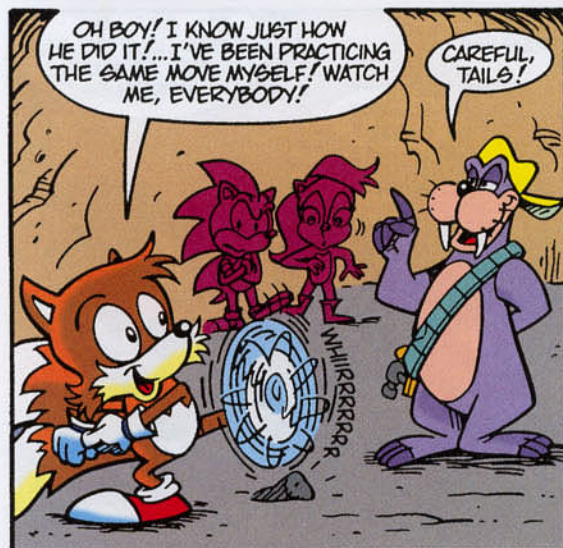
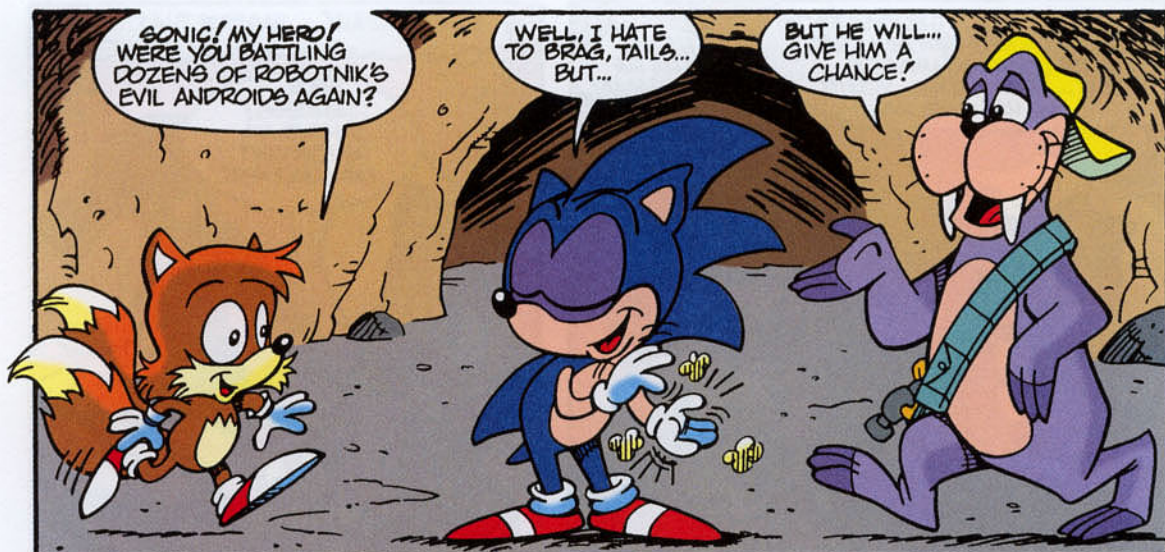
RICHARD
GOLDWATER

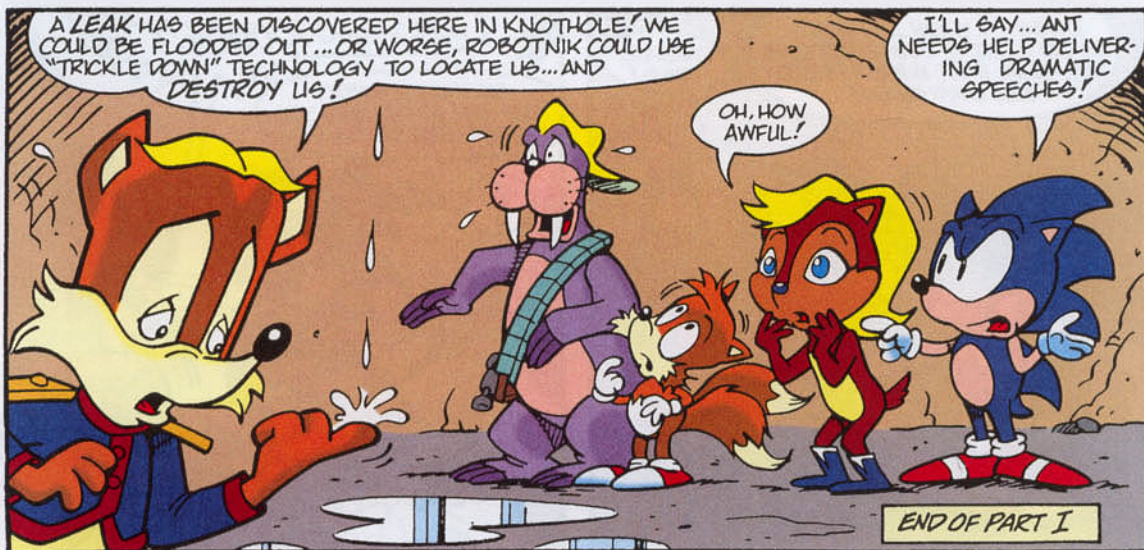
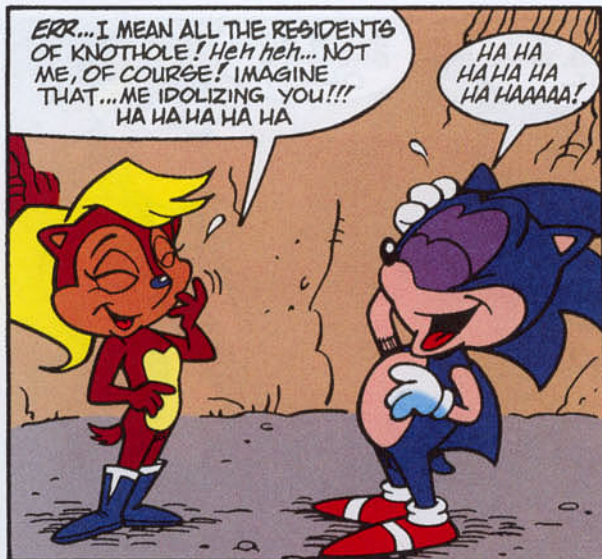
WITH A TIP O' THE SNEAKER TO PAUL CASTIGLIA



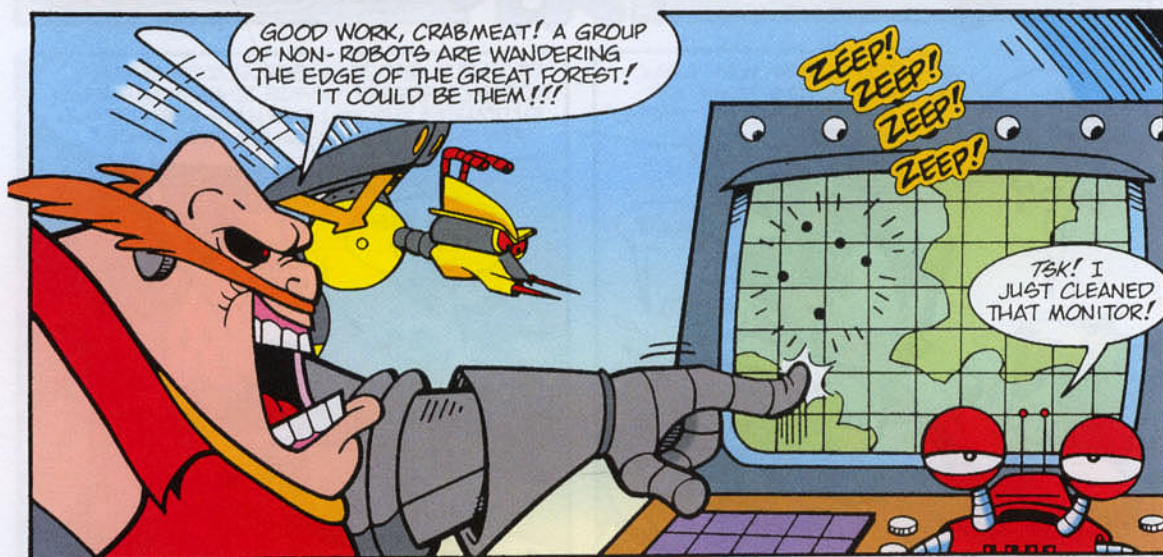
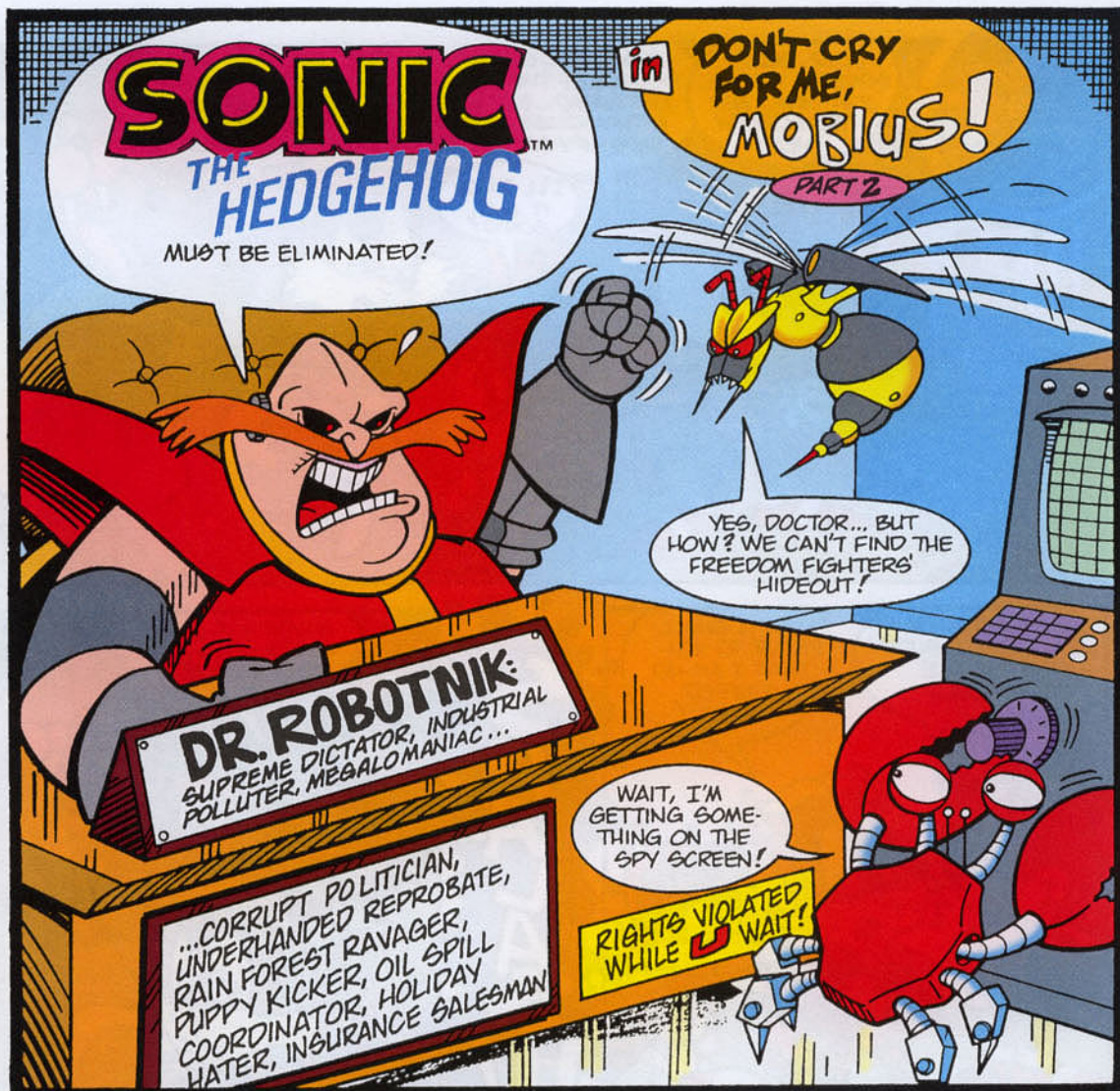


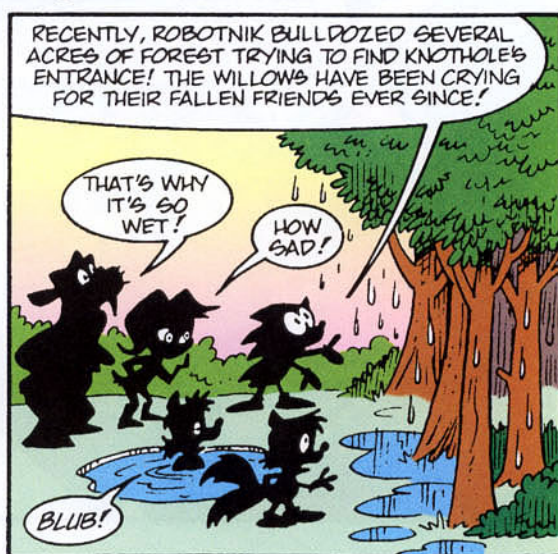
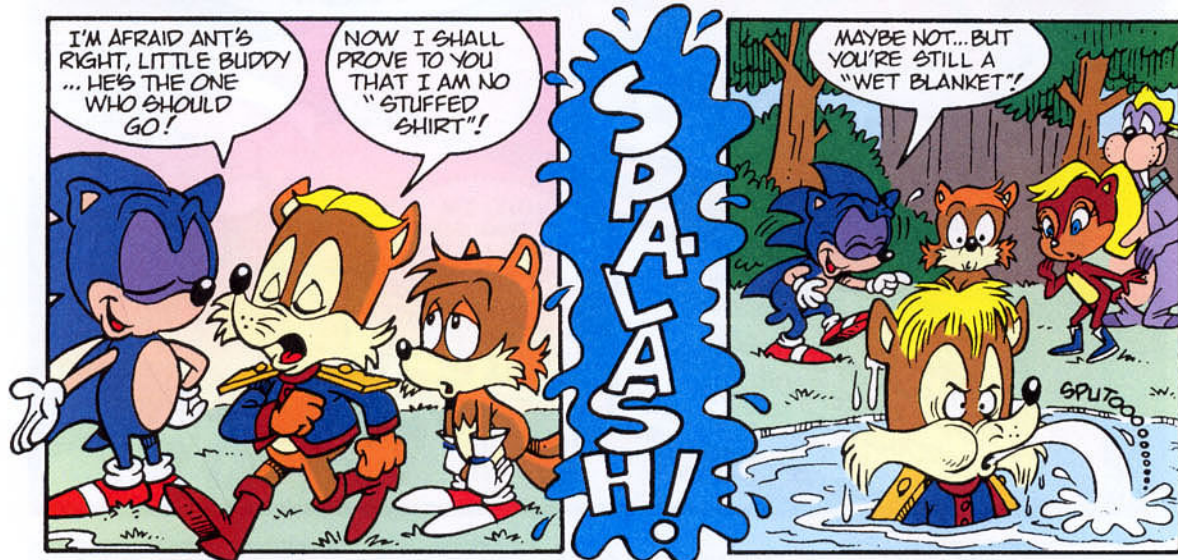
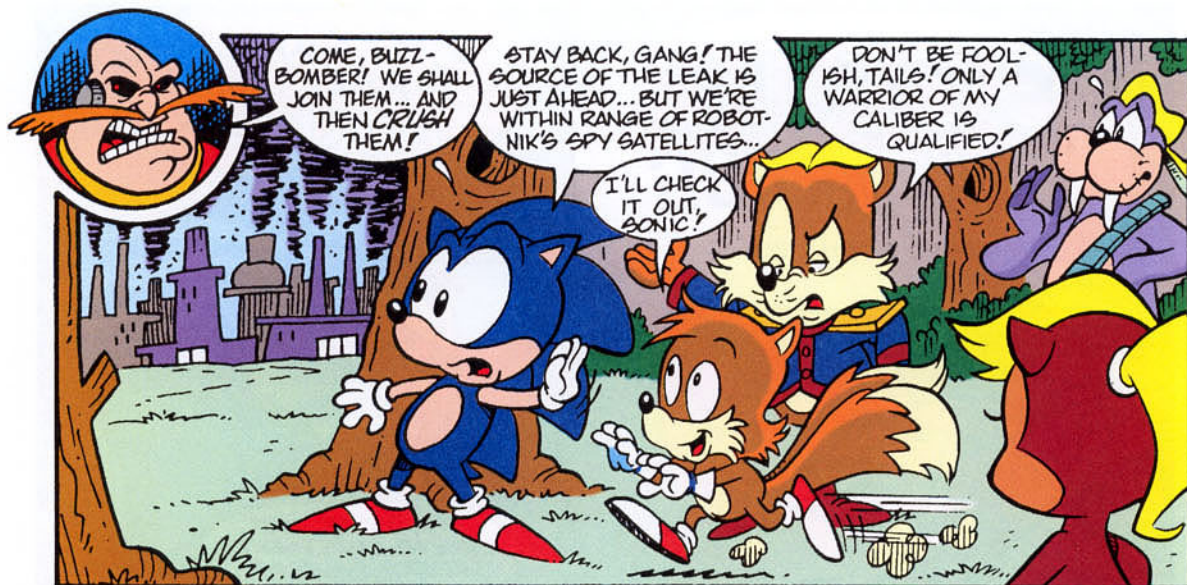


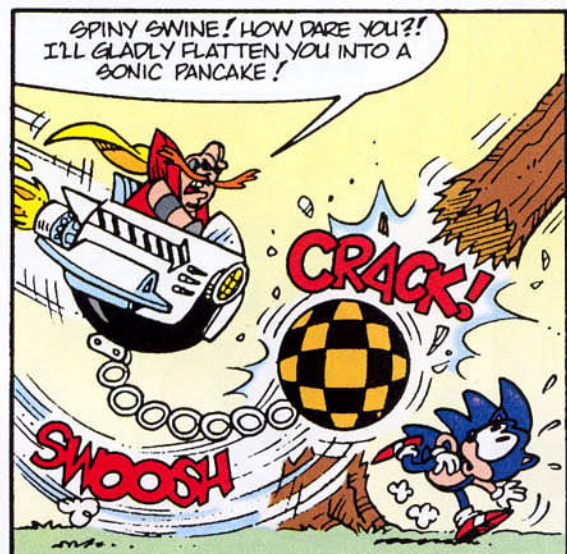
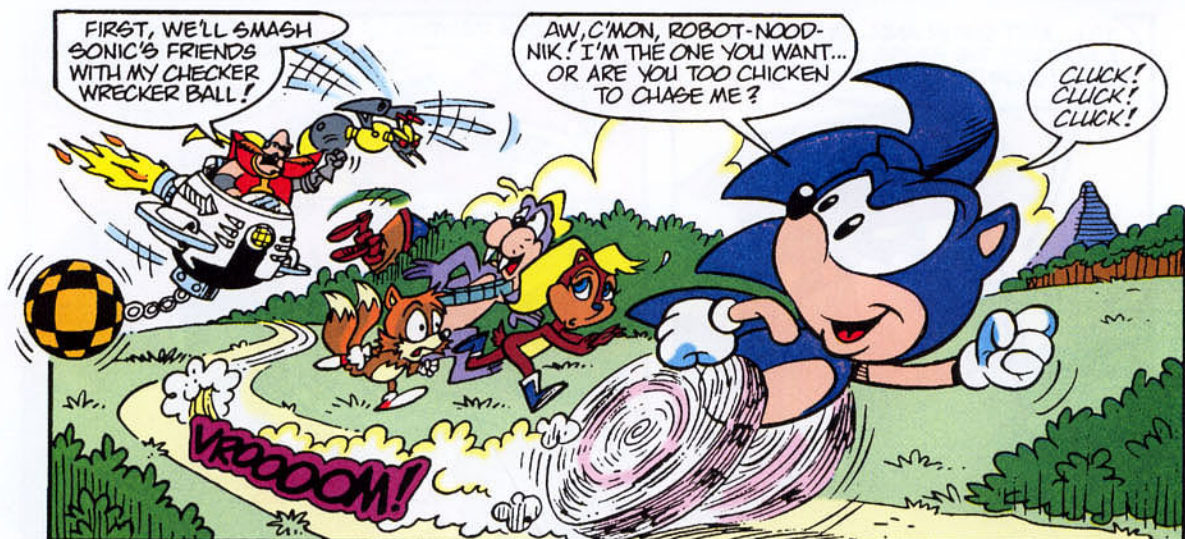
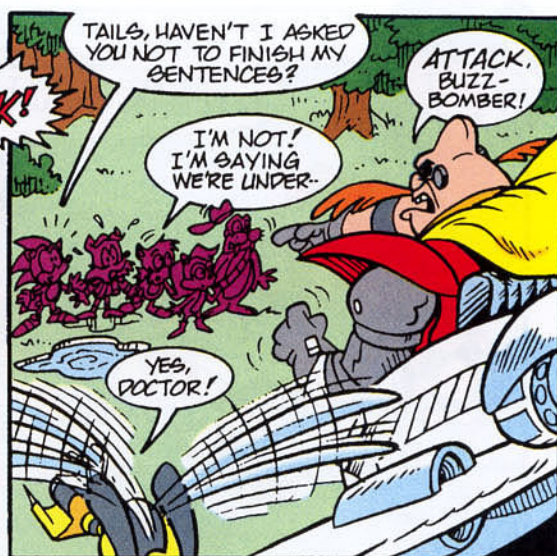
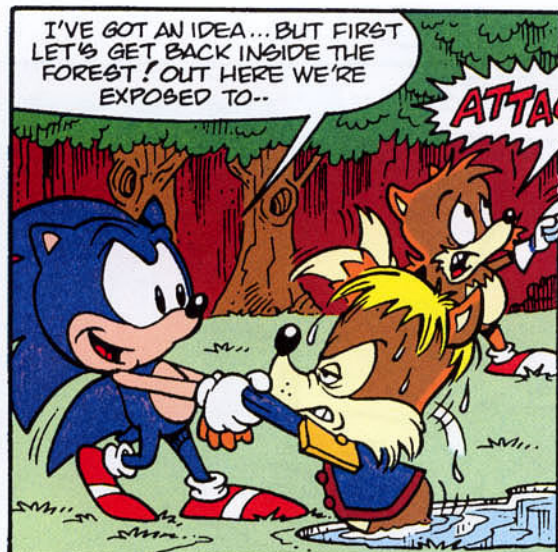


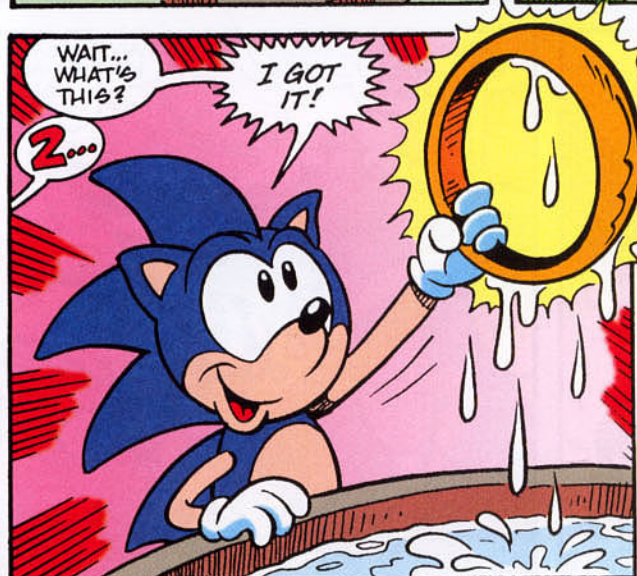
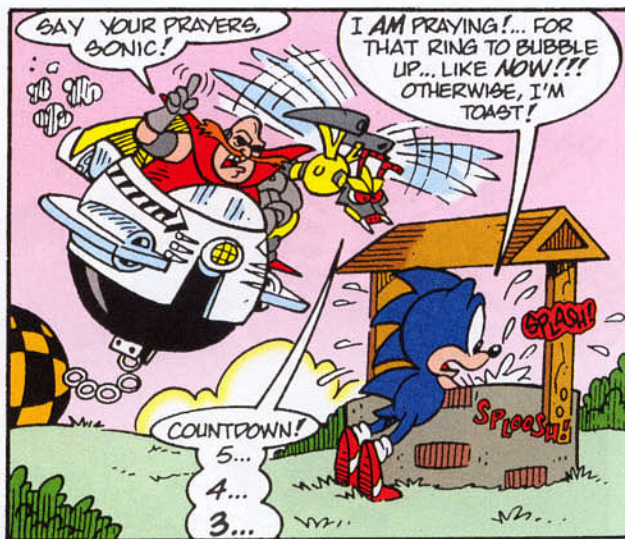
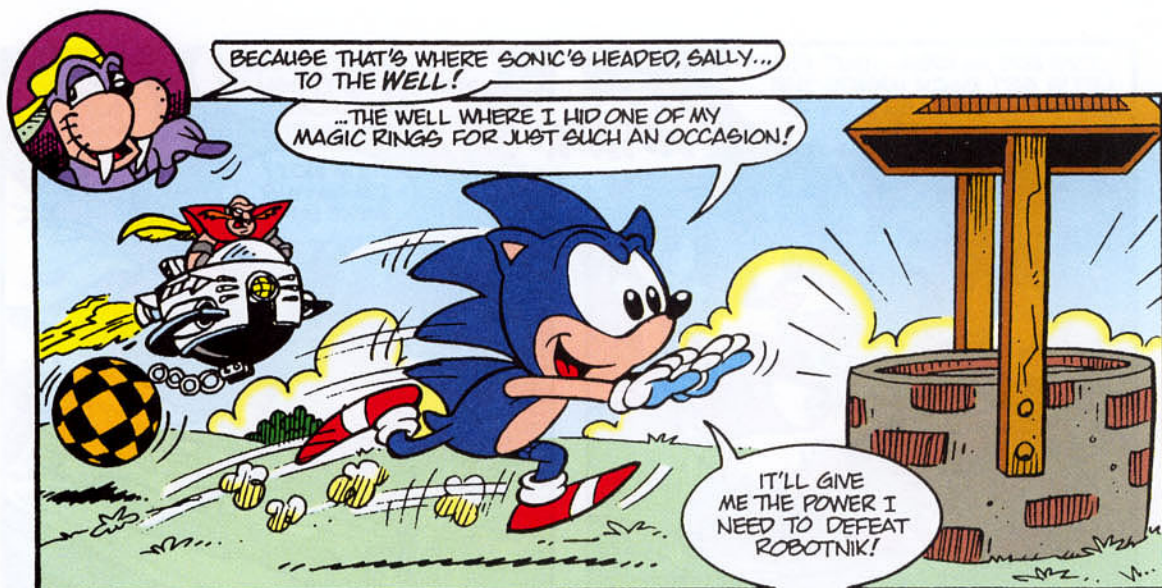


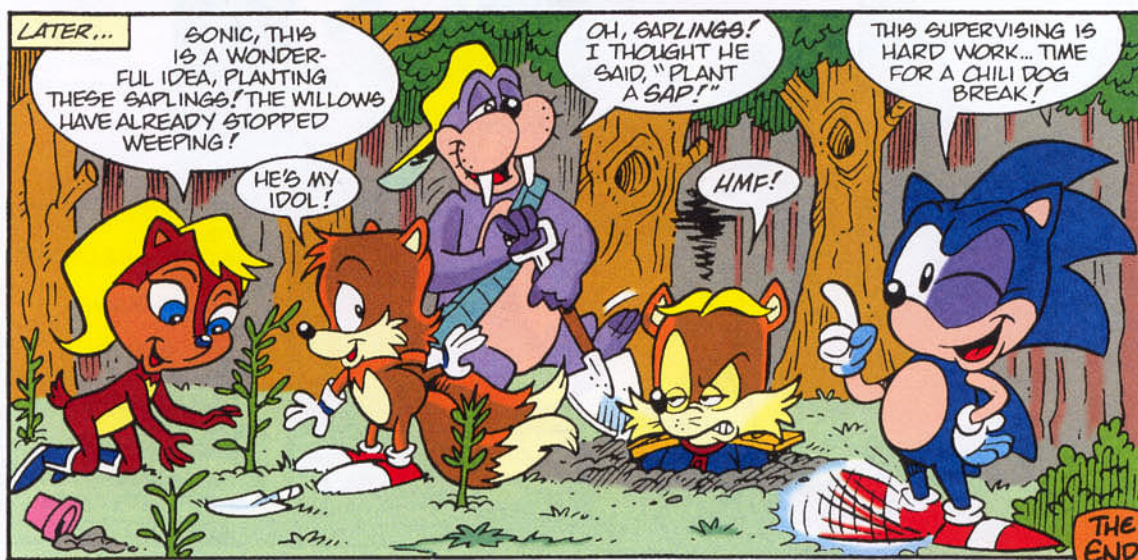
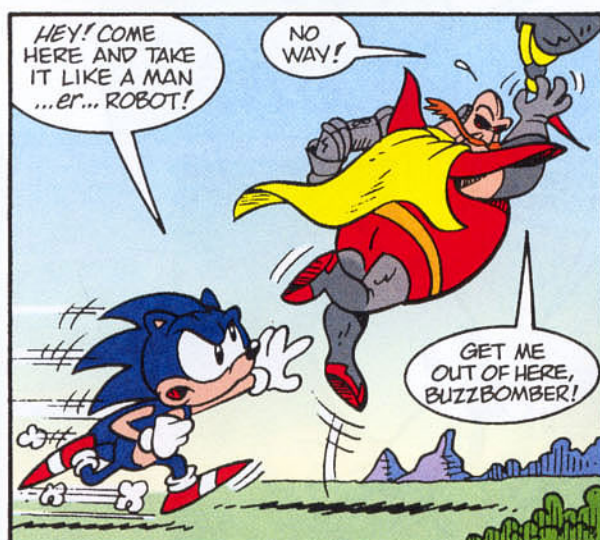
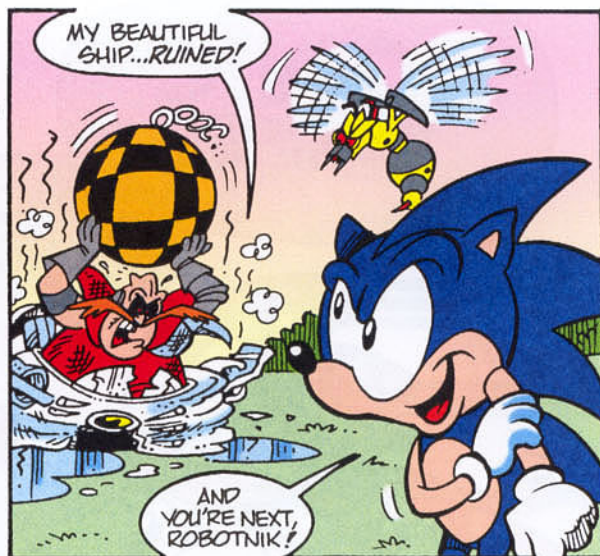
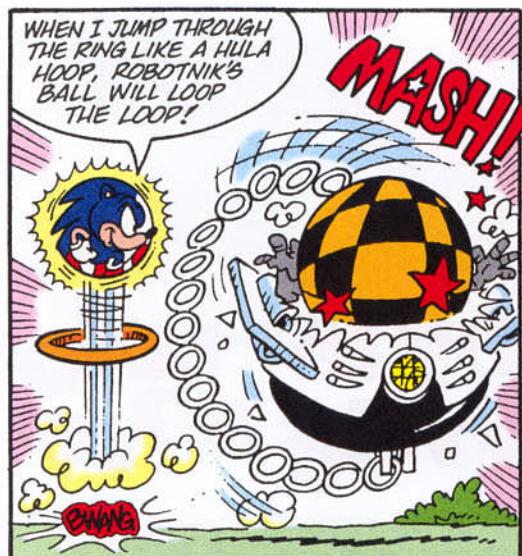
END OF PART I











SONIC THE HEDGEHOG™

HERE! WELL, YOU'VE
SEEN OUR SITUATION
ON MOBIUS! BUT HOW
DID IT GET LIKE THAT?

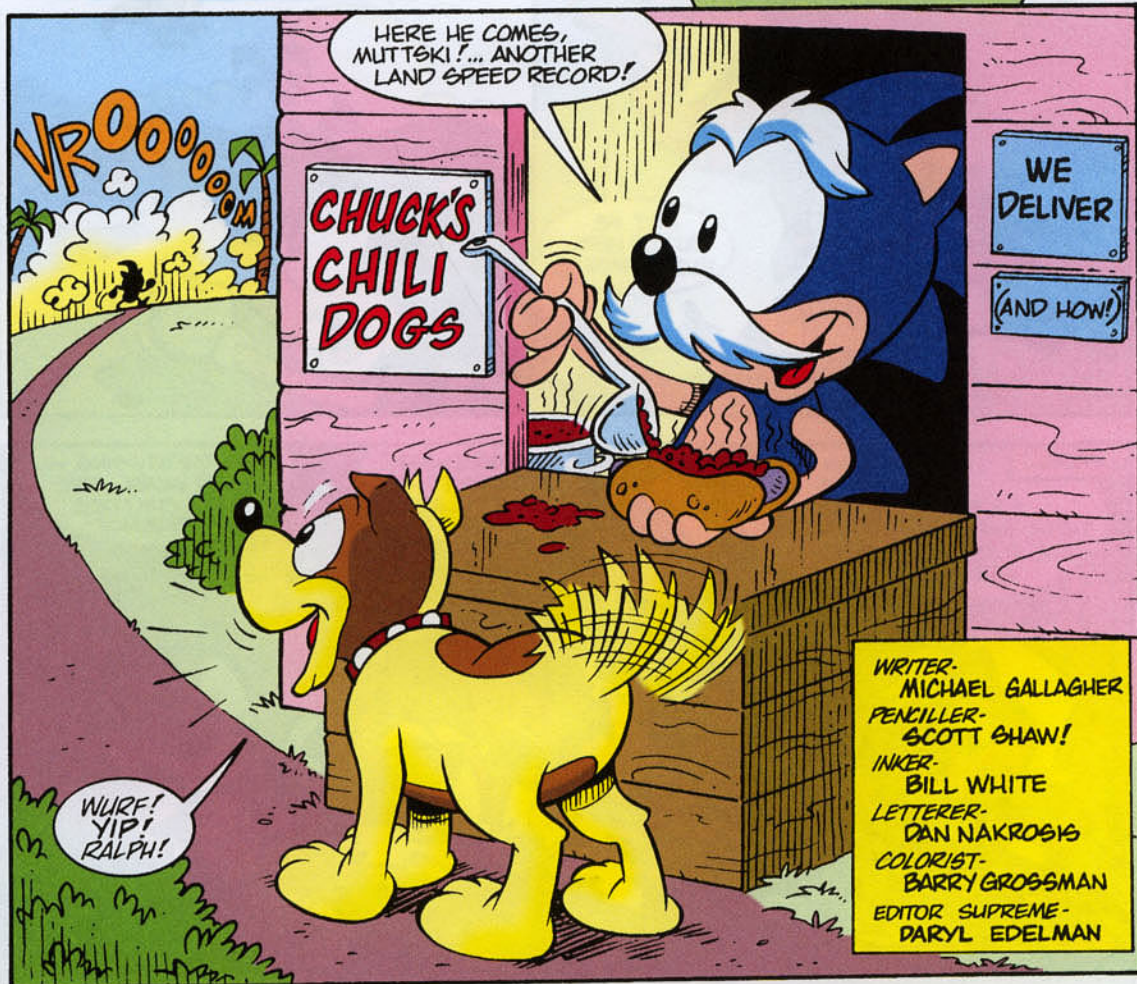
LET'S TAKE A SPIN
DOWN MEMORY LANE
AND SEE WHAT
HAPPENED...

...IN A
TALE WE'LL
CALL ...

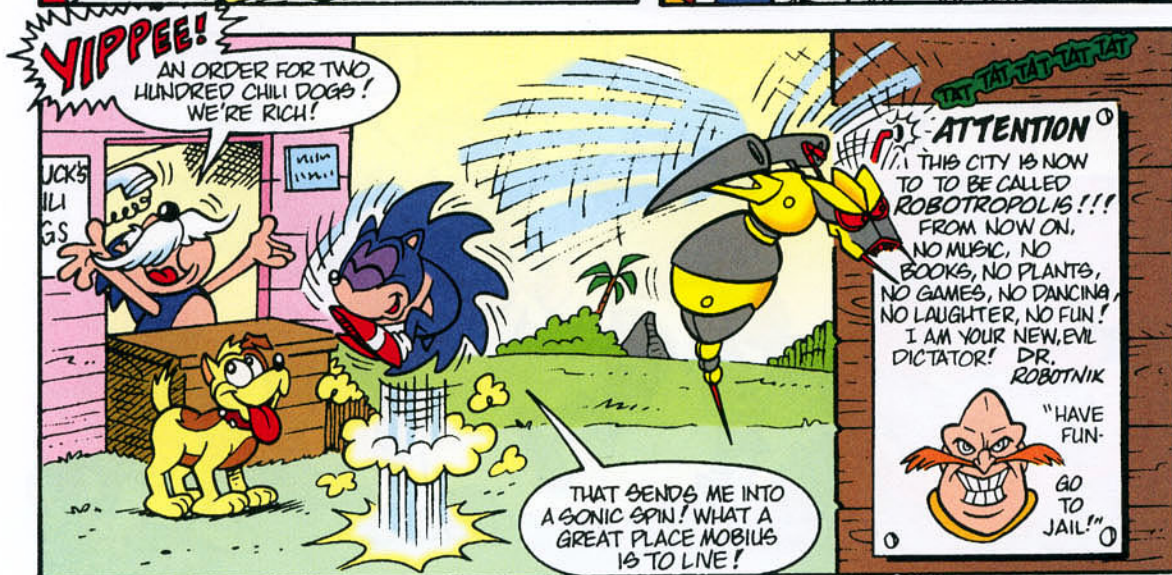
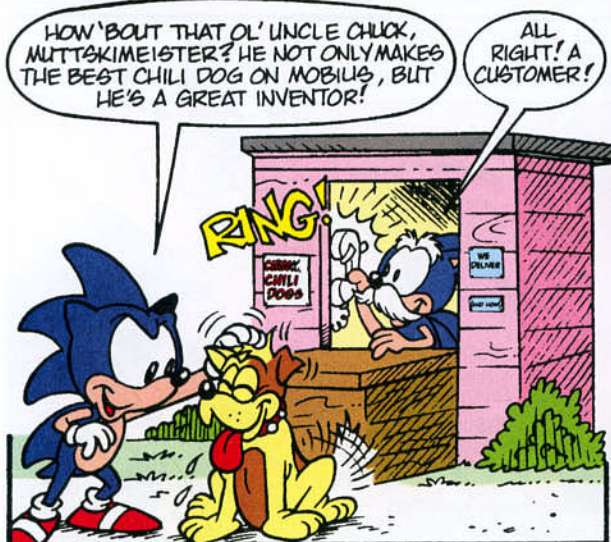
OH NO--ROBO! NO MO' MOBO!

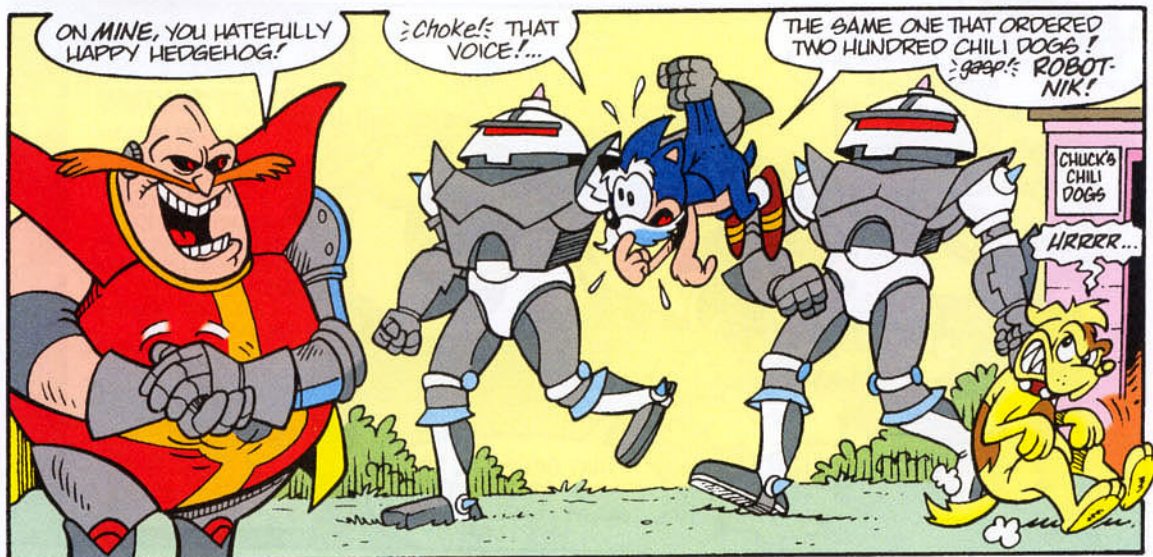
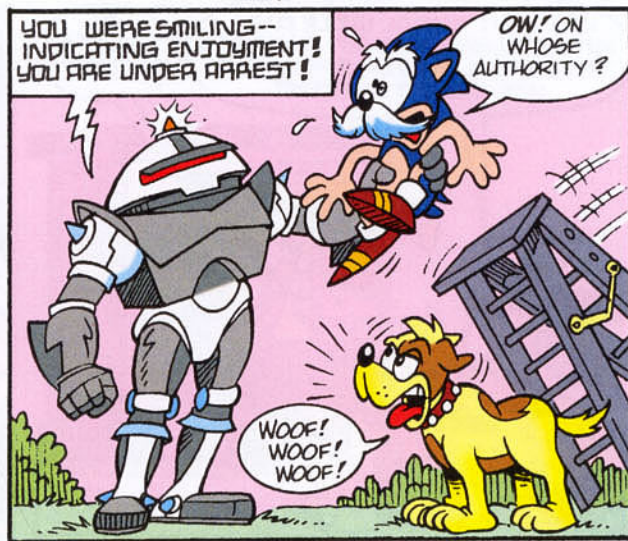
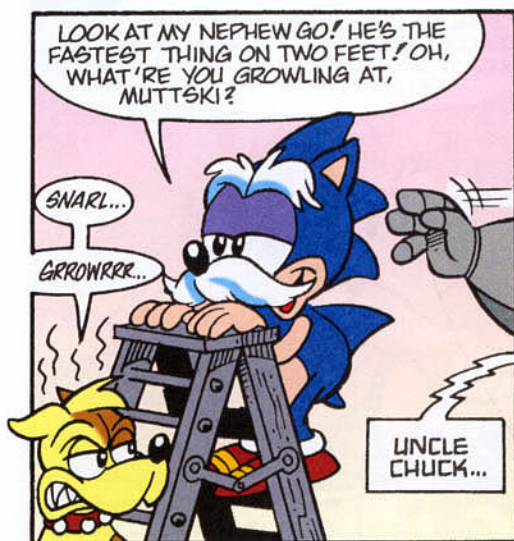
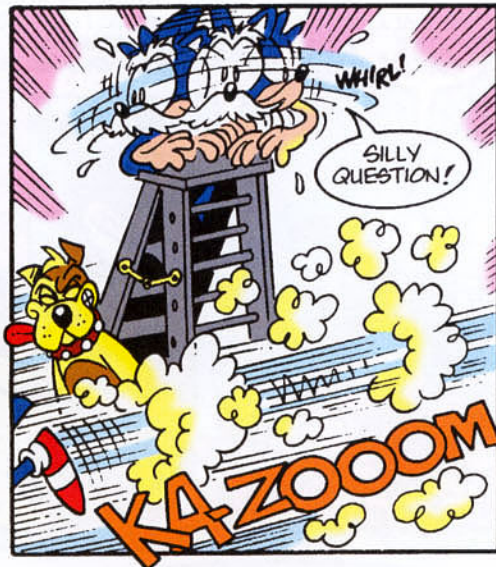
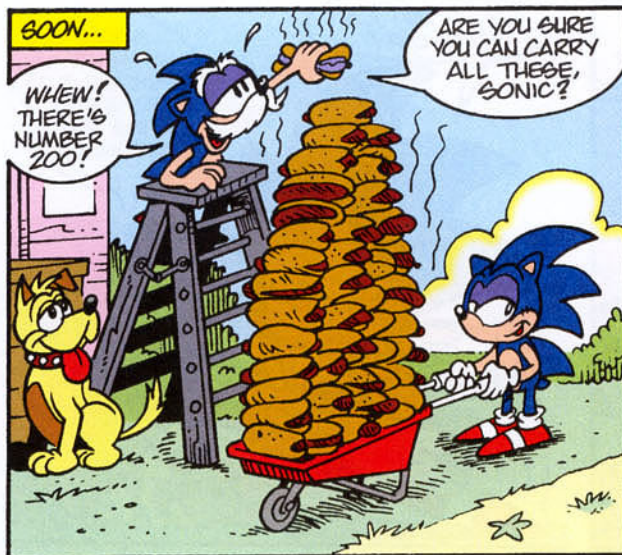
PART I

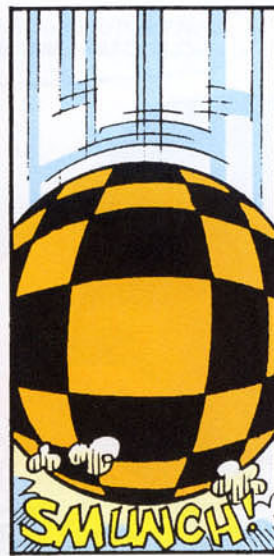
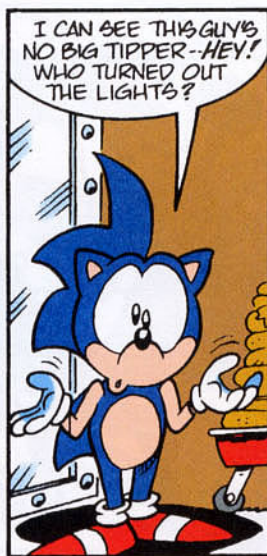
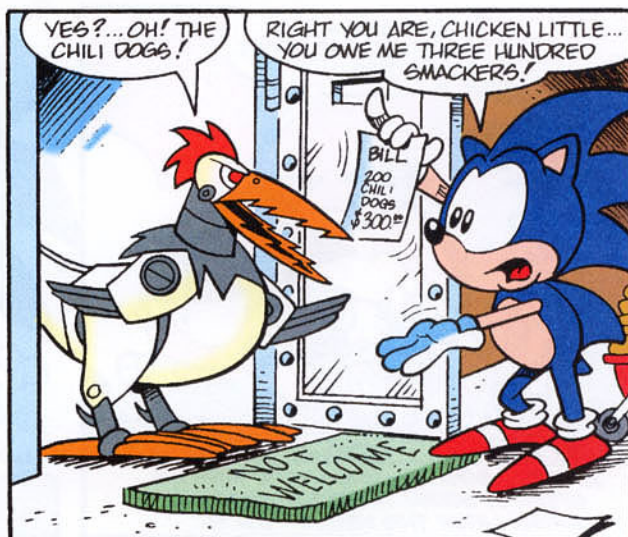
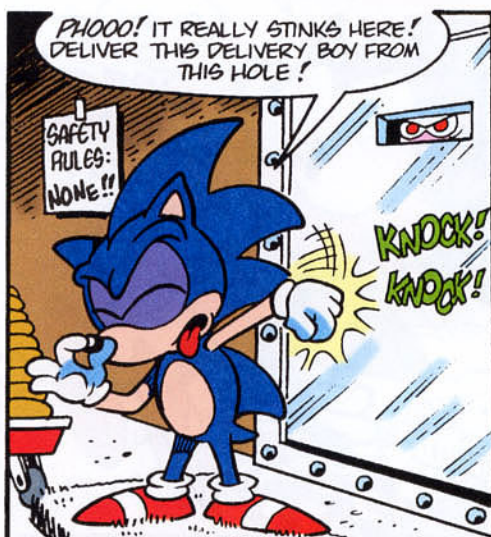
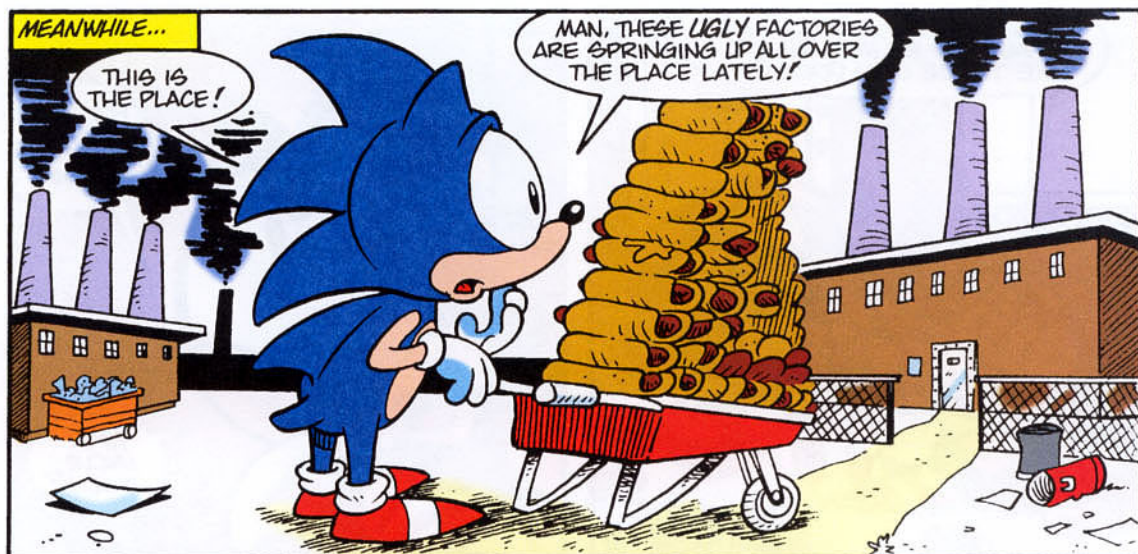
THINGS WERE GREAT
IN THE OLD DAYS... MOBIUS
WAS A WAY COOL PLACE TO
LIVE... MY UNCLE CHUCK HAD
THIS ULTRA CHILI DOG STAND...
AND THE FASTEST DELIVERY
BOY ON TWO FEET....

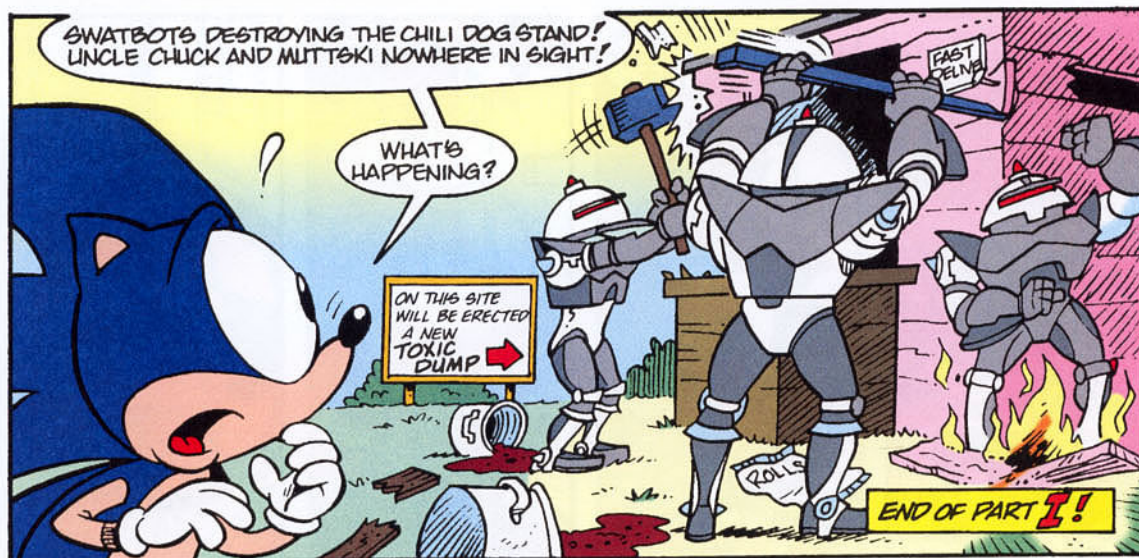
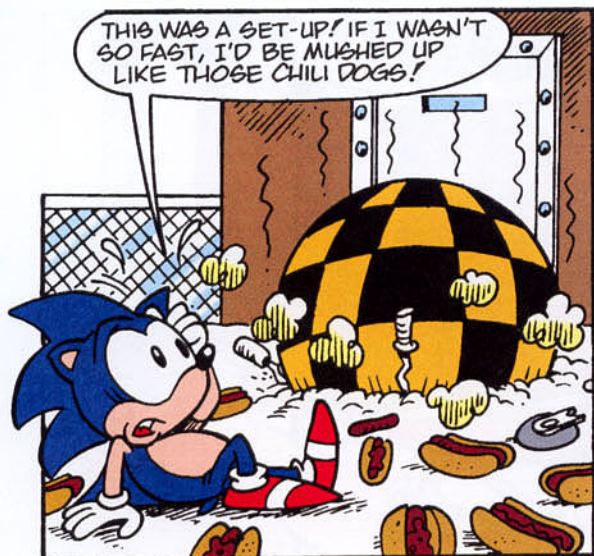


WRITER-
MICHAEL GALLAGHER
PENCILLER-
SCOTT SHAW!
INKER-
BILL WHITE
LETTERER-
DAN NAKROSIS
COLORIST-
BARRY GROSSMAN
EDITOR SUPREME-
DARYL EDELMAN









SONIC™ THE HEDGEHOG

BACK WITH YOU...

AS YOU JUST
SAW, ROBOTNIK
KIDNAPPED UNCLE
CHUCK AND MUTTSKI!
BUT THE WORST WAS
YET TO COME...

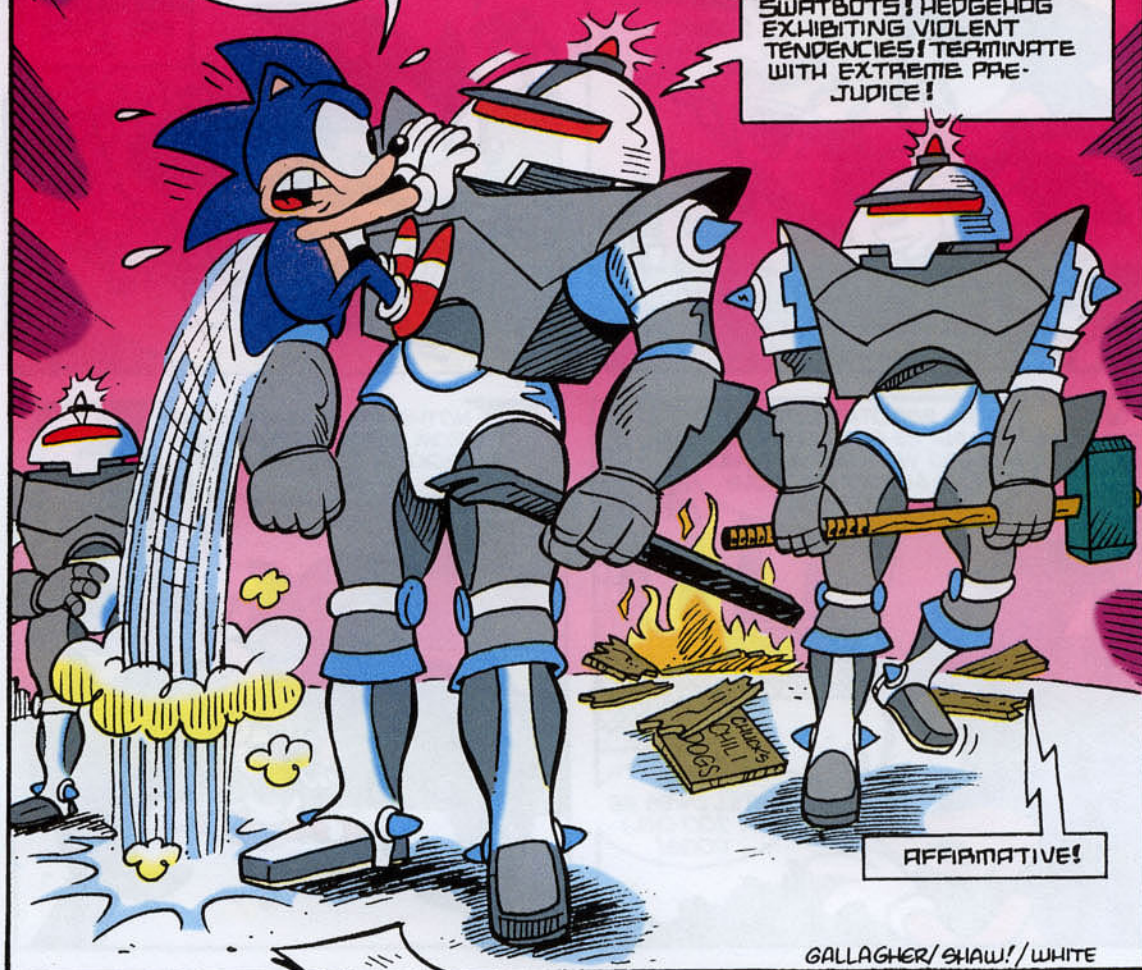
OH NO--ROBO!
IN NO MO' MOBO!

PART II



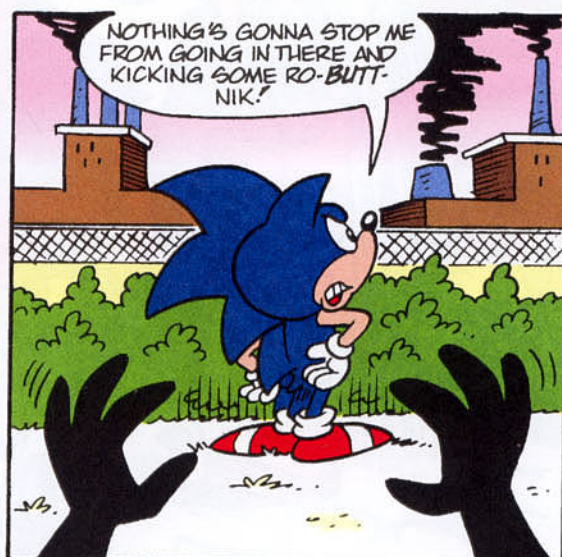
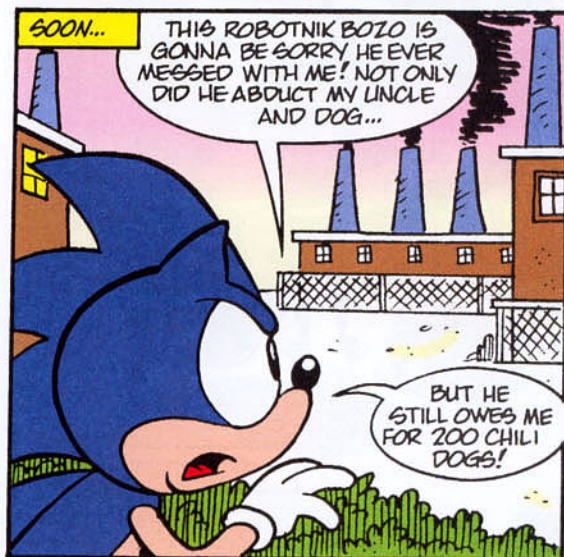
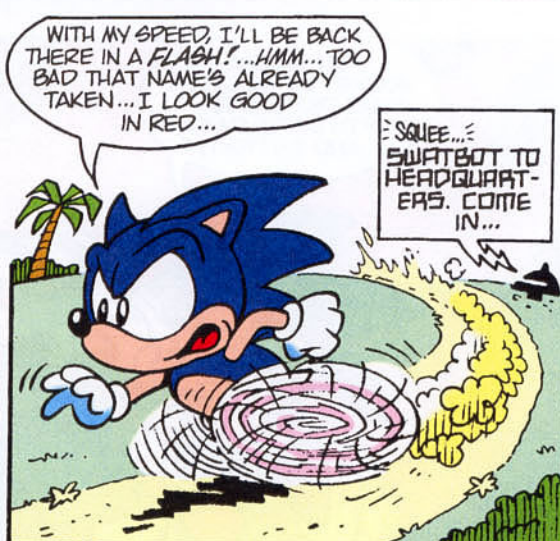
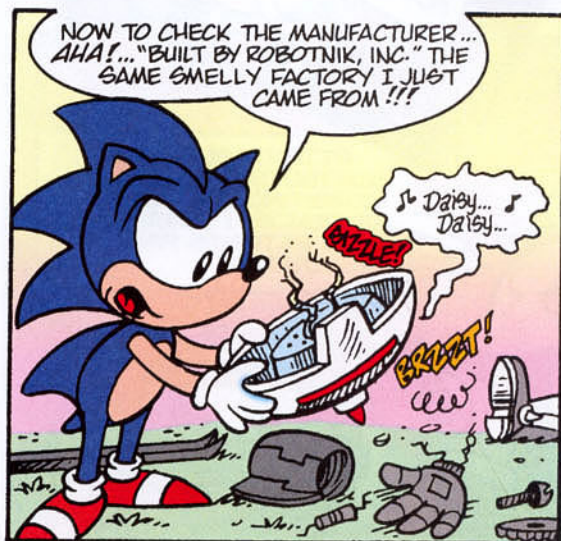
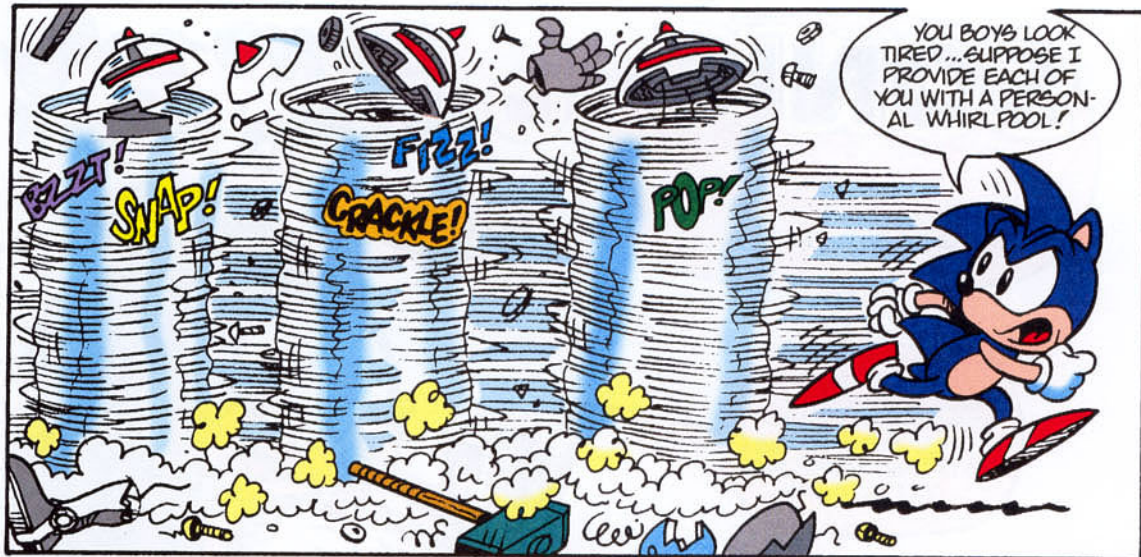
YOU LOUSY
BUCKET OF BOLTS!
WHAT DID YOU DO
WITH UNCLE CHUCK
AND MUTTSKI?!

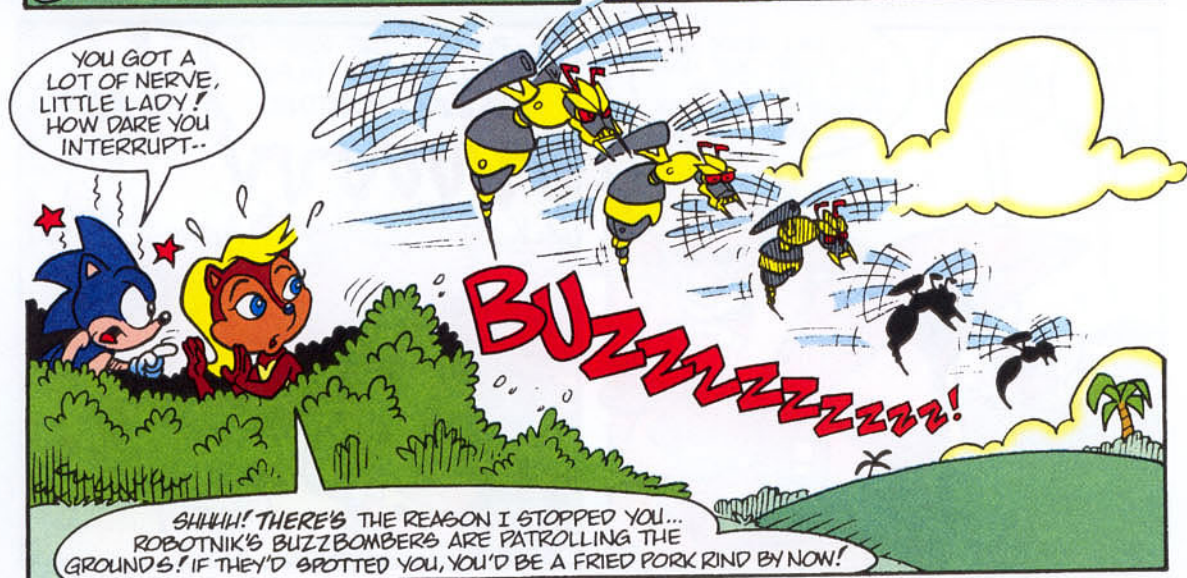
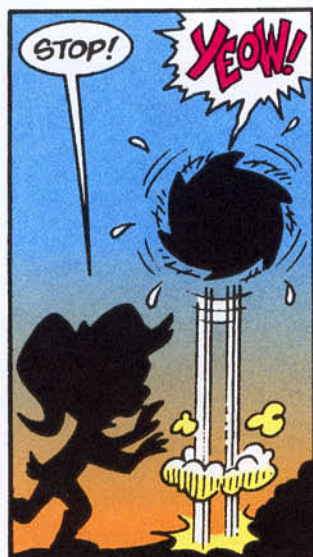
ATTENTION, FELLOW
SWATBOTS! HEDGEHOG
EXHIBITING VIOLENT
TENDENCIES! TERMINATE
WITH EXTREME PRE-
JUDICE!

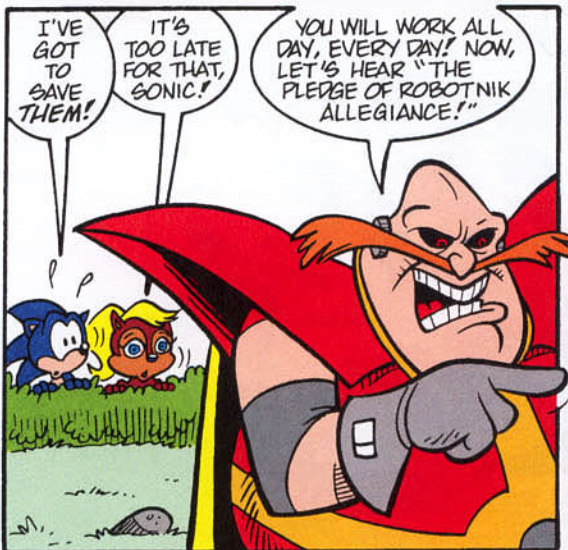
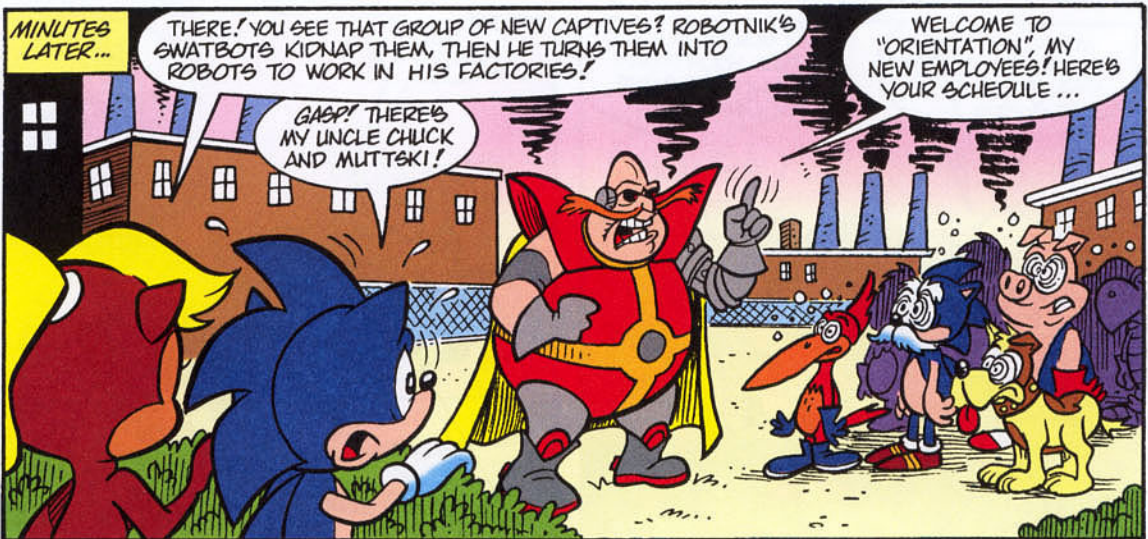


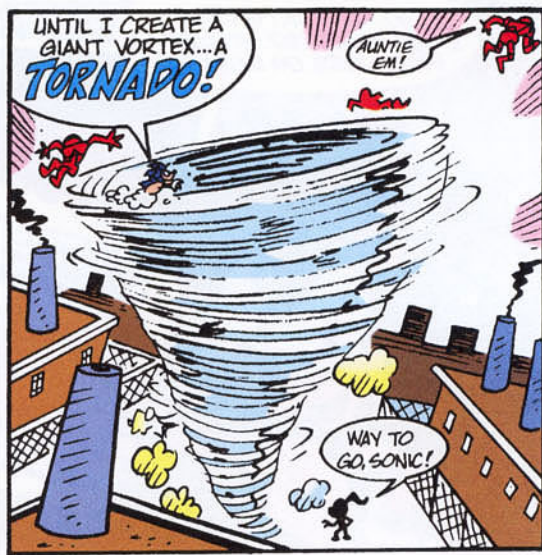
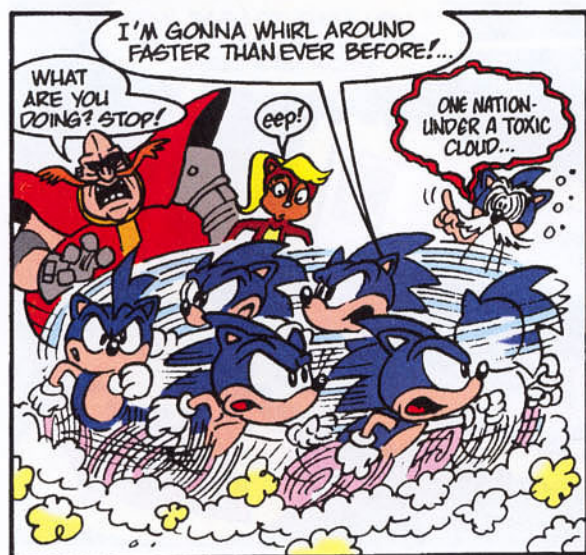
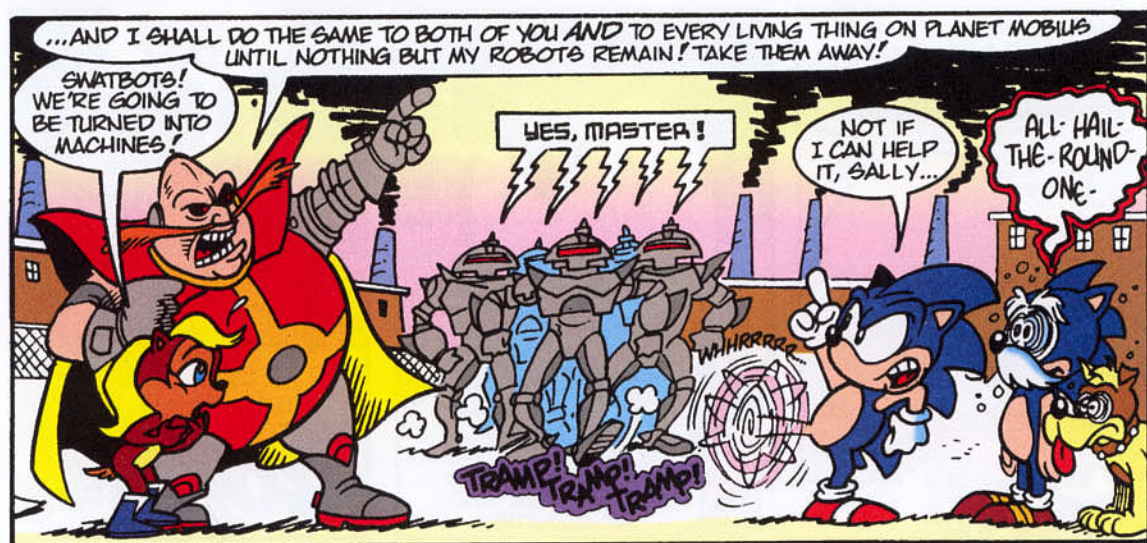
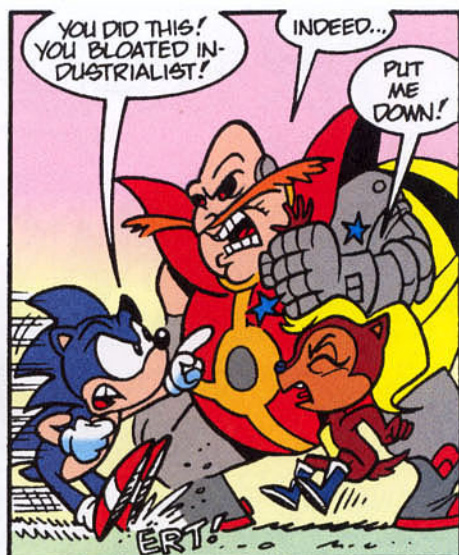
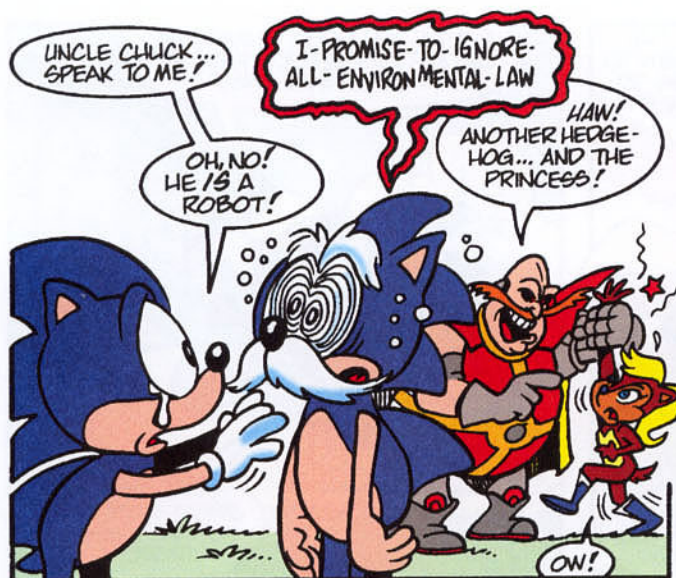
AFFIRMATIVE!

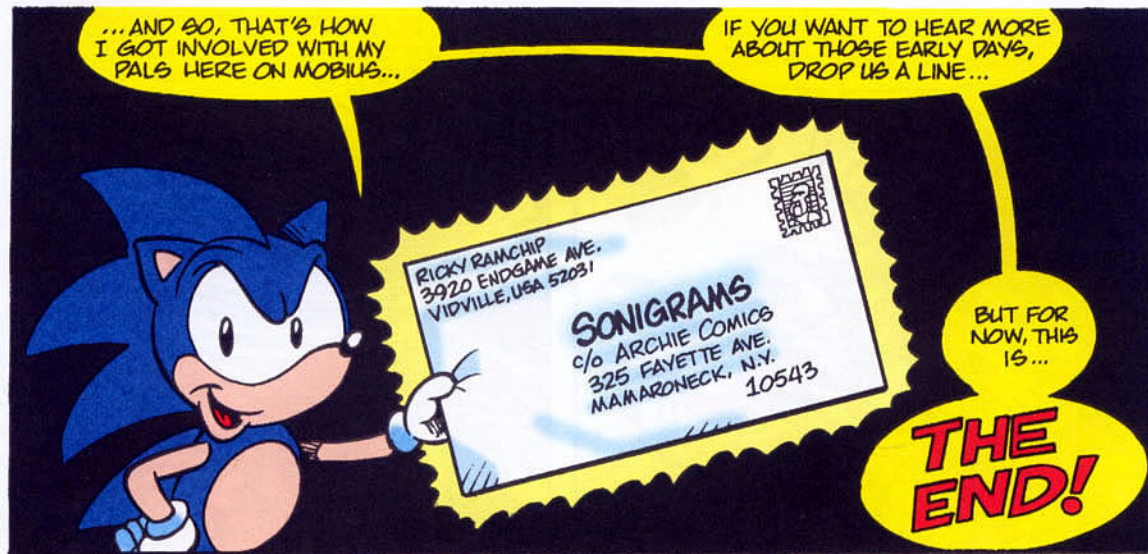
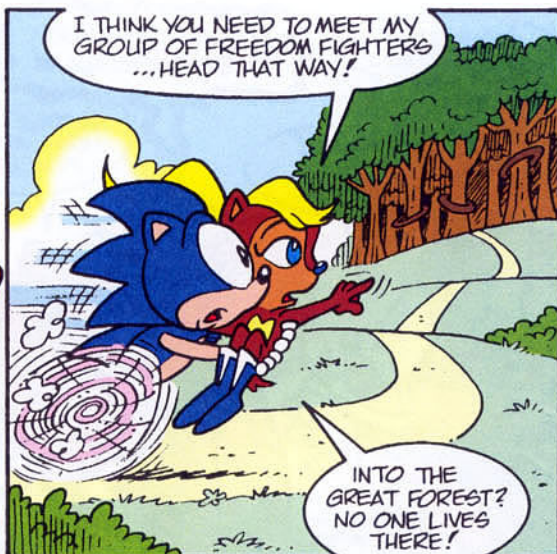
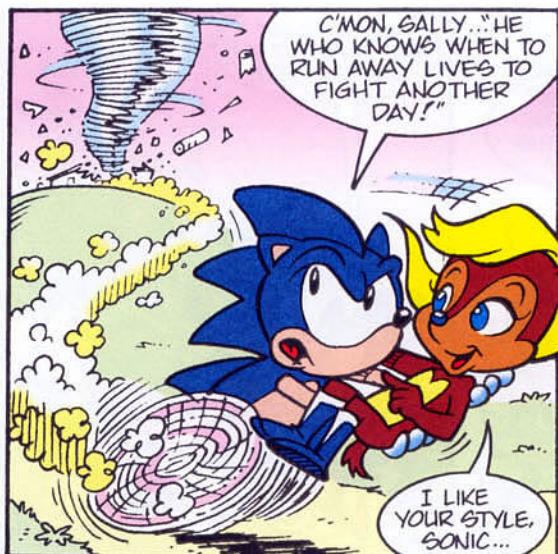
GALLAGHER/SHAW!/WHITE











archie.
adventure
series

NO. 1 US \$1.25
MAR. CAN \$1.50

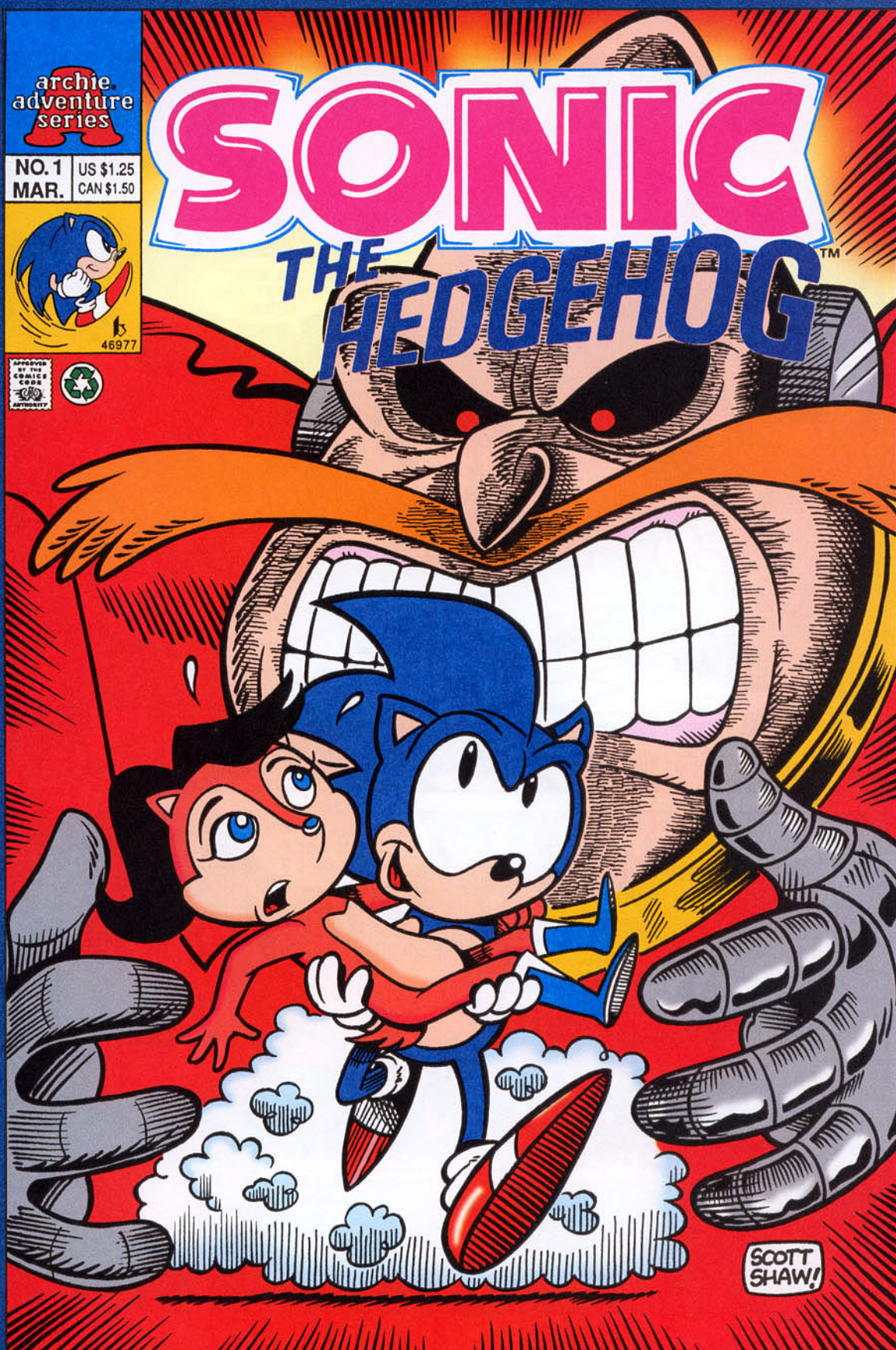


46977



SONIC

THE HEDGEHOG



SCOTT
SHAW!

THIS IS THE CITY--MOBOTROPOLIS! AT LEAST IT USED TO BE UNTIL THE EVIL DR. ROBOTNIK TOOK OVER AND TURNED IT INTO ROBOTROPOLIS! ONLY A FEW FREEDOM FIGHTERS REMAIN WHO REMEMBER THE WAY IT WAS AND HOPEFULLY THE WAY IT WILL BE AGAIN SOMEDAY! FOREMOST AMONG THEM IS:

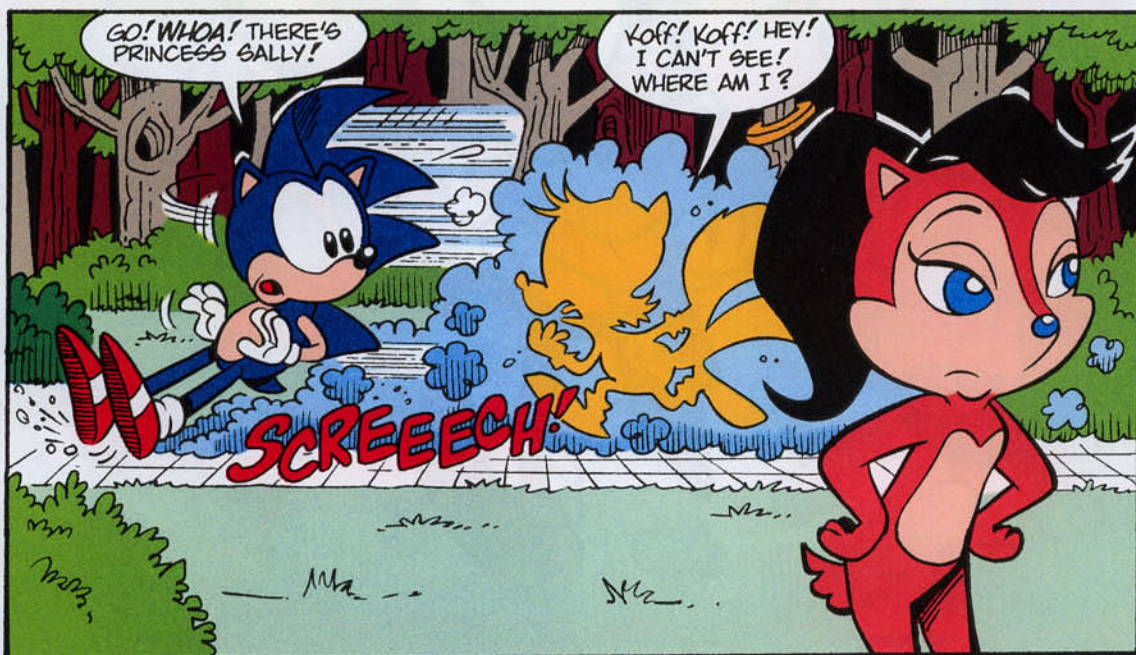
SONIC in: RUN, SALLY, RUN!

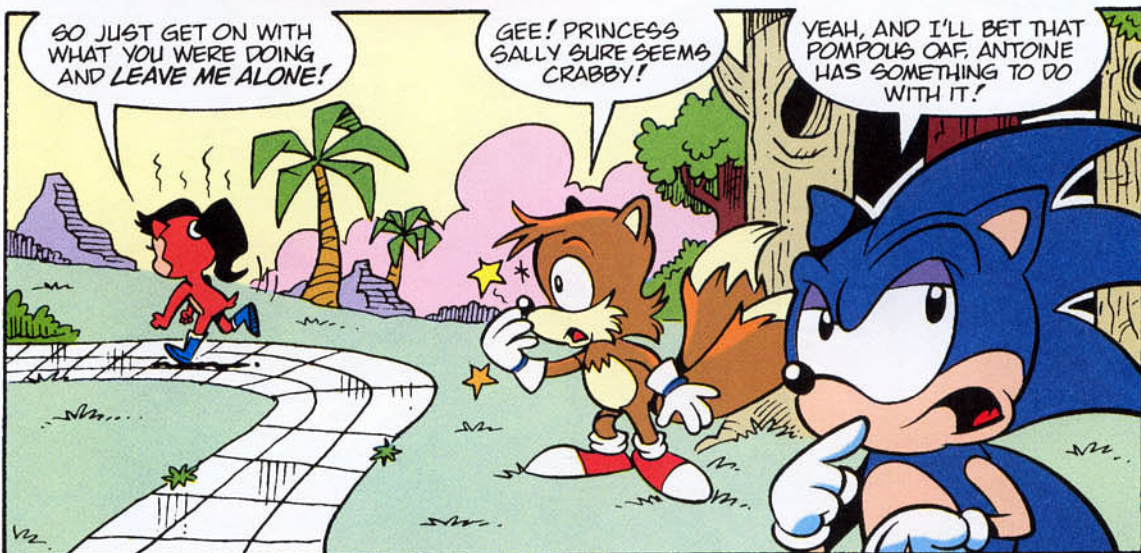
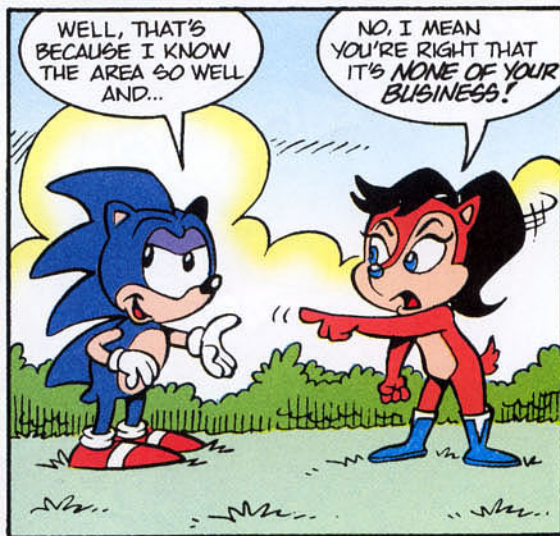
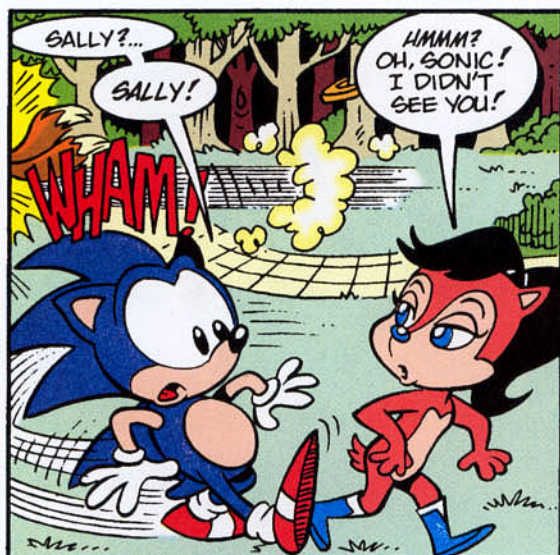
Part I

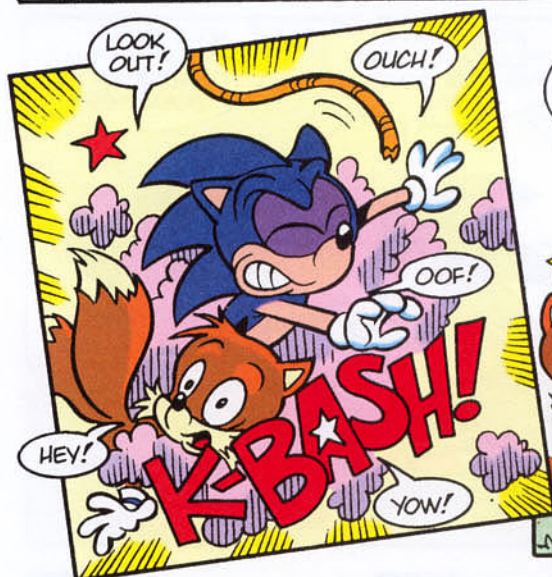
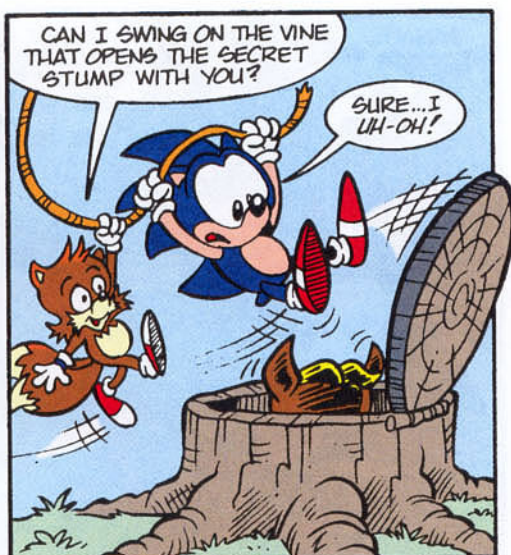
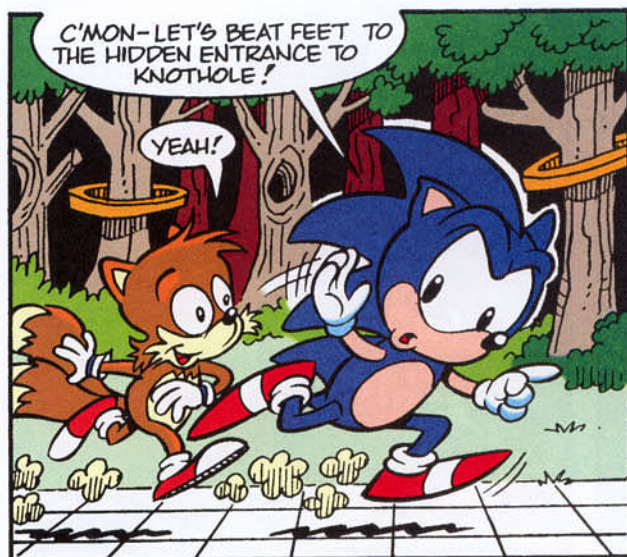
I'M RIGHT
BEHIND YOU,
SONIC!

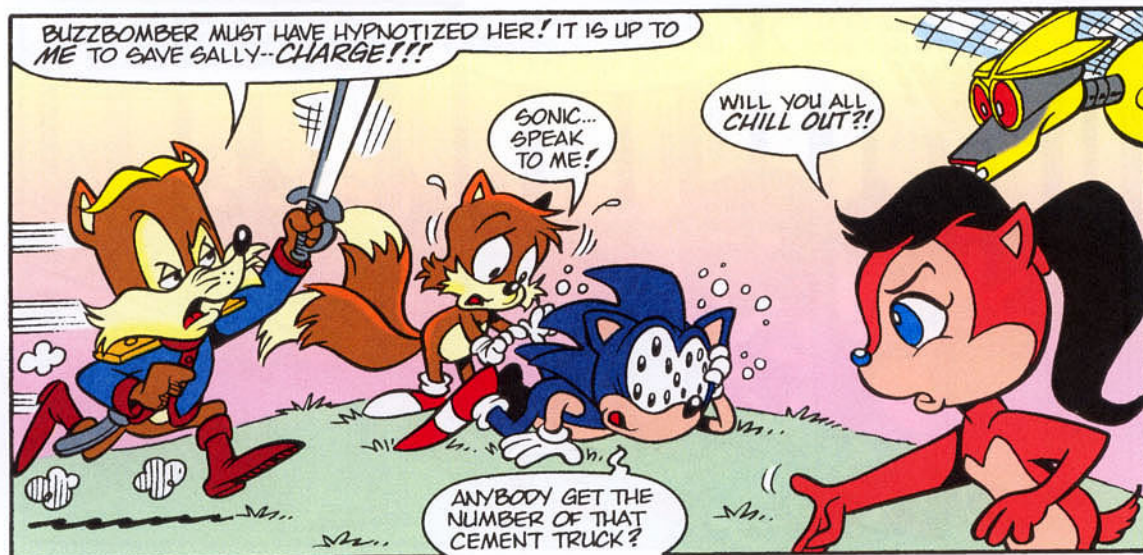
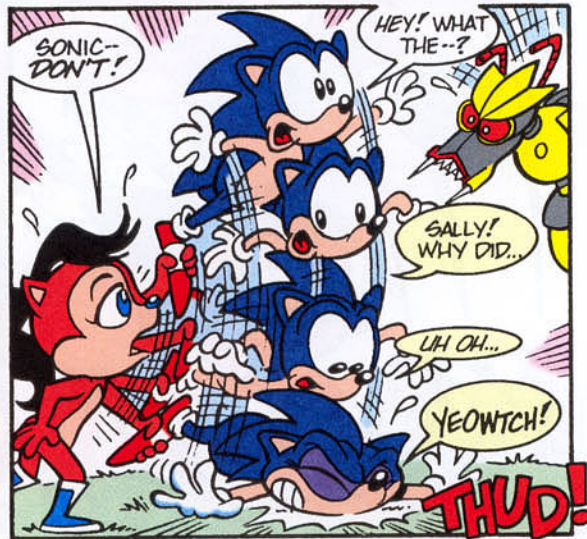
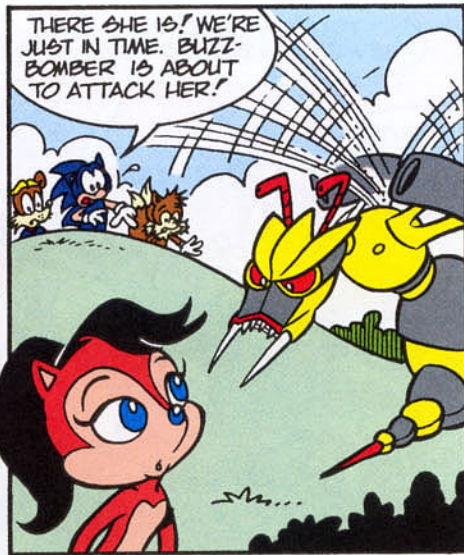
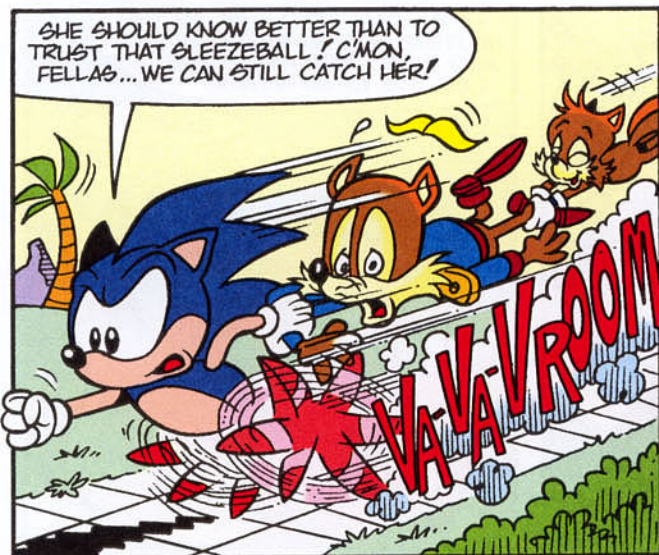
C'MON,
TAILS... KEEP
UP! I'M ABOUT
TO JUMP INTO
HYPER-SONIC
SPEED!

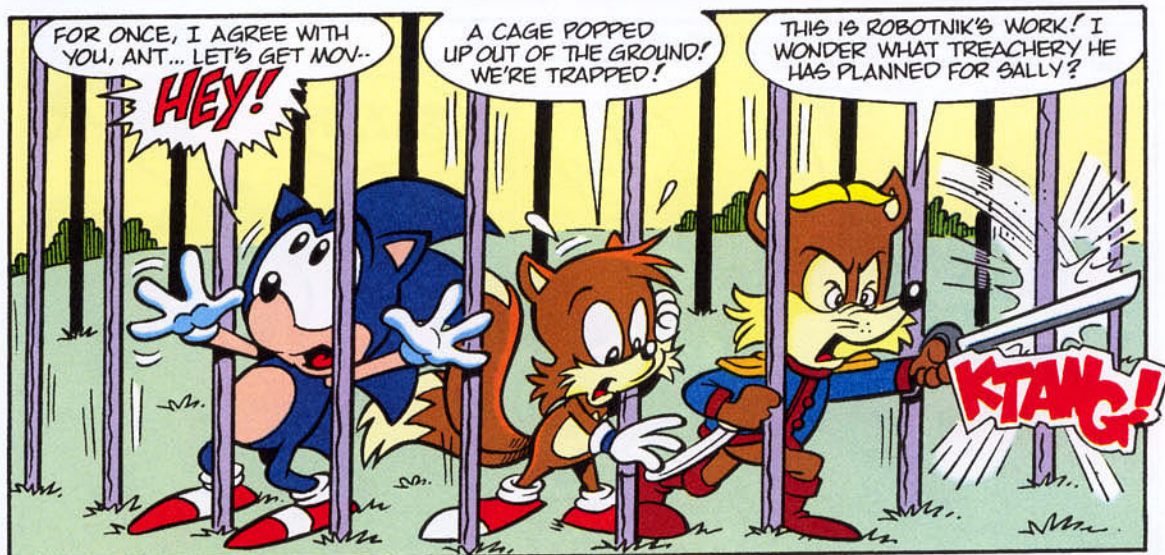
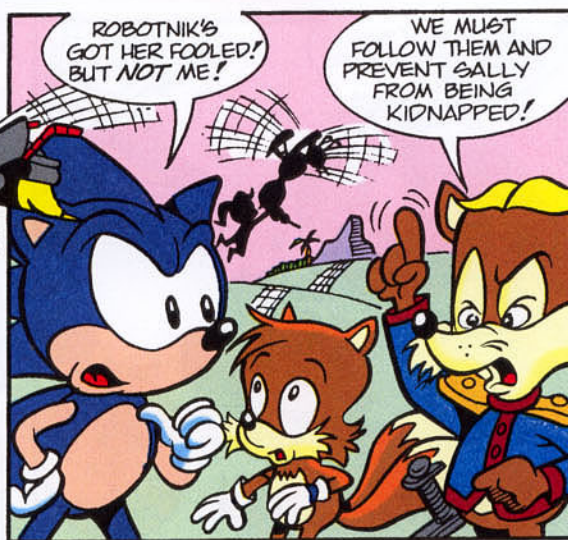
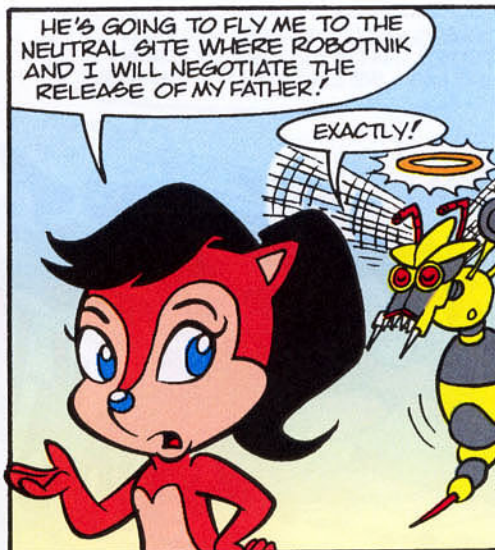
WRITTEN BY MICHAEL GALLAGHER	DRAWN BY SCOTT SHAW!	INKED BY BILL WHITE	LETTERED BY DAN NAKROSIS	COLORS BY BARRY GROSSMAN	EDITED BY DARYL EDELMAN	EDITOR-IN- CHIEF RICHARD GOLDWATER
------------------------------------	----------------------------	---------------------------	-----------------------------------	--------------------------------	----------------------------------	---

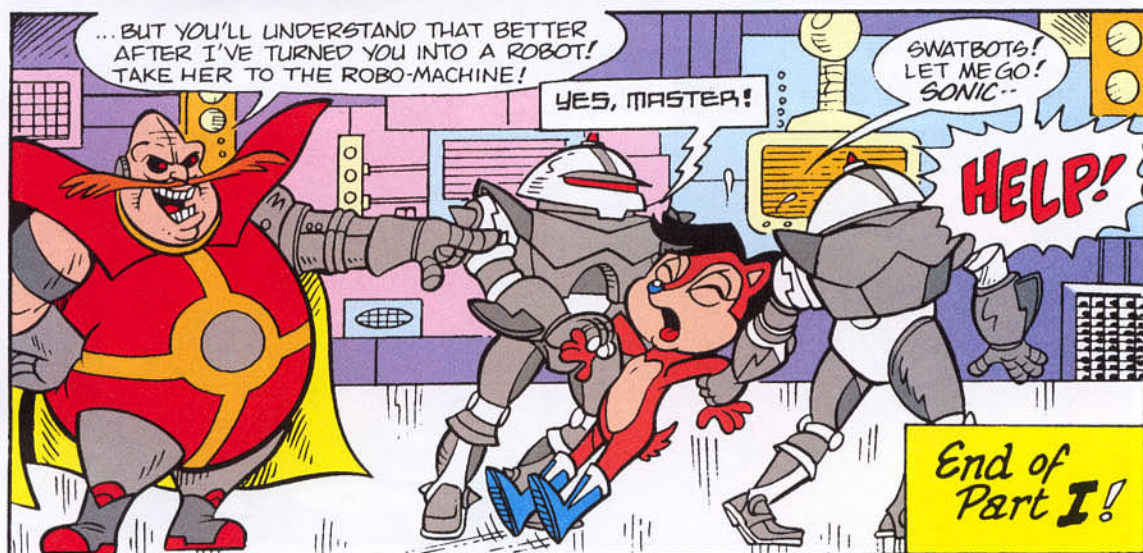
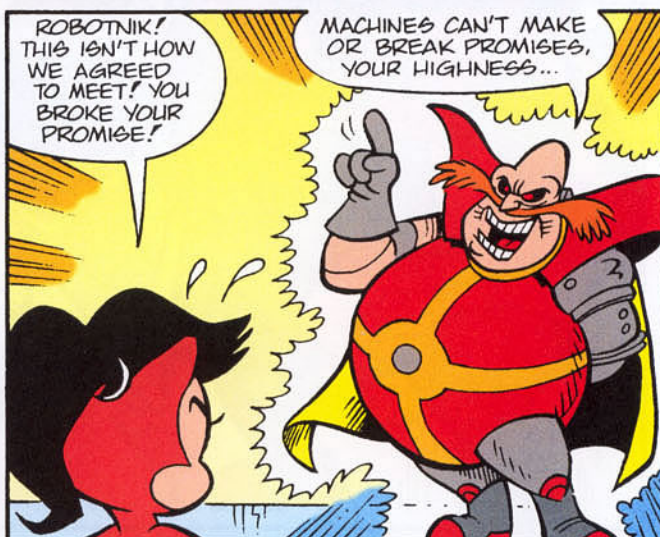
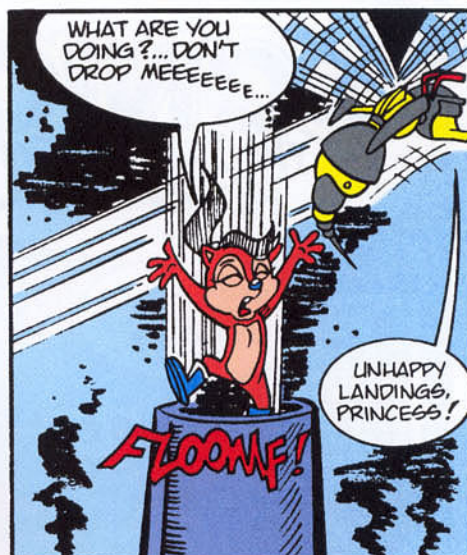
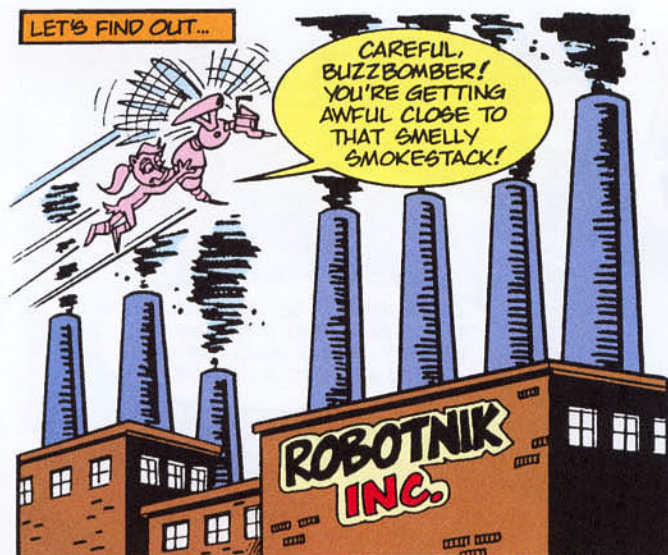


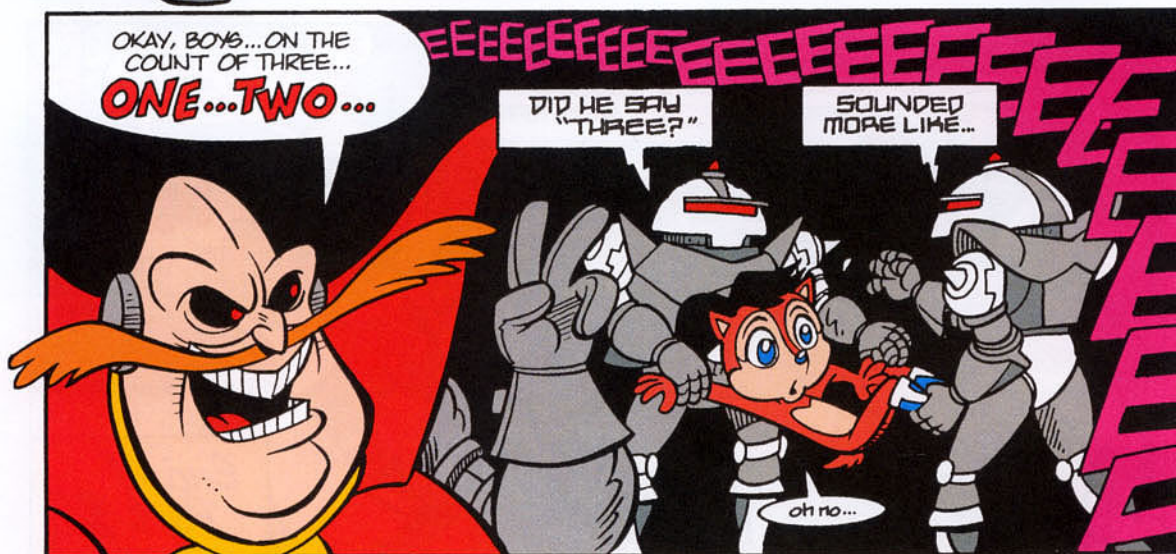


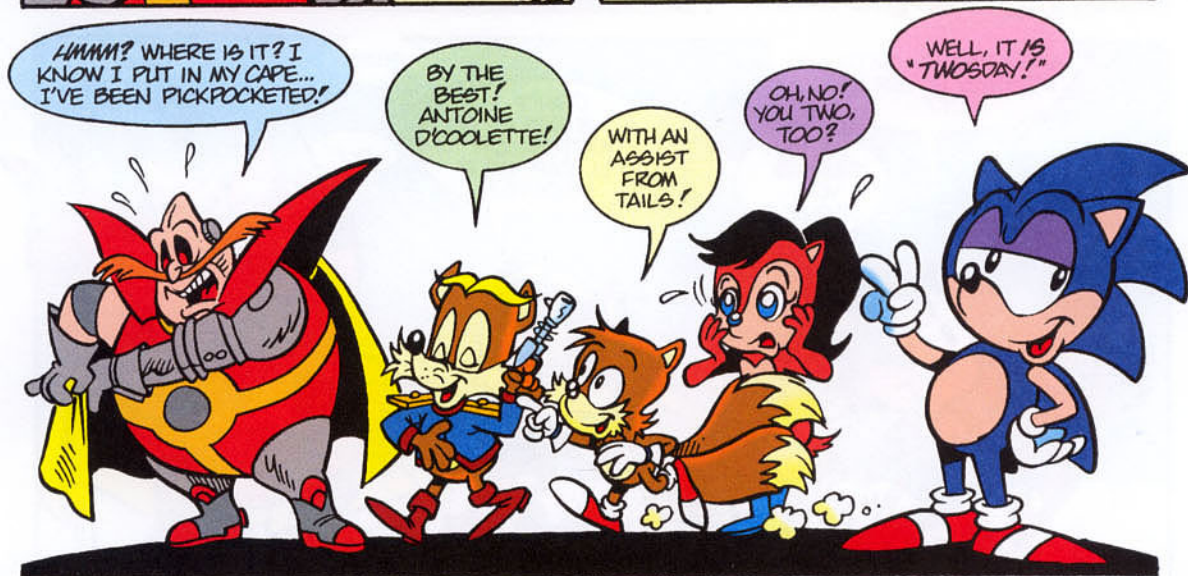
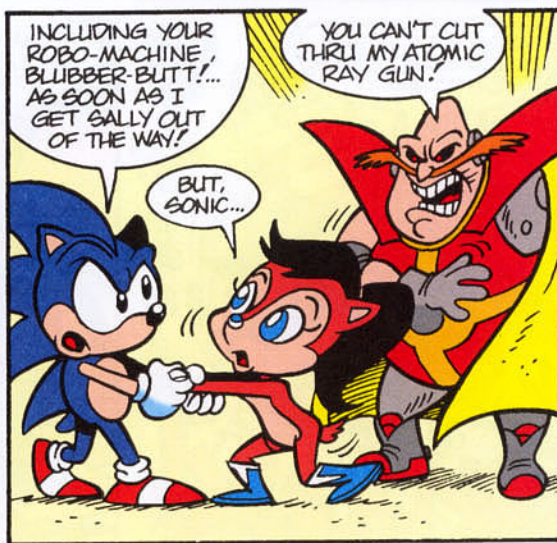
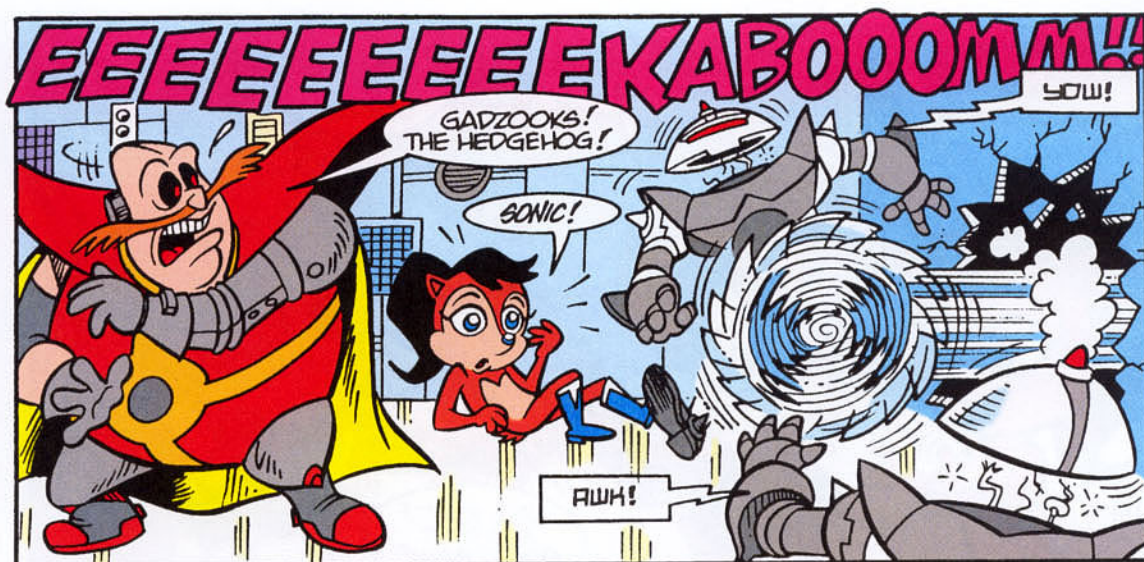


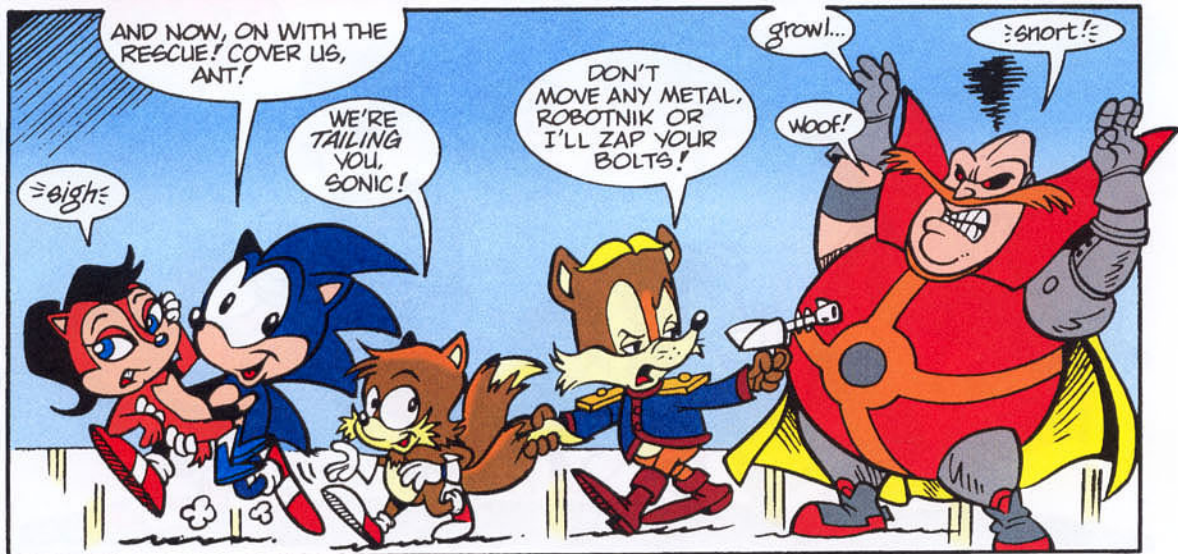
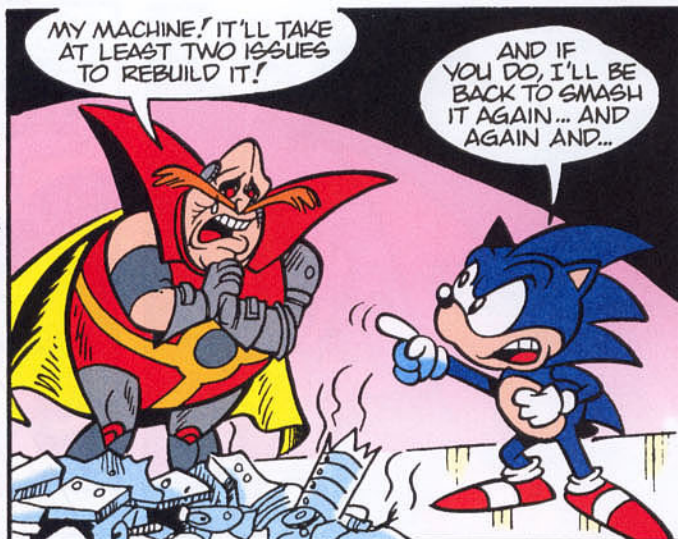
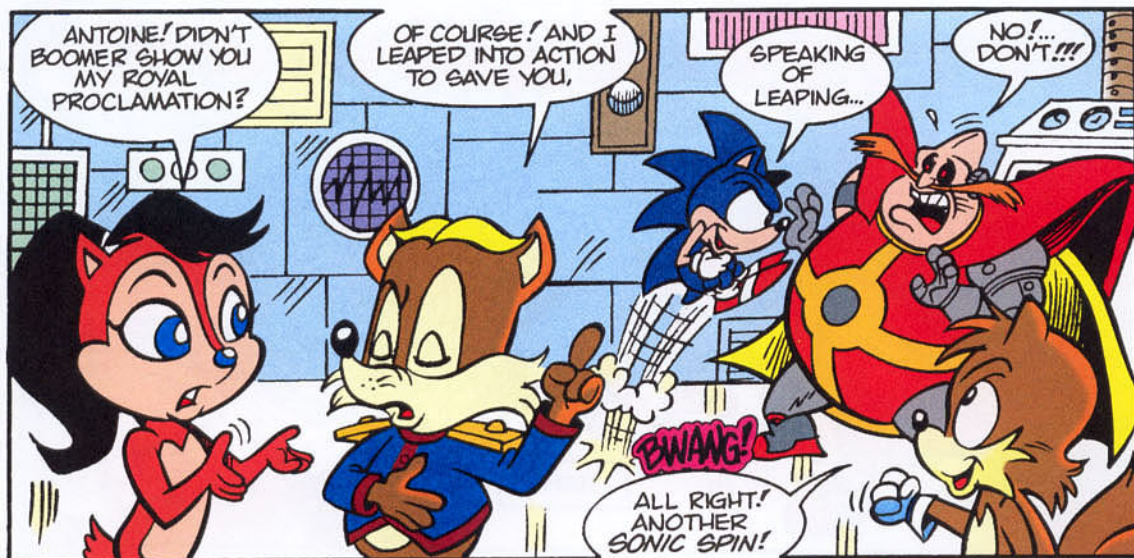


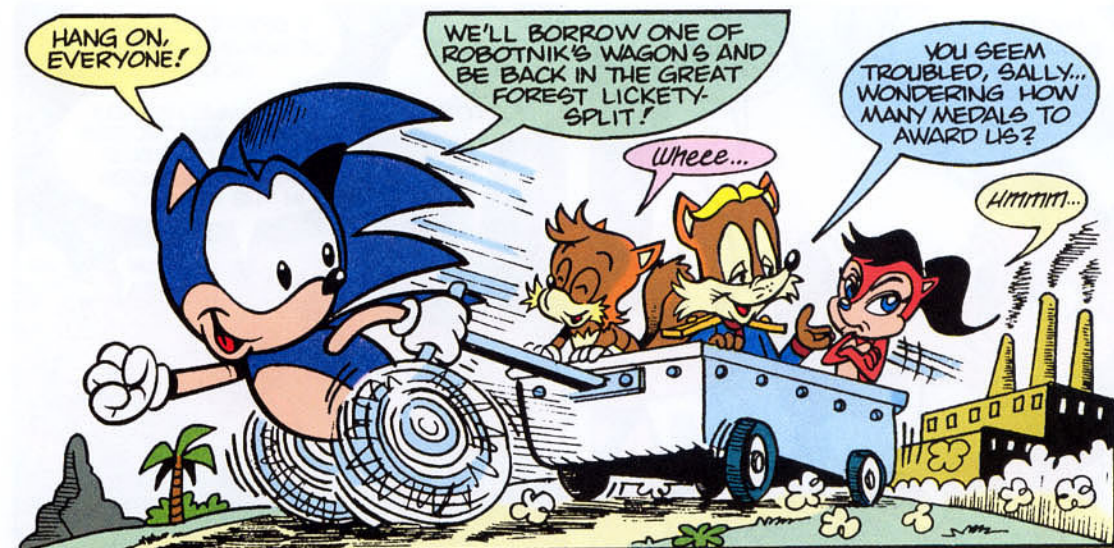


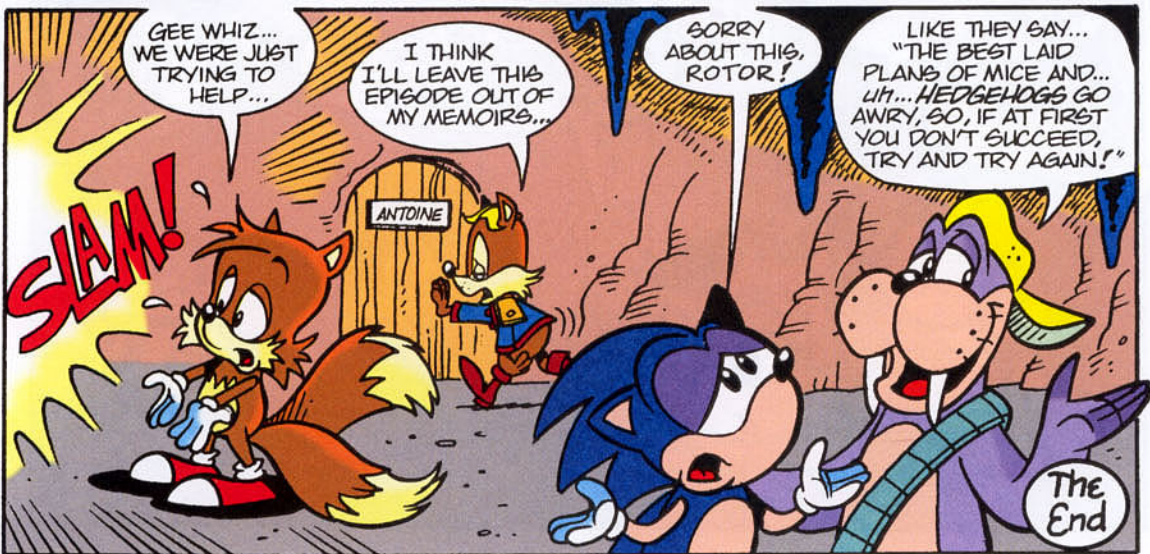
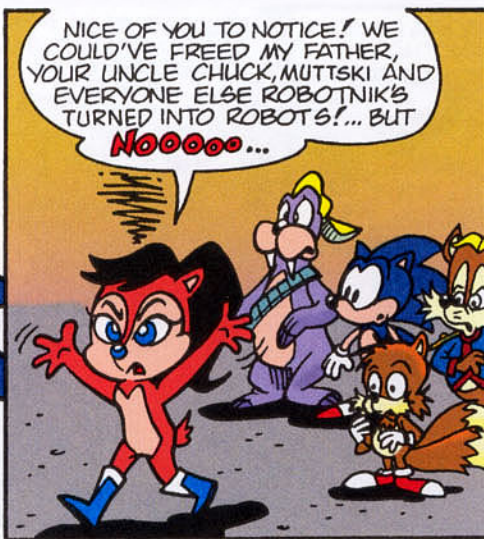
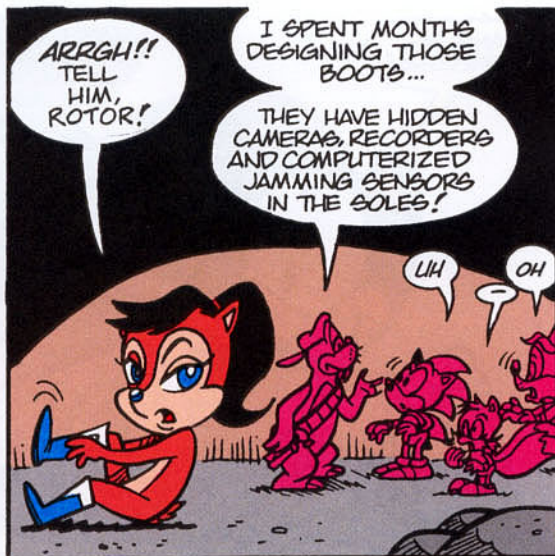










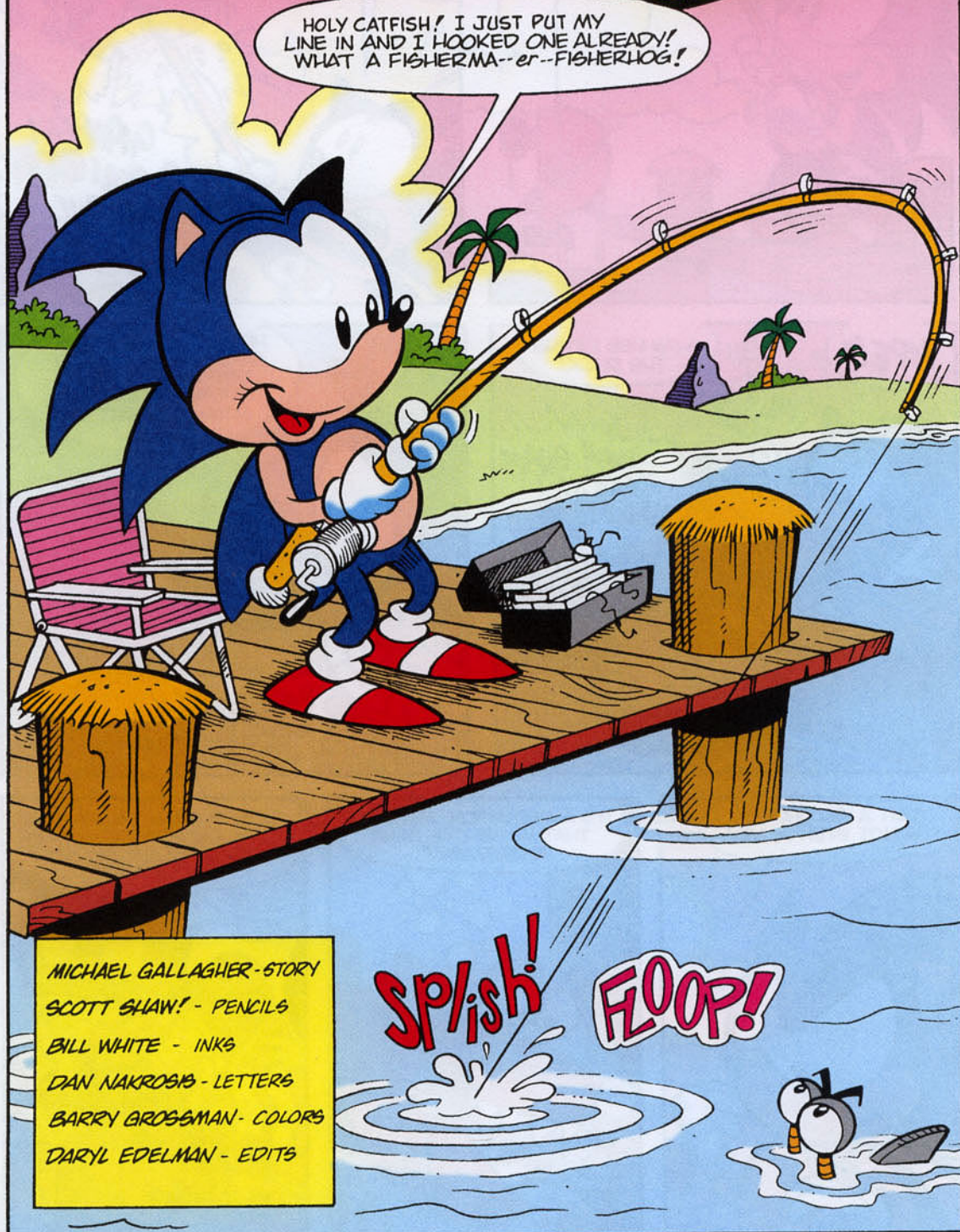


SONICTM THE HEDGEHOG

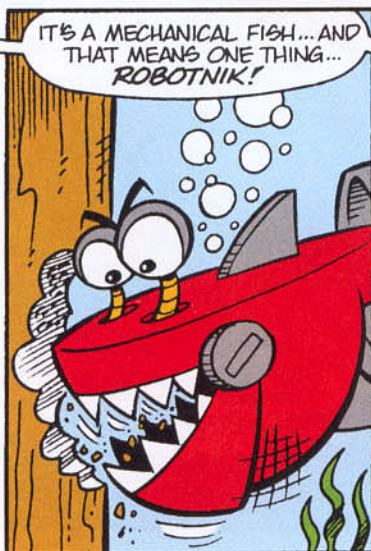
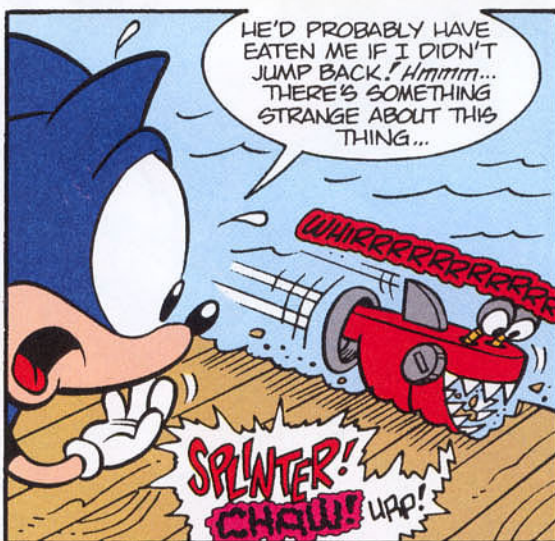
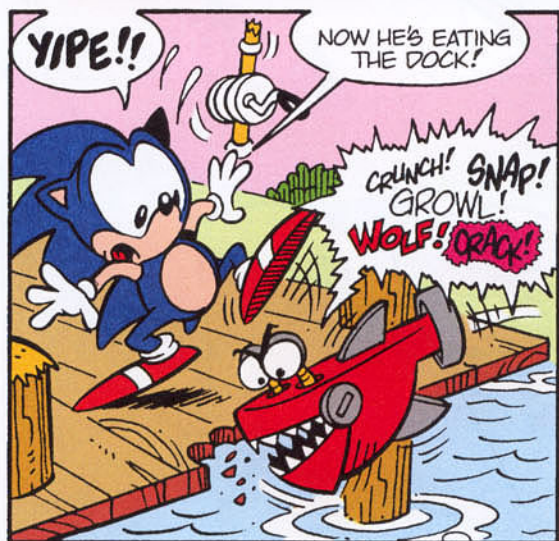
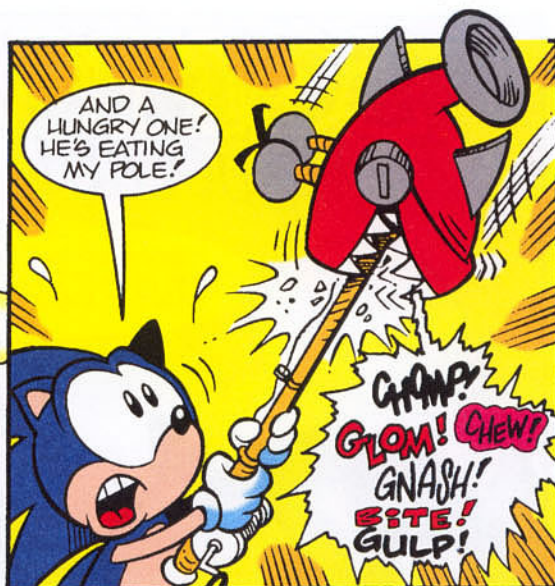
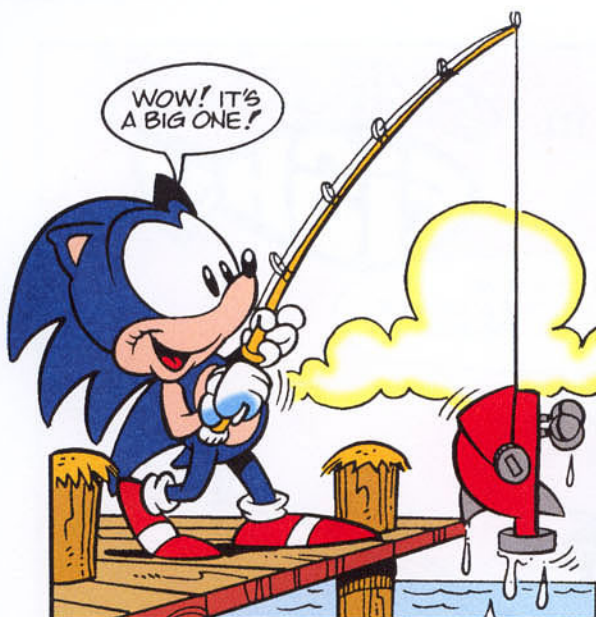
in

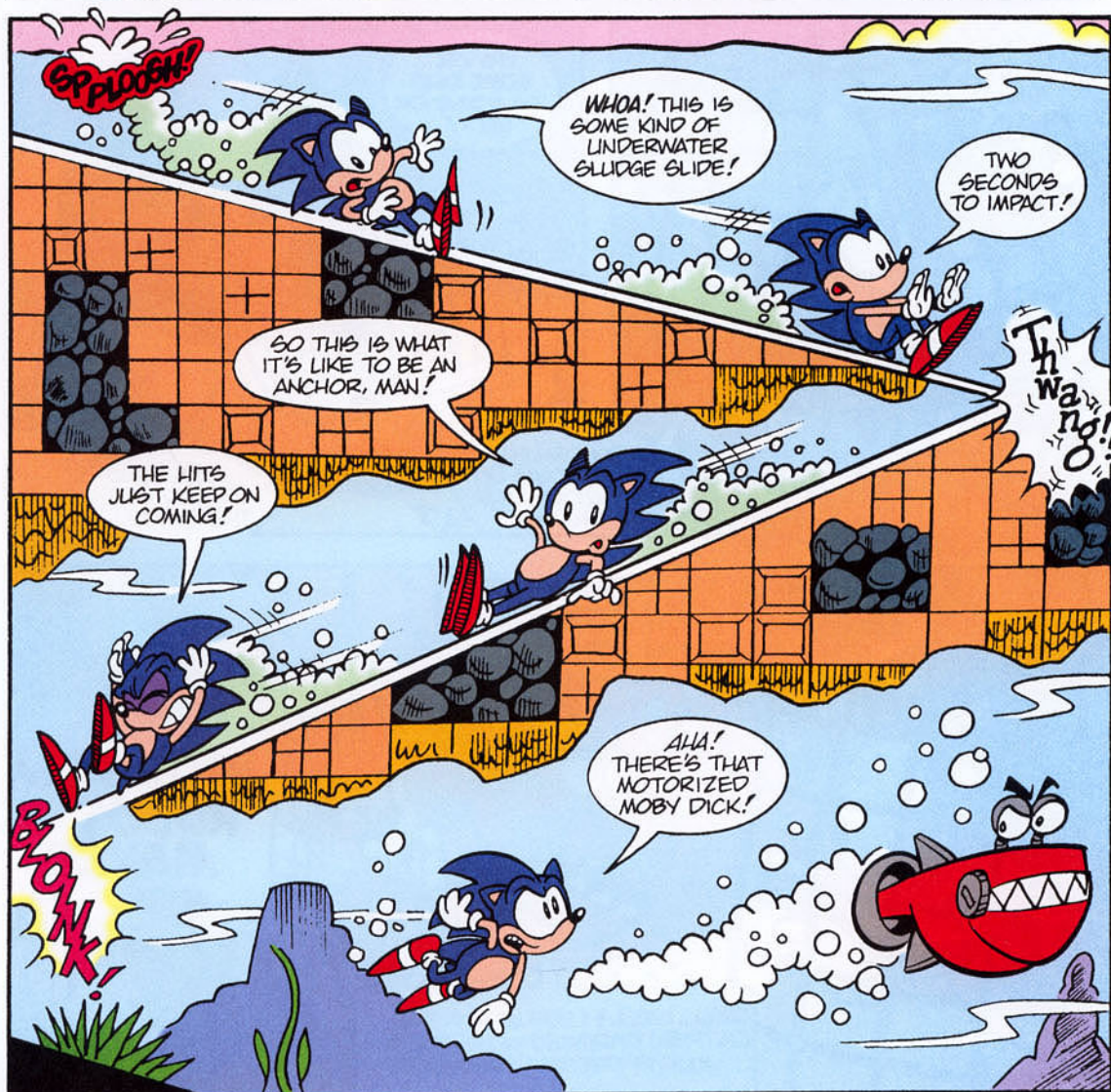
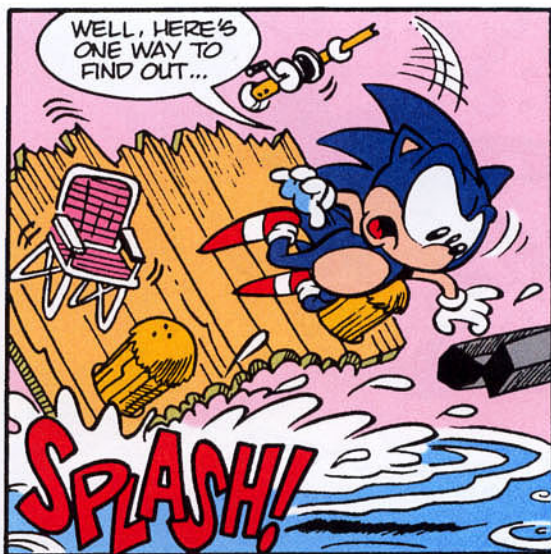
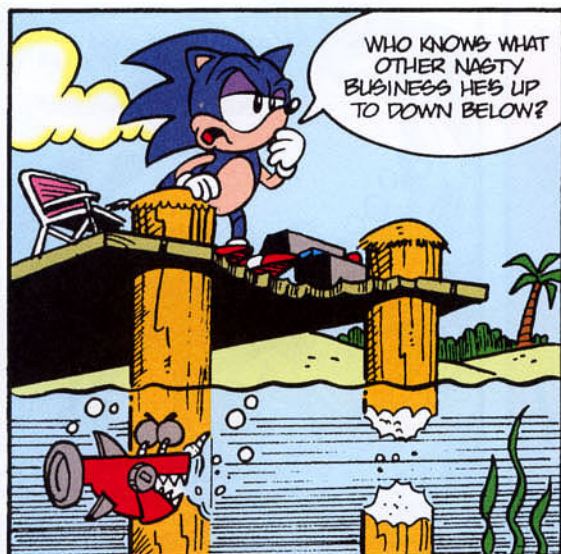
something FISHY

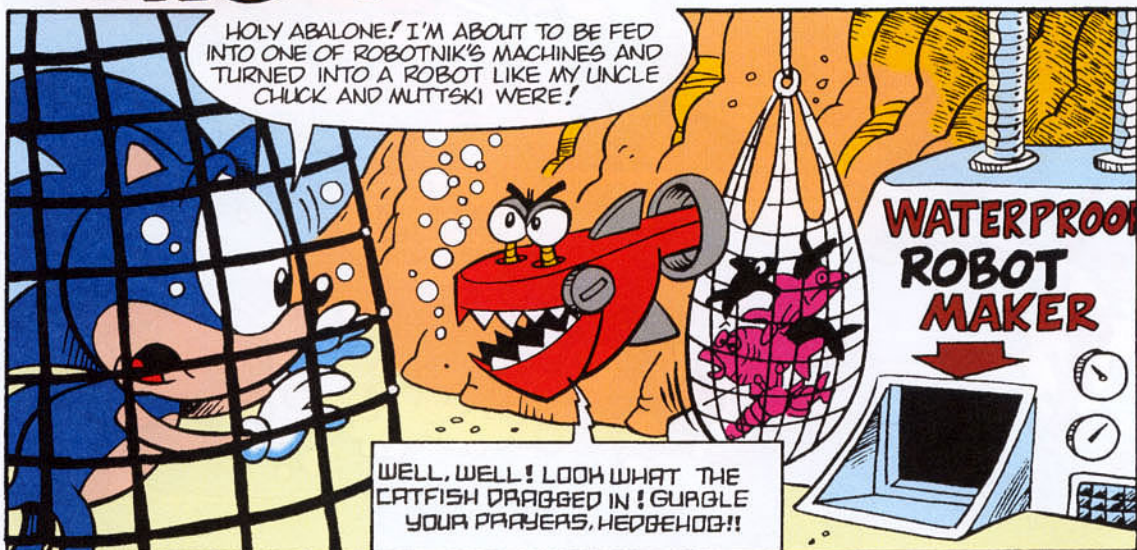
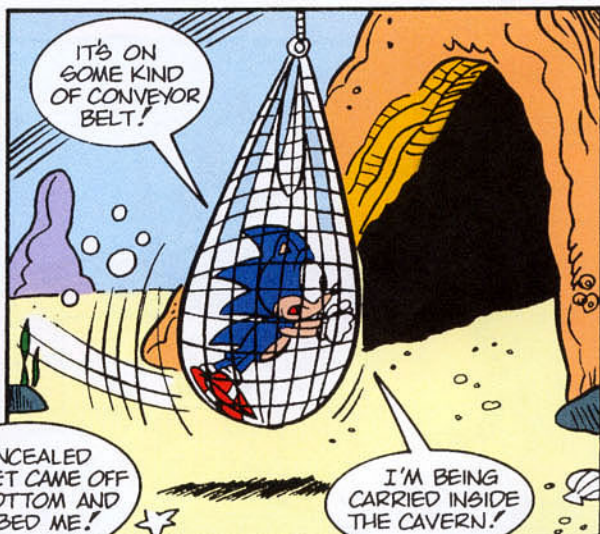
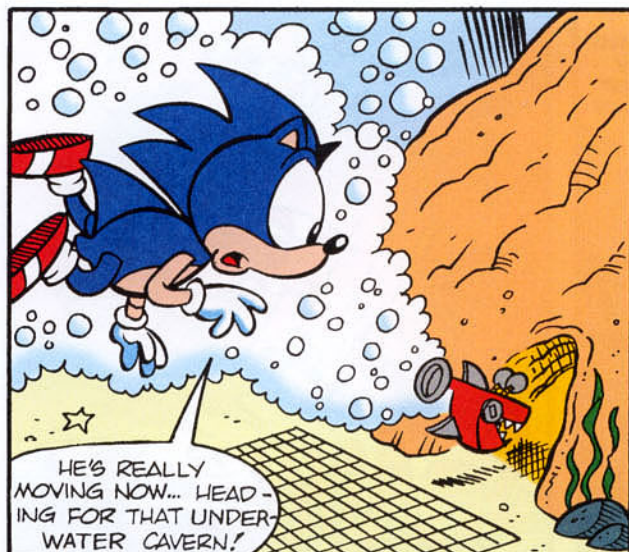
HOLY CATFISH! I JUST PUT MY
LINE IN AND I HOOKED ONE ALREADY!
WHAT A FISHERMA--er--FISHERHOG!



MICHAEL GALLAGHER - STORY
SCOTT SHAW! - PENCILS
BILL WHITE - INKS
DAN NAKROBIS - LETTERS
BARRY GROSSMAN - COLORS
DARYL EDELMAN - EDITS

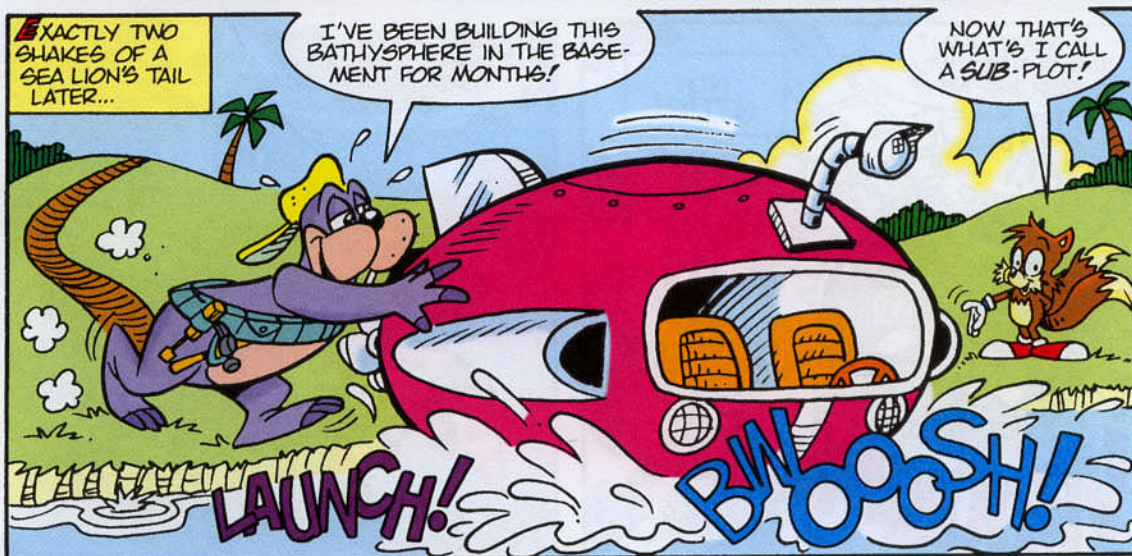
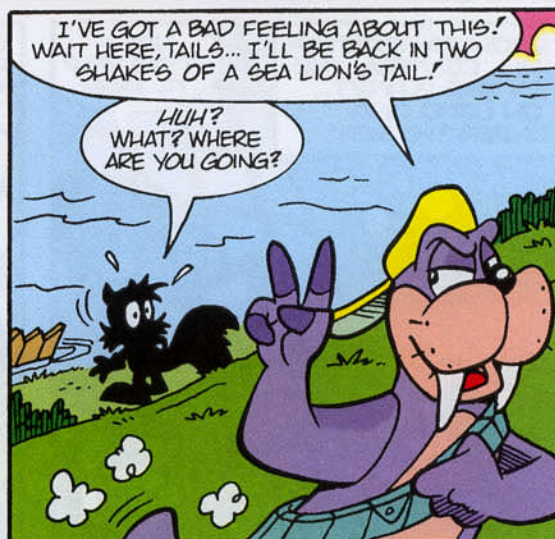


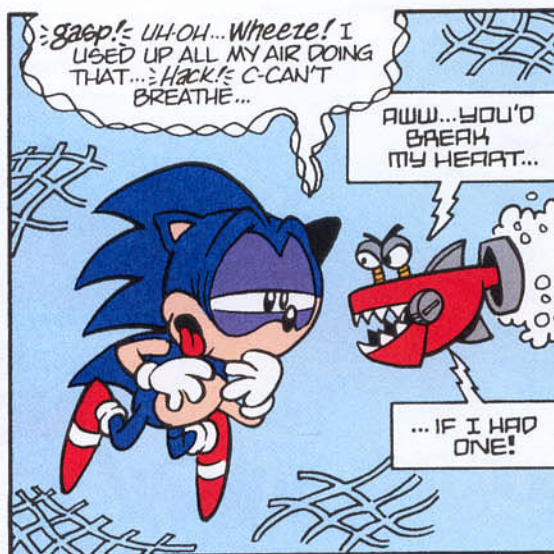
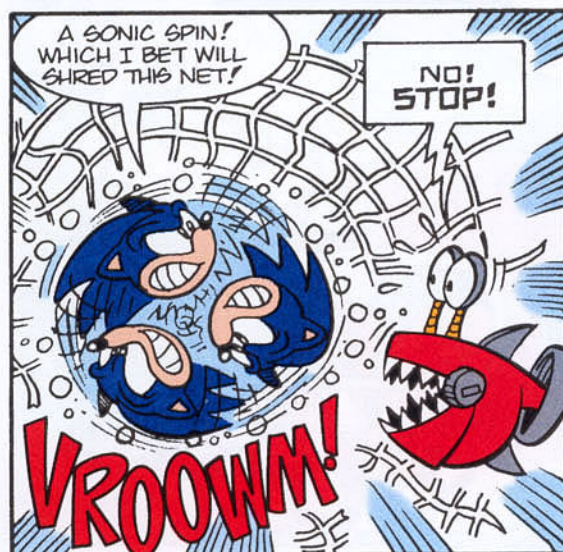
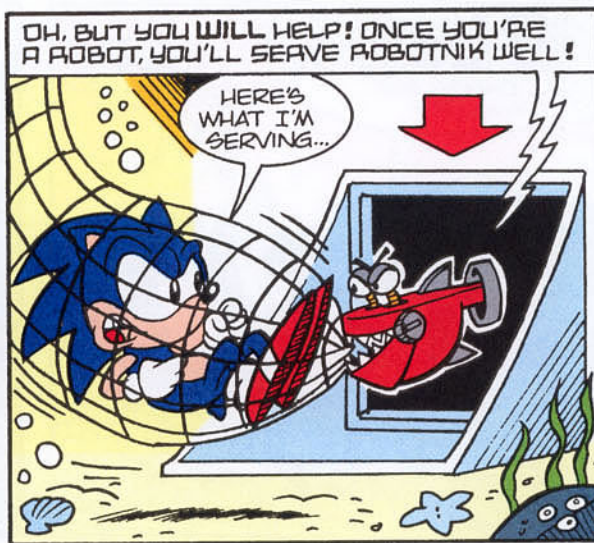
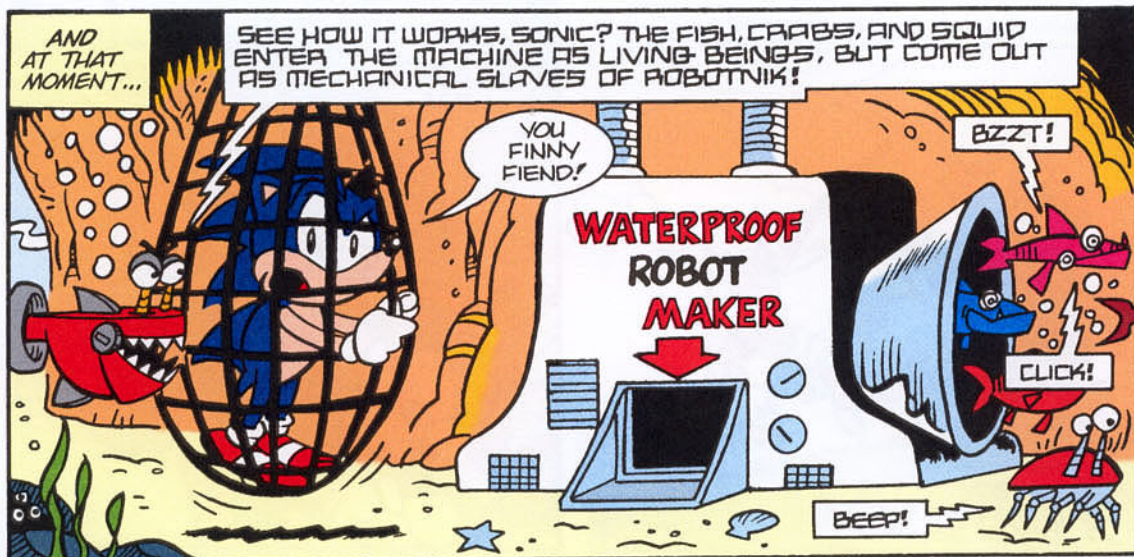


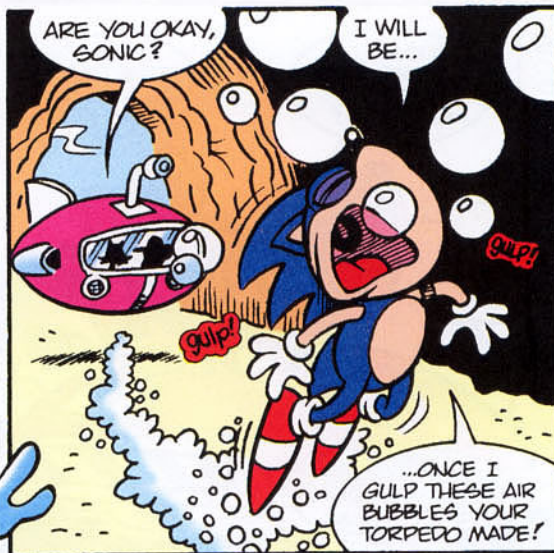
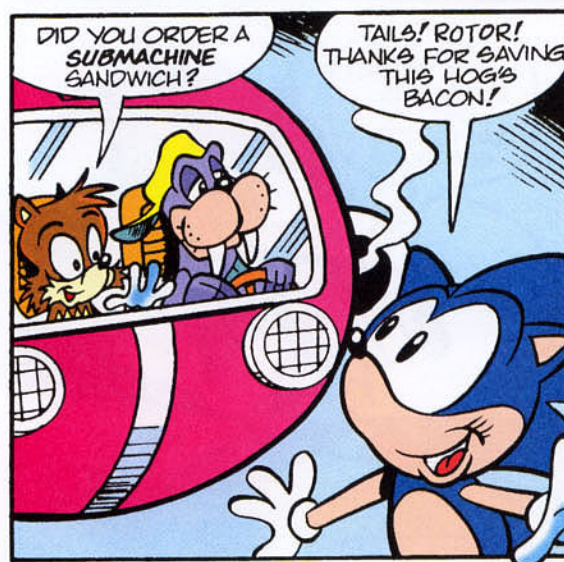
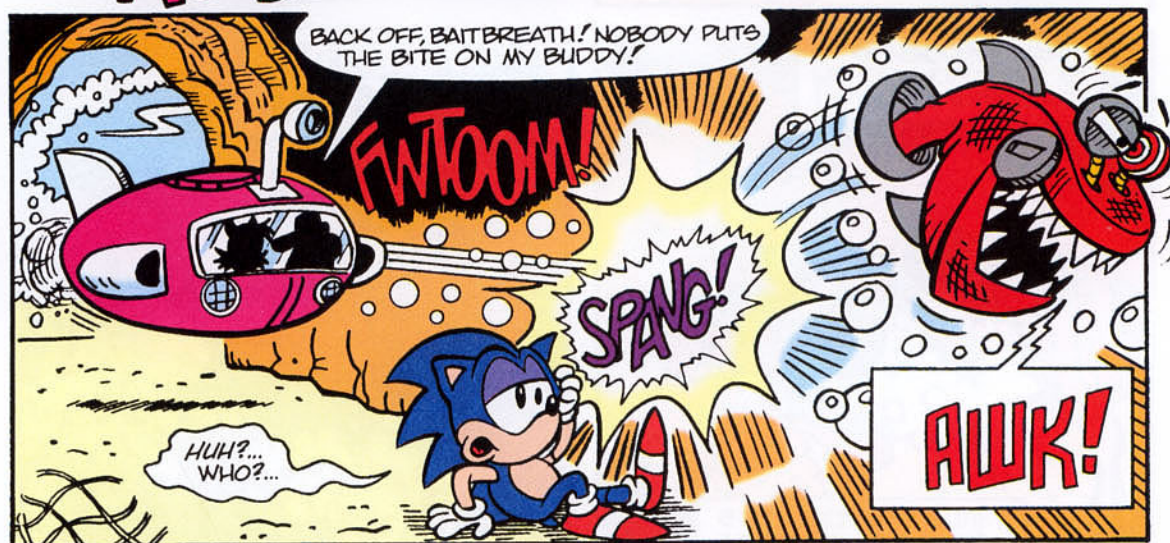
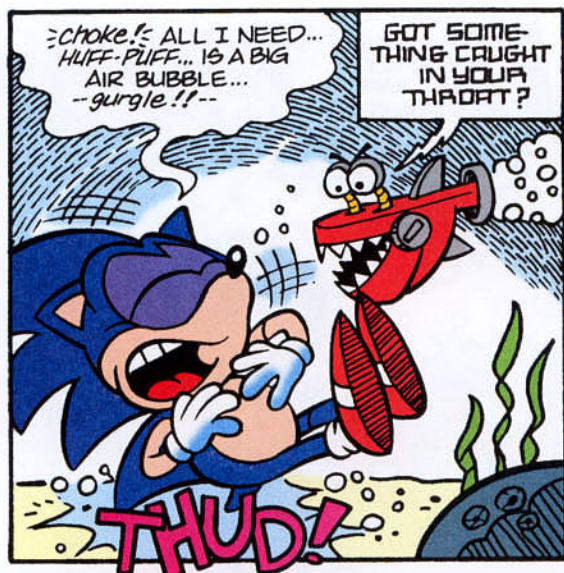


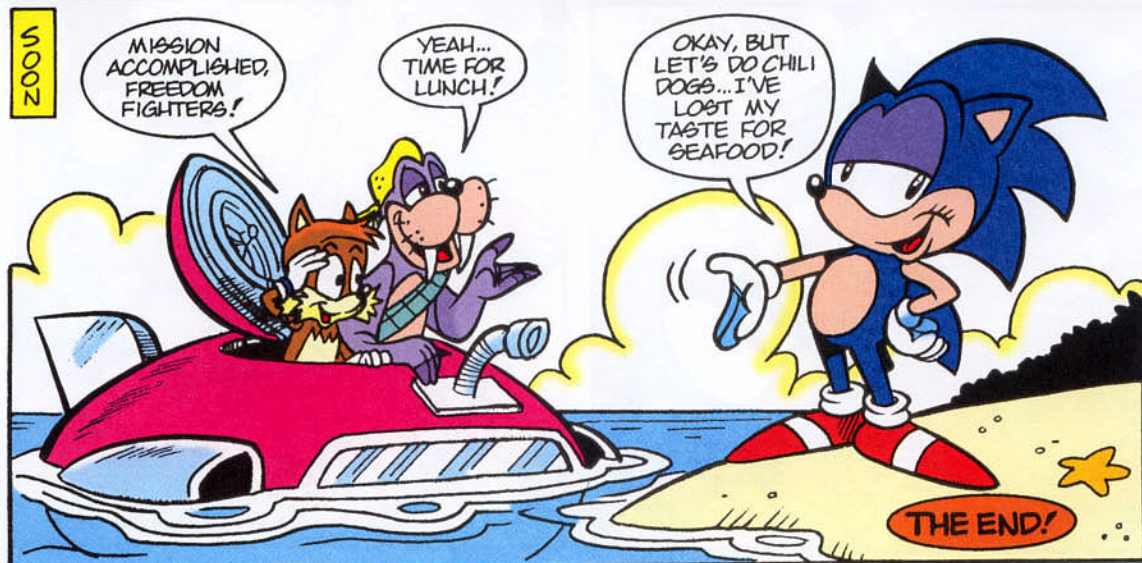
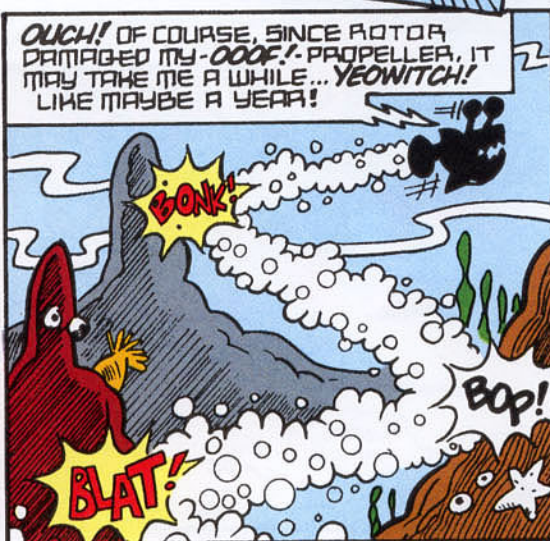
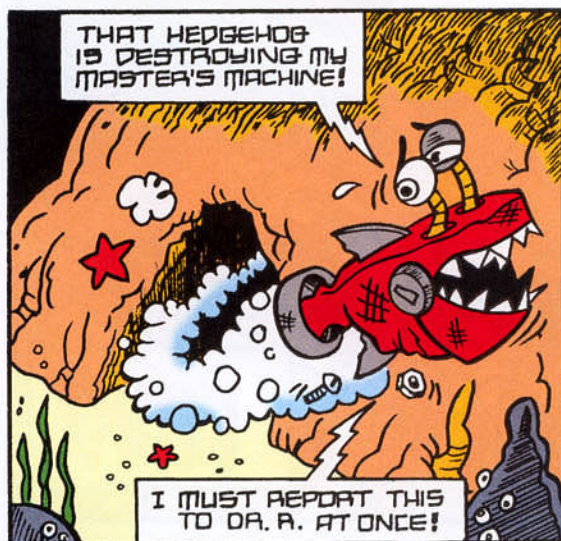
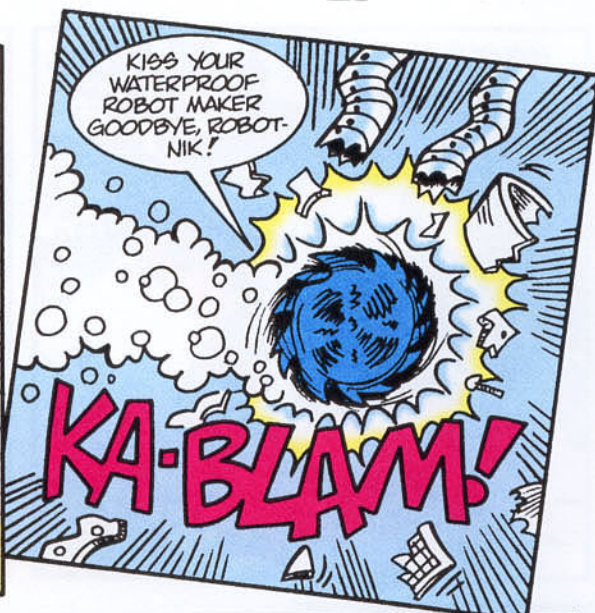
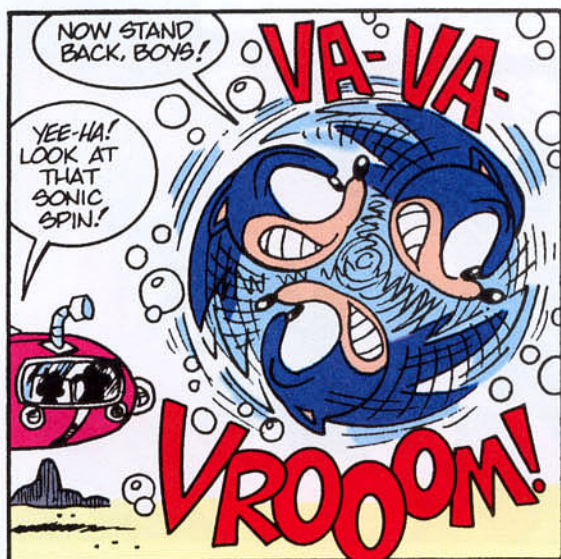
MEANWHILE...

THIS IS WHERE SONIC
TOLD US TO MEET HIM,
TAILS!









archie
adventure
series

NO.2 US \$1.25
APRIL CAN \$1.50



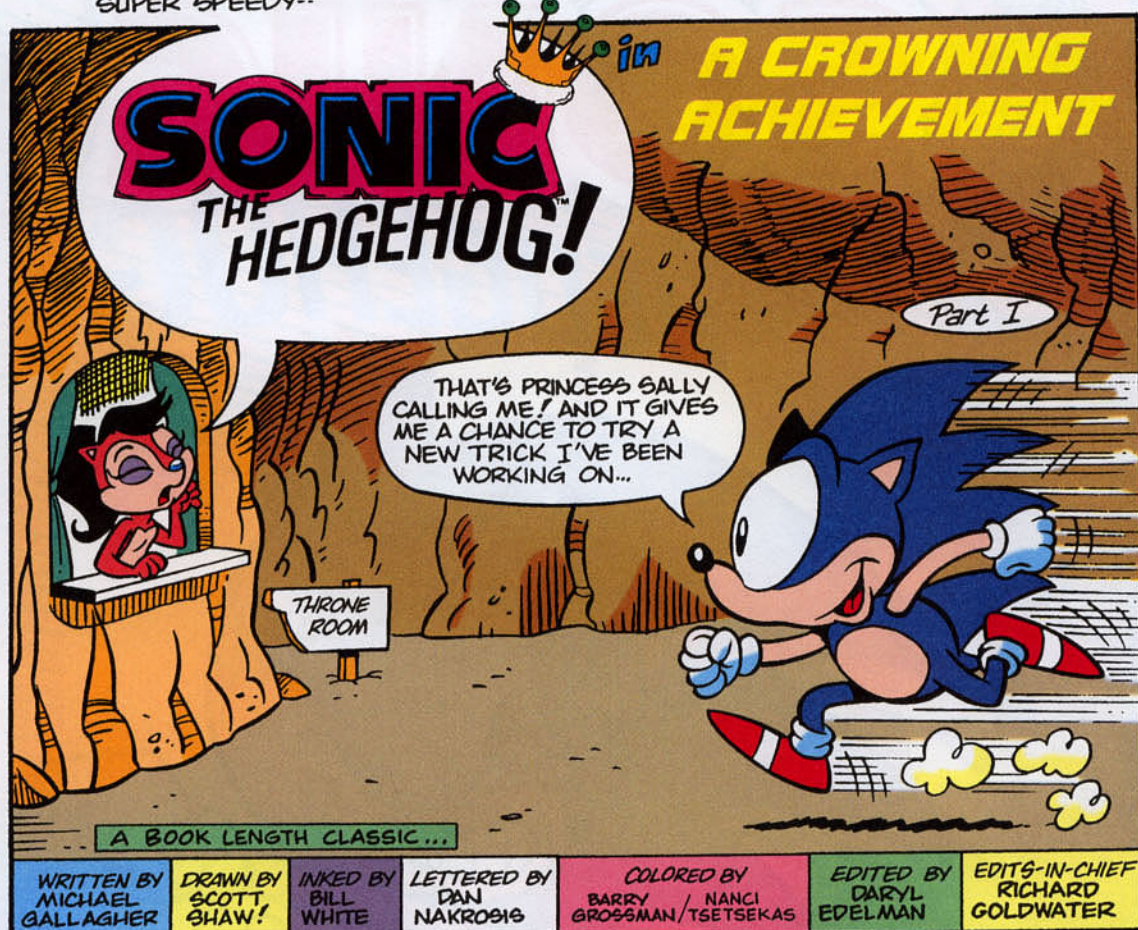
APPROVED
BY THE
COMICS
CODE
AUTHORITY
46977

SONIC

THE HEDGEHOG™



THE PLANET MOBIUS HAS BEEN TAKEN OVER BY THE EVIL INDUSTRIALIST, DR. ROBOTNIK, WHO INTENDS TO TURN EVERY LIVING BEING INTO A ROBOT! BUT NOT IF THE FREEDOM FIGHTERS CAN HELP IT! LED BY PRINCESS SALLY ACORN, THEIR BIGGEST GUN IS THE SUPER SPEEDY--



SONIC
THE HEDGEHOG!

in **A CROWNING ACHIEVEMENT**

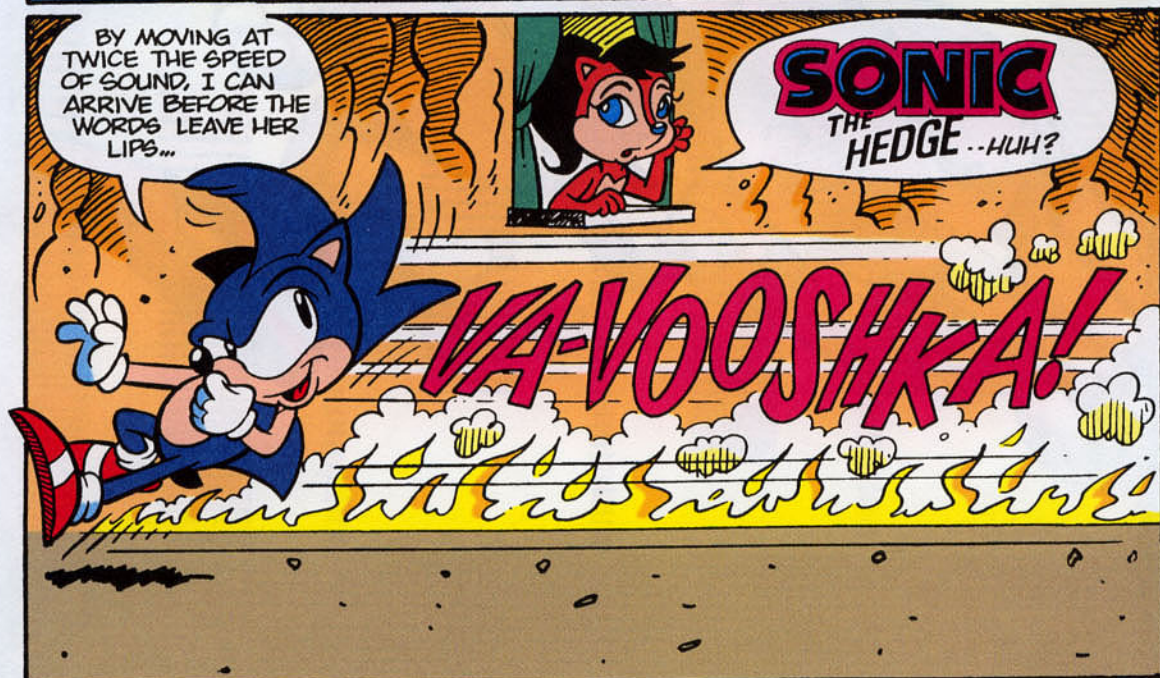
Part I

THAT'S PRINCESS SALLY CALLING ME! AND IT GIVES ME A CHANCE TO TRY A NEW TRICK I'VE BEEN WORKING ON...

THRONE ROOM

A BOOK LENGTH CLASSIC...

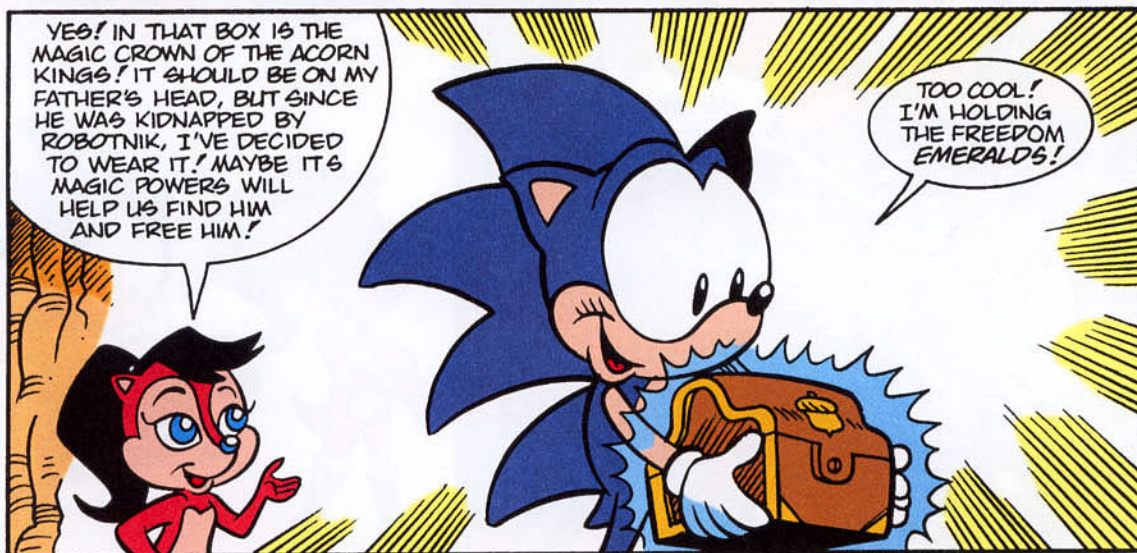
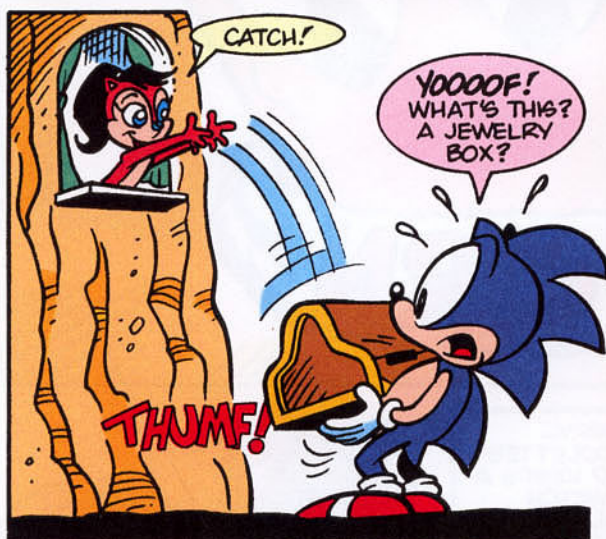
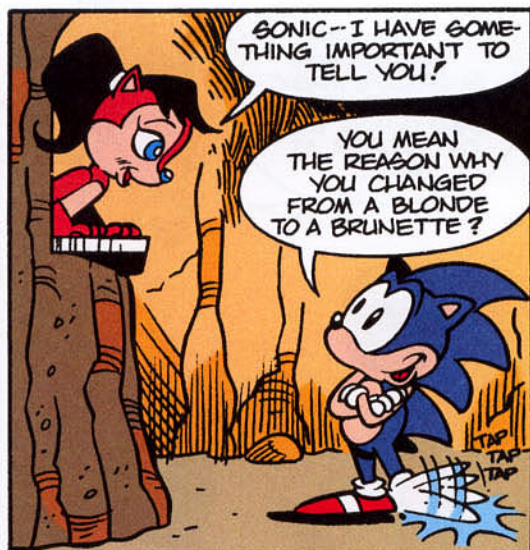
WRITTEN BY MICHAEL GALLAGHER	DRAWN BY SCOTT SHAW!	INKED BY BILL WHITE	LETTERED BY DAN NAKROSIS	COLORS BY BARRY GROSSMAN / Nanci TSETSEKAS	EDITED BY DARYL EDELMAN	EDITS-IN-CHIEF RICHARD GOLDWATER
---------------------------------	-------------------------	------------------------	-----------------------------	---	----------------------------	-------------------------------------



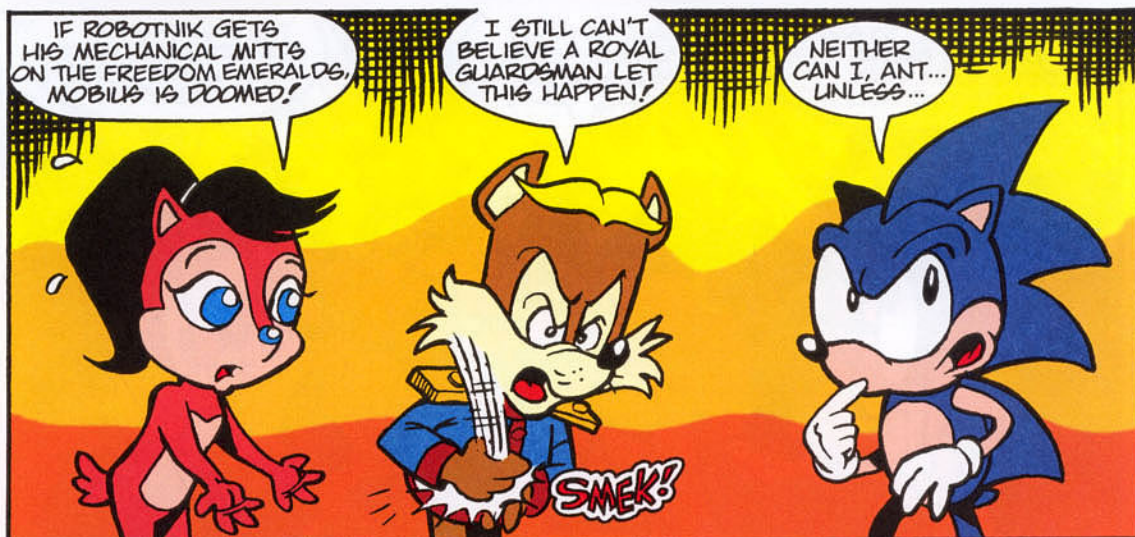
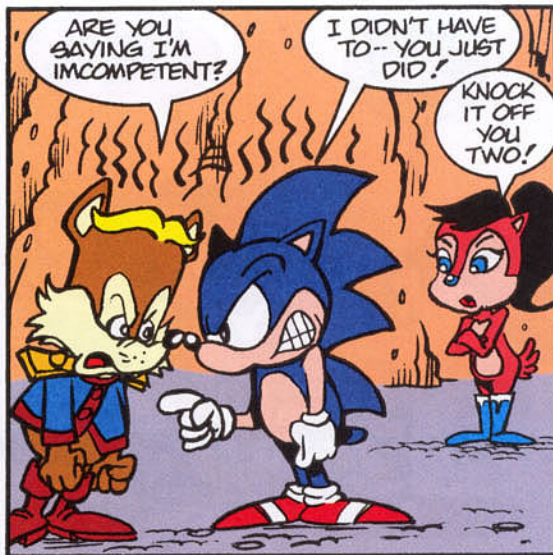
BY MOVING AT TWICE THE SPEED OF SOUND, I CAN ARRIVE BEFORE THE WORDS LEAVE HER LIPS...

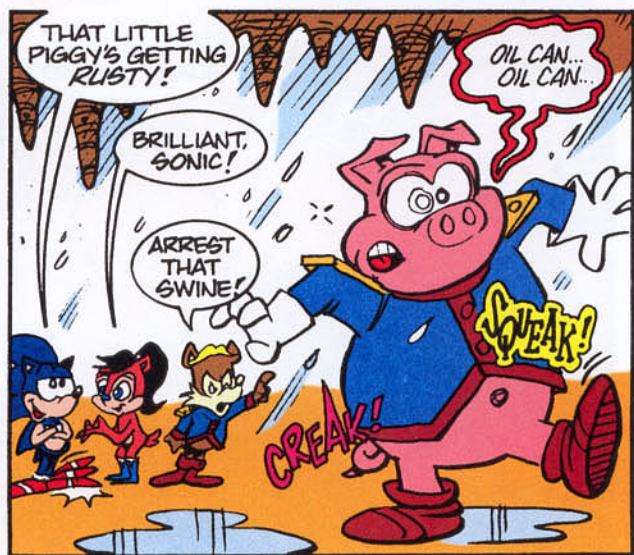
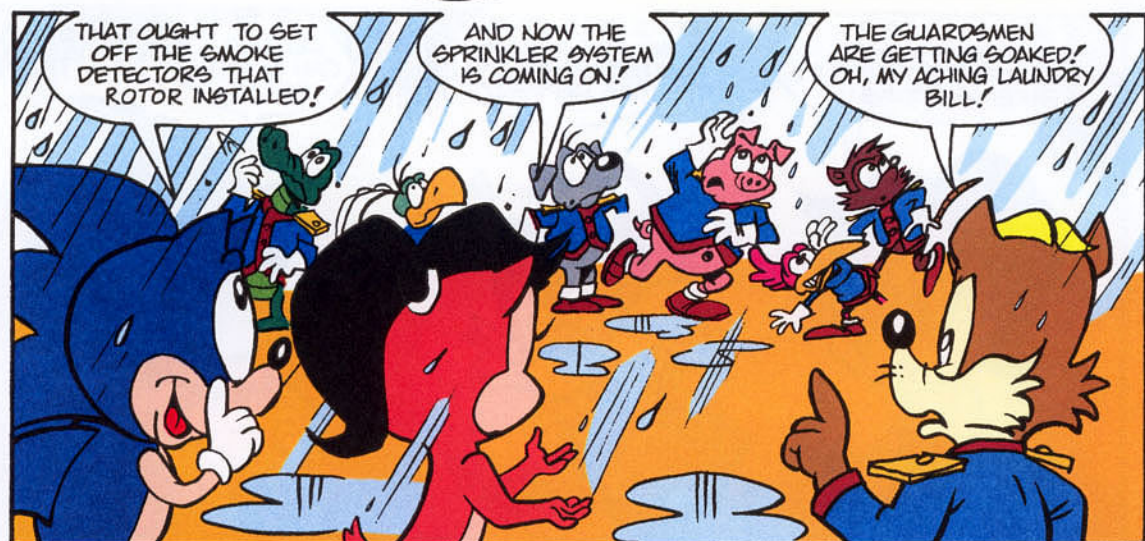
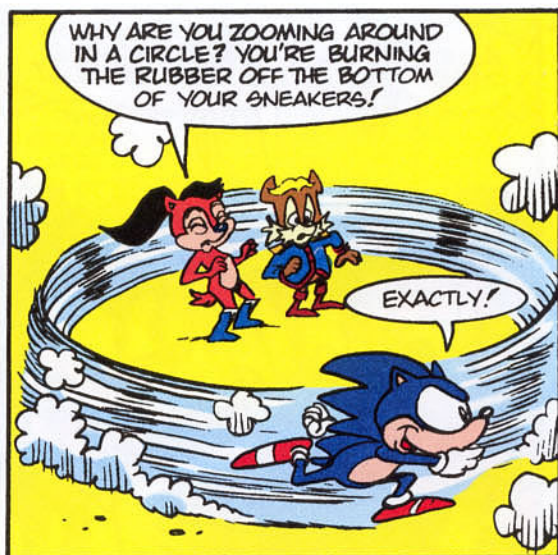
SONIC
THE HEDGE...HUH?

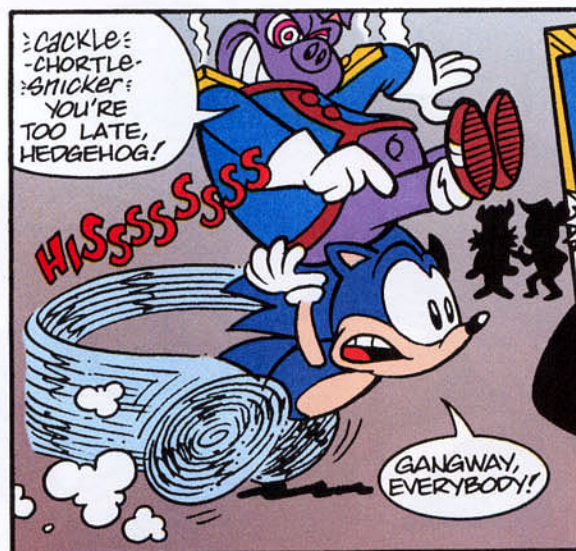
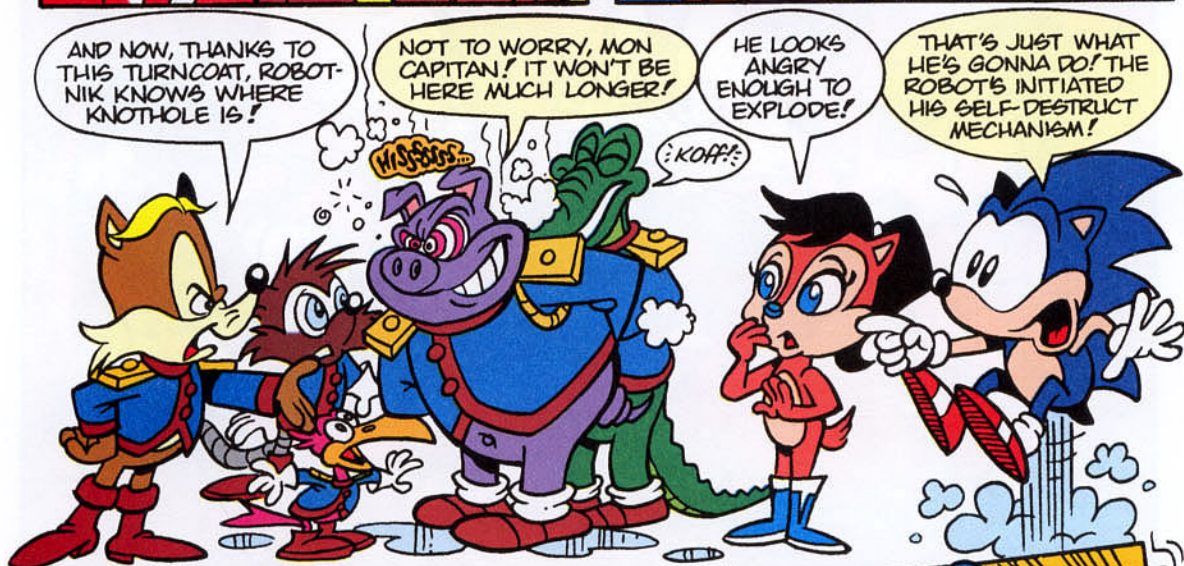
VA-VOOSHKA!

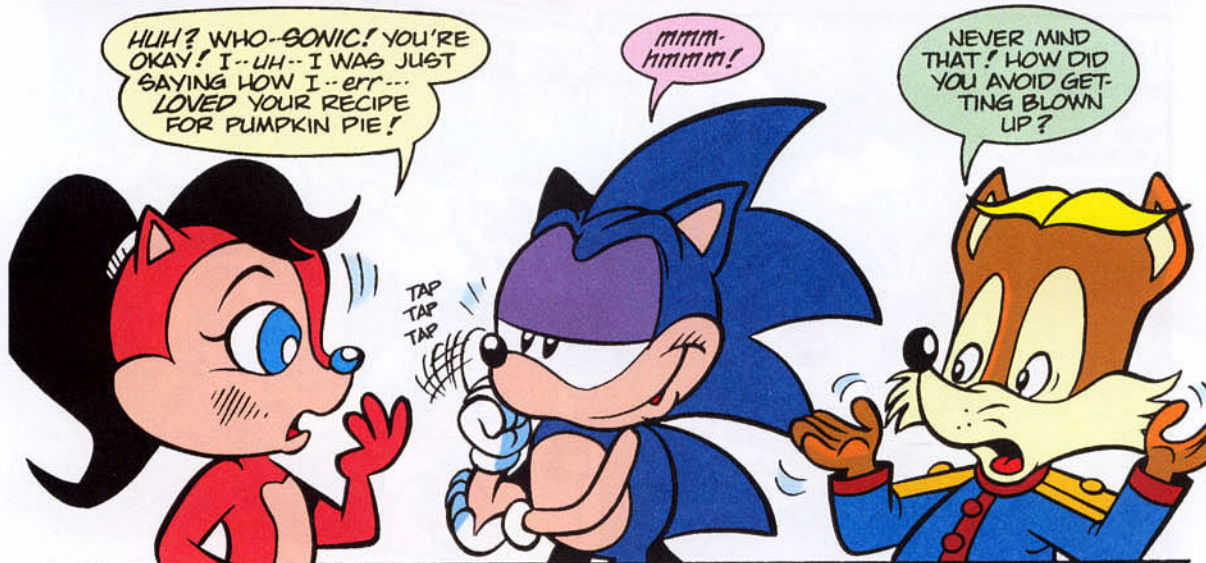


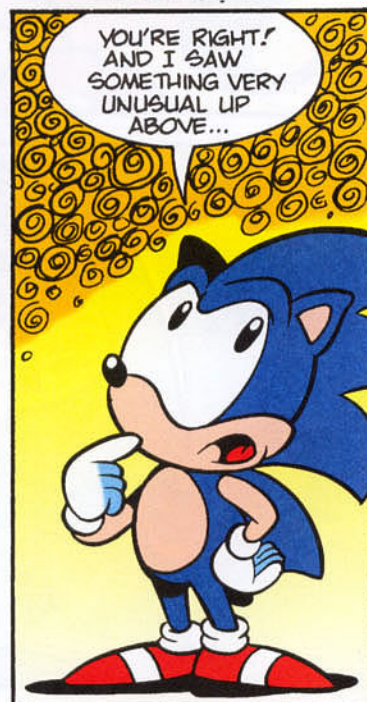
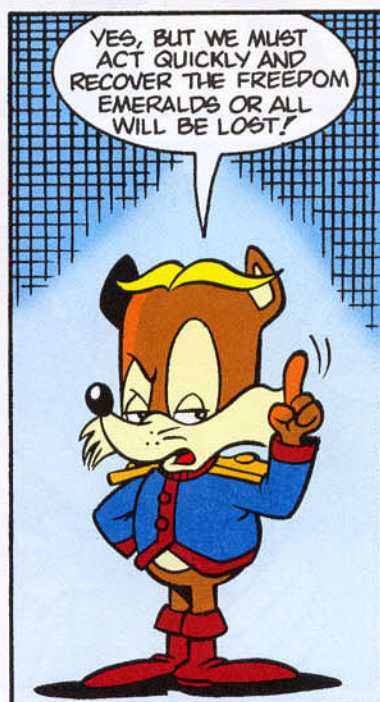
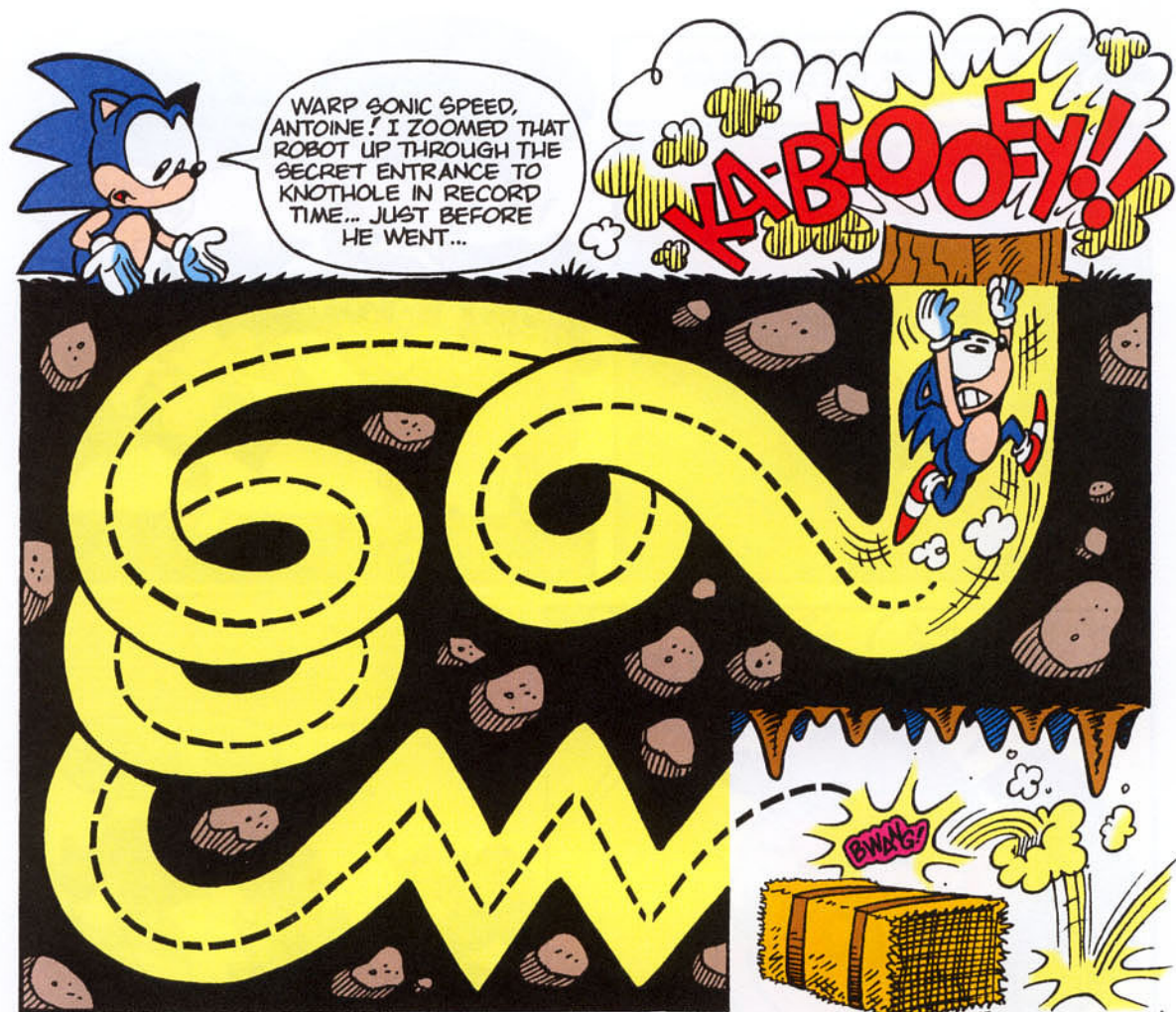


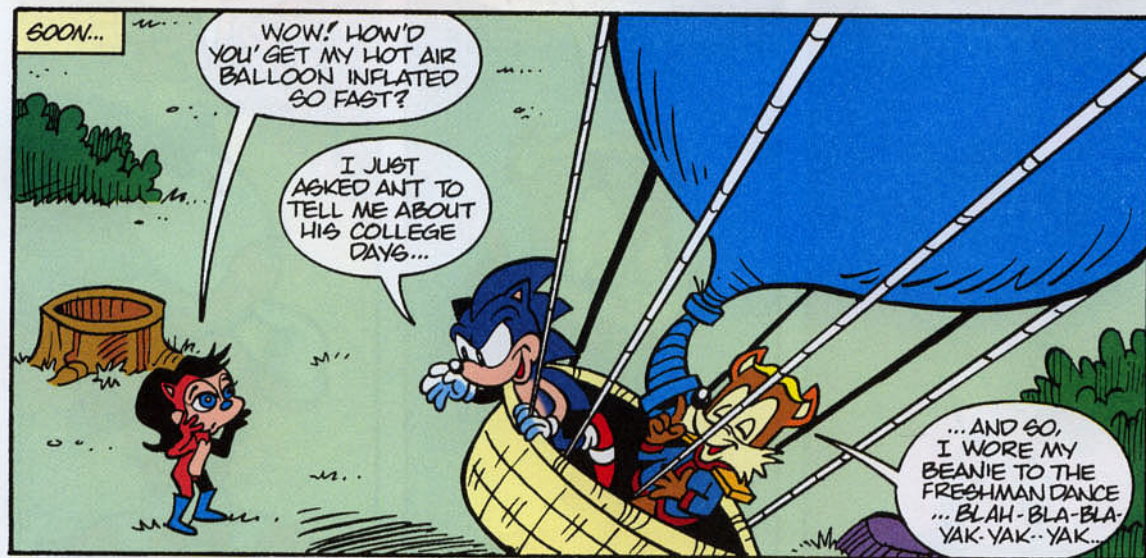
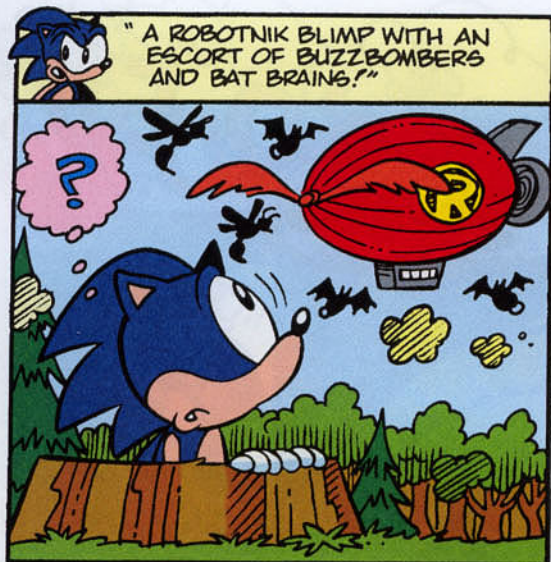


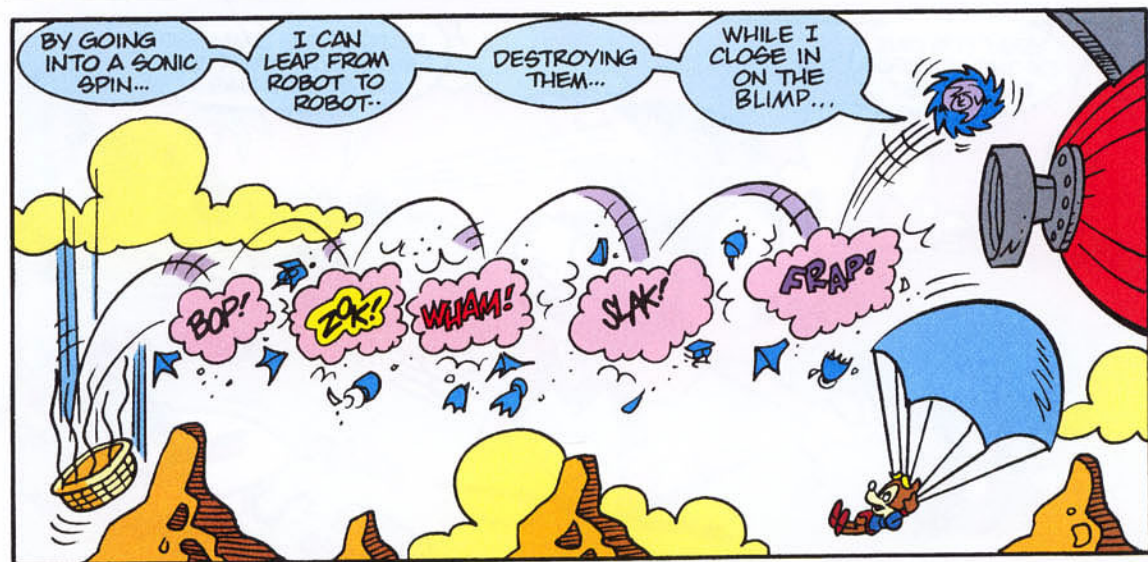
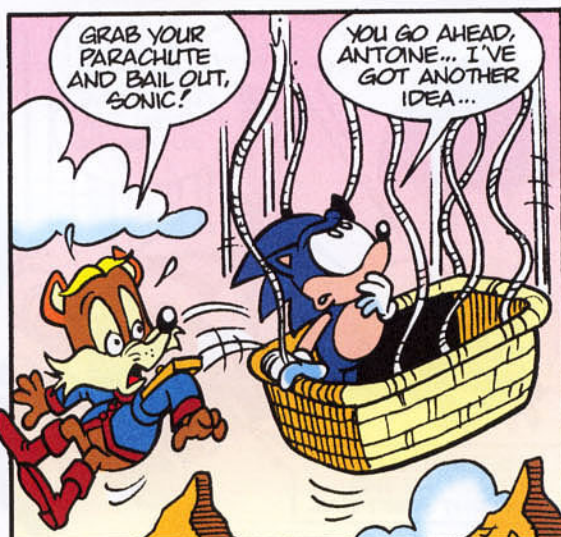
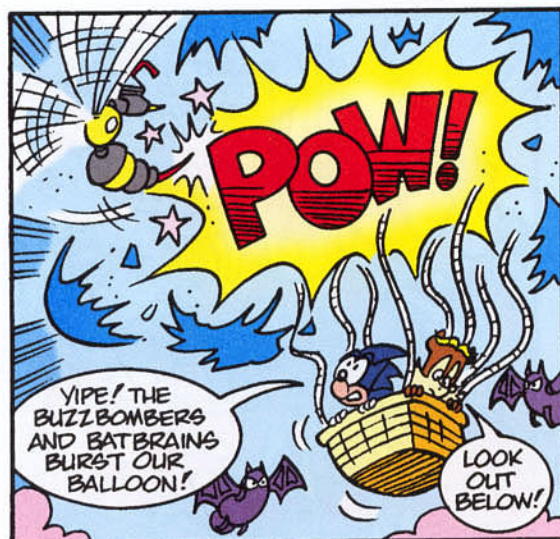
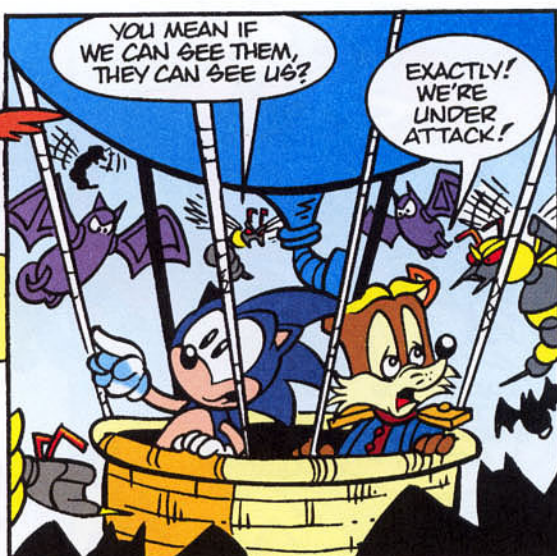
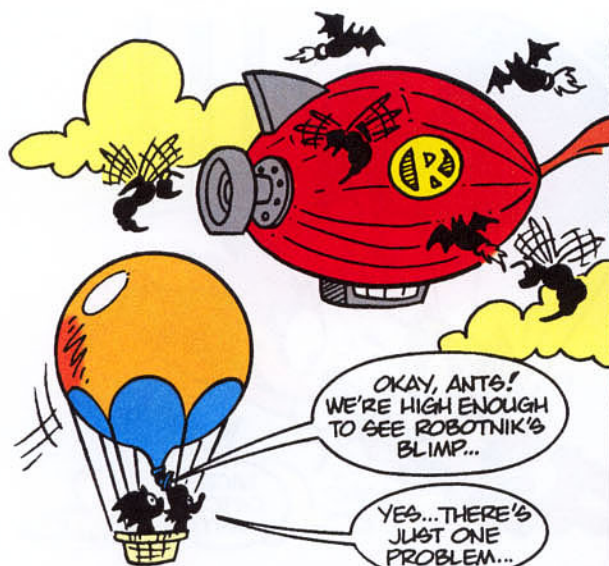


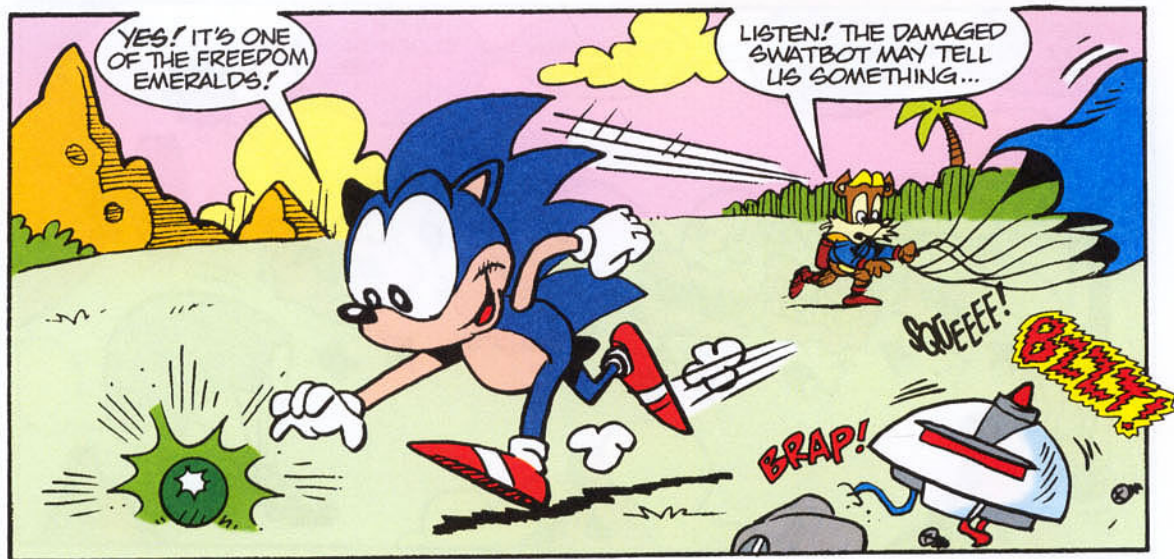
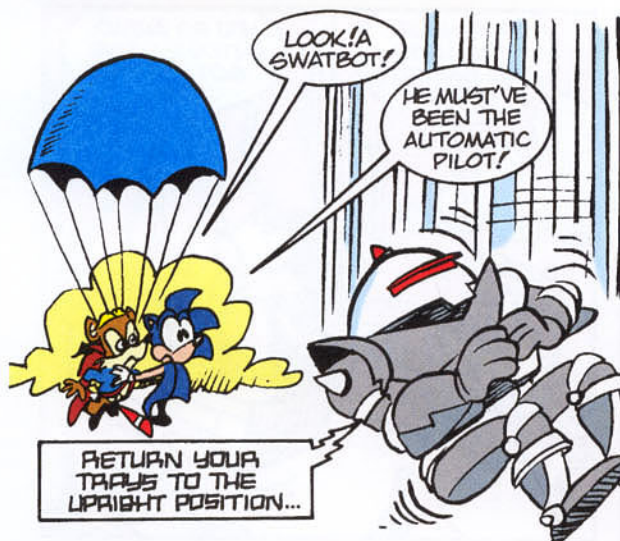
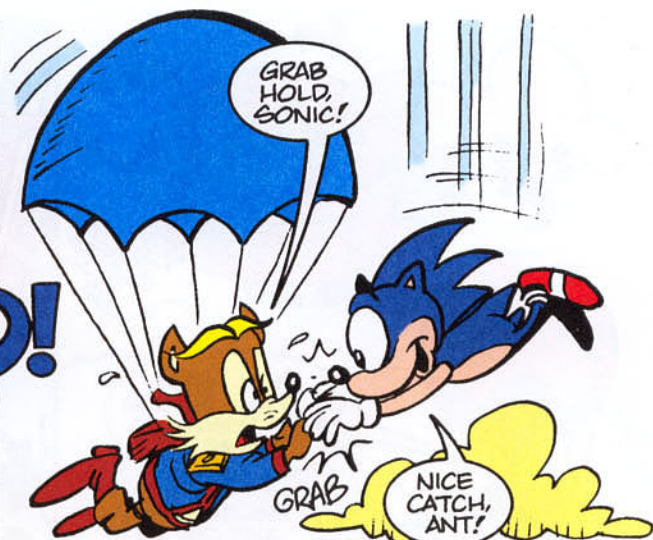
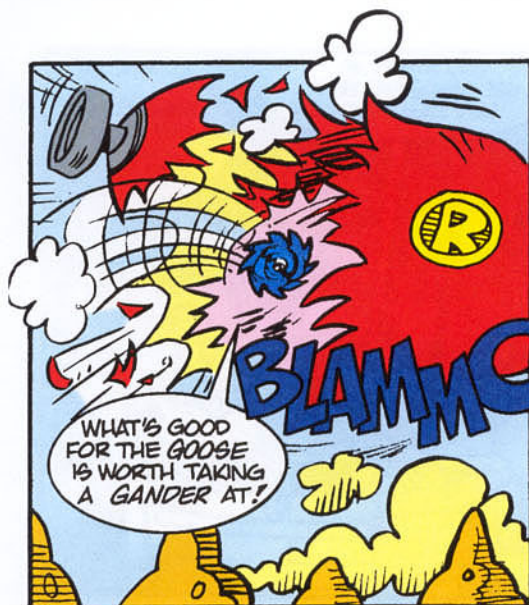




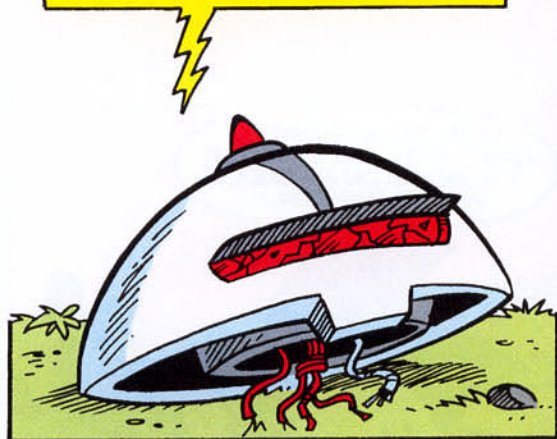








:-BUT!:- MUST CARRY OUT
MASTER'S PLAN... SCATTER
FREEDOM EMERALDS...:-CRACKLE:-
AIR-LAND-SEA-UNDERGROUND!



AHA! THAT'S HIS PLAN! TO
SEPERATE THE GEMS SO
THEIR MAGIC CAN'T AFFECT
HIS DREAM OF A
MECHANICAL WORLD!

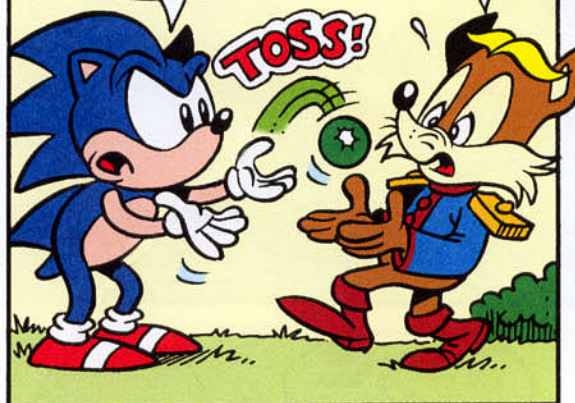
WHAT
ARE WE
GOING
TO DO?



WE'RE NOT DOING ANY-
THING! YOU'RE TAKING
THIS EMERALD BACK
TO PRINCESS
SALLY!

BUT SHE
TOLD US
TO STAY
TOGETHER!

TOSS!



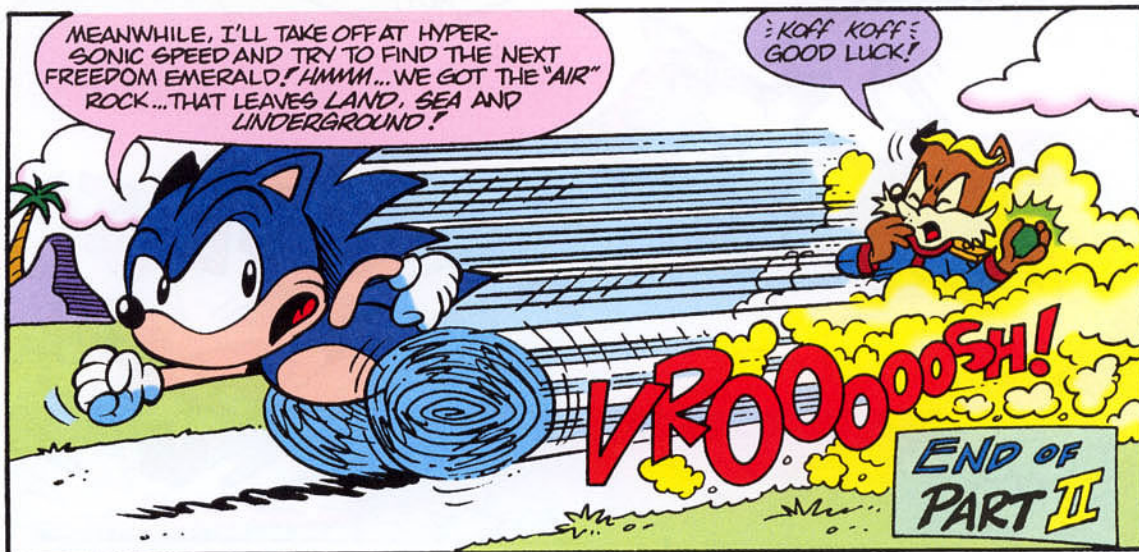
THAT WAS BEFORE WE KNEW WHAT
ROBOTNIK WAS UP TO! BRING HER
THIS STONE...SHE'LL PUT IT'S
MAGIC TO GOOD USE!

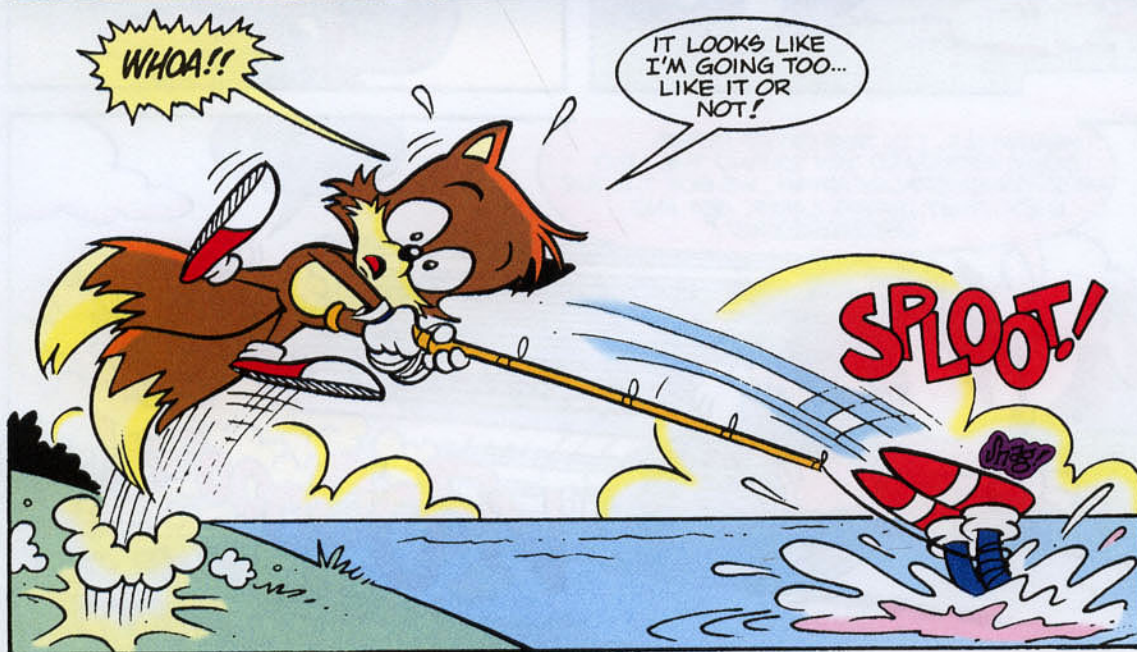
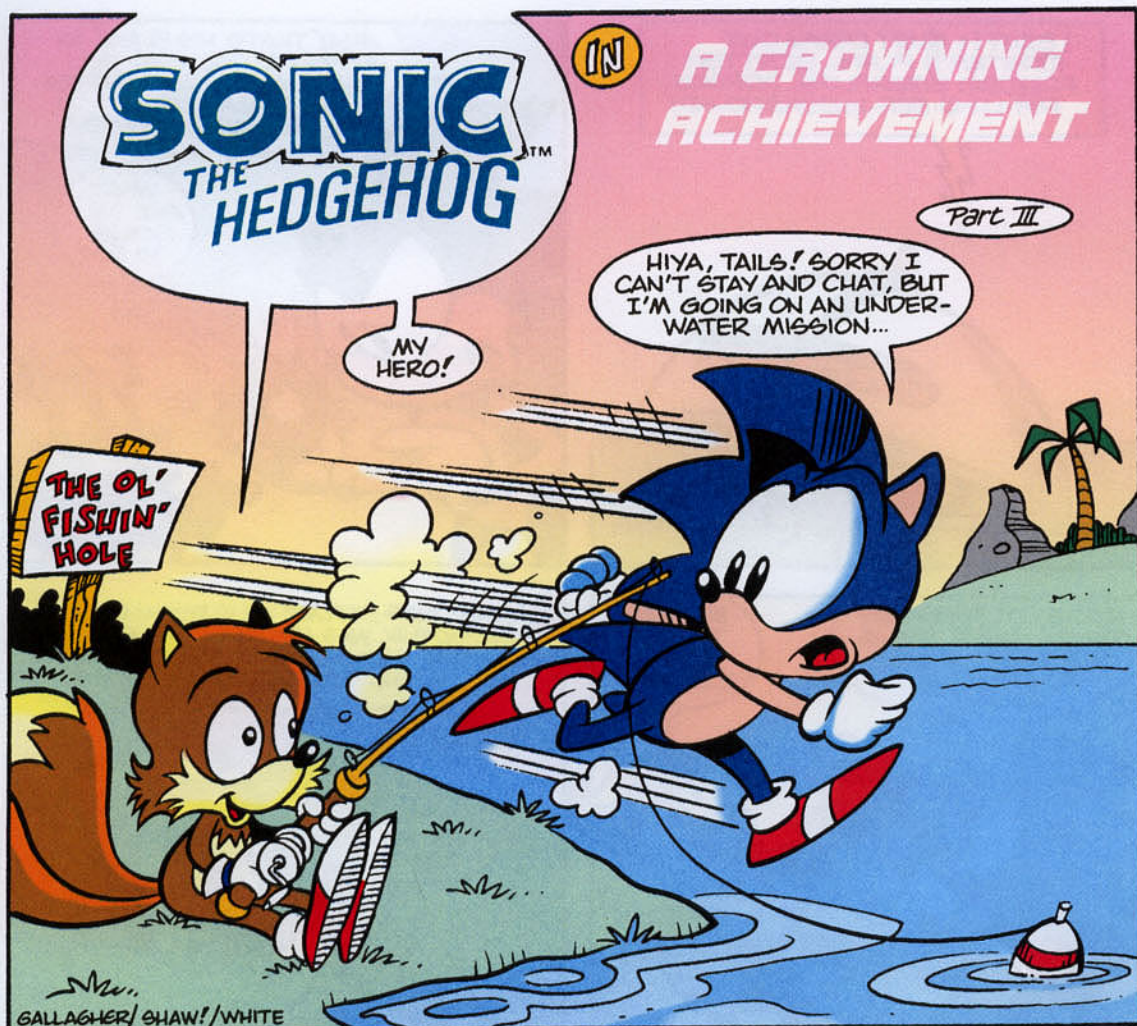
YOU'RE
RIGHT!

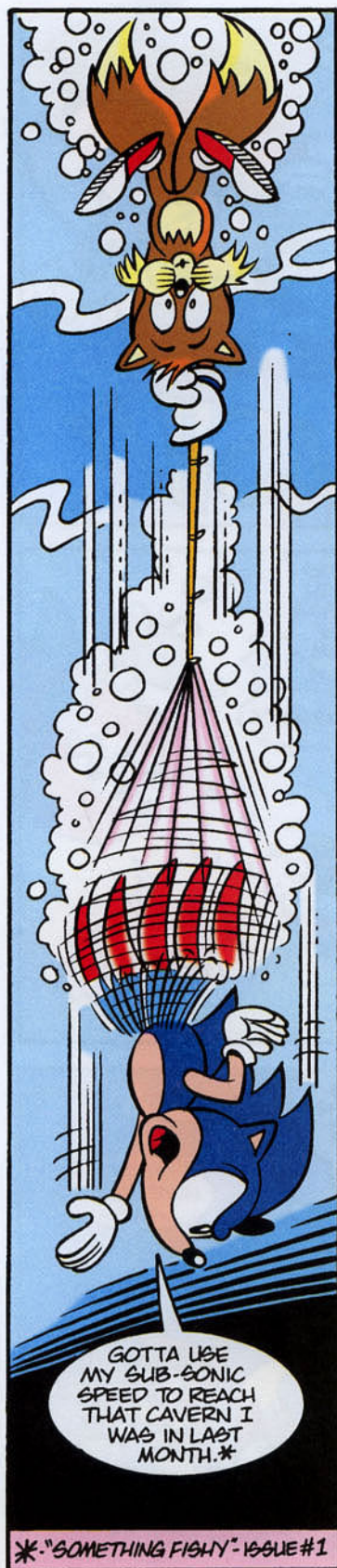


MEANWHILE, I'LL TAKE OFF AT HYPER-
SONIC SPEED AND TRY TO FIND THE NEXT
FREEDOM EMERALD! HMMM...WE GOT THE "AIR"
ROCK...THAT LEAVES LAND, SEA AND
UNDERGROUND!

:-KOFF KOFF:-
GOOD LUCK!

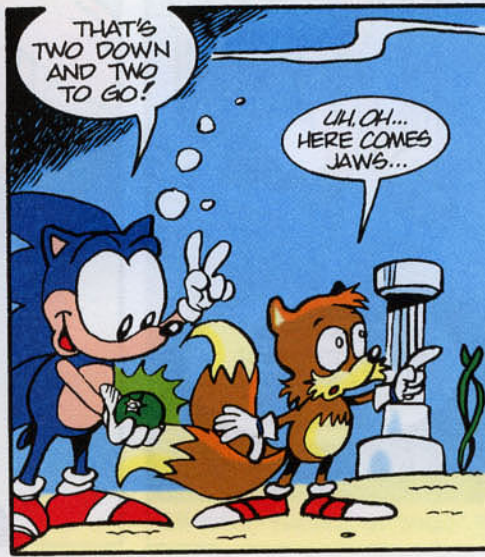
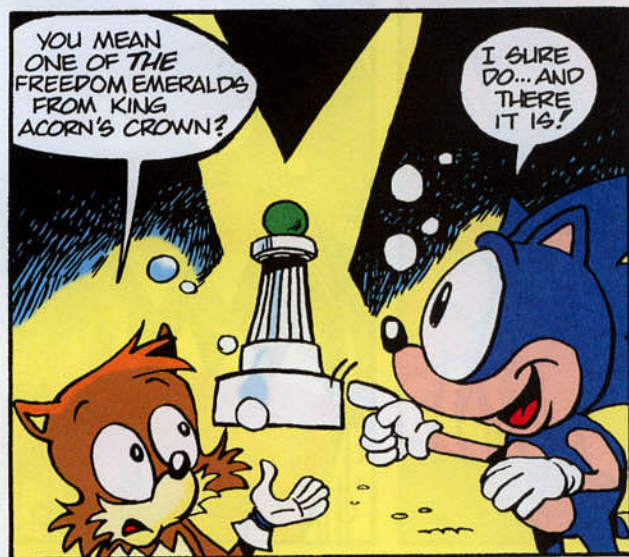
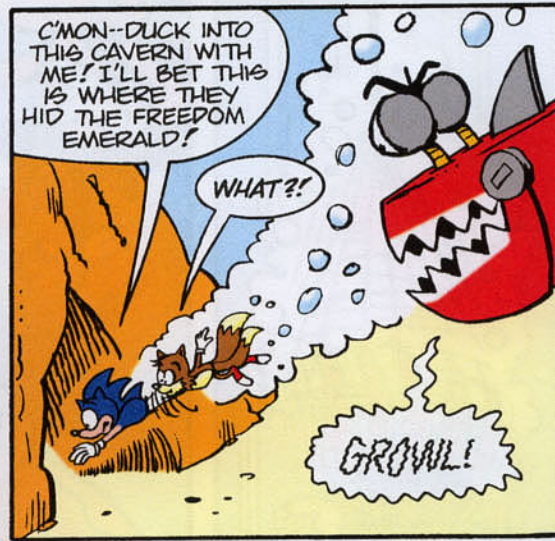
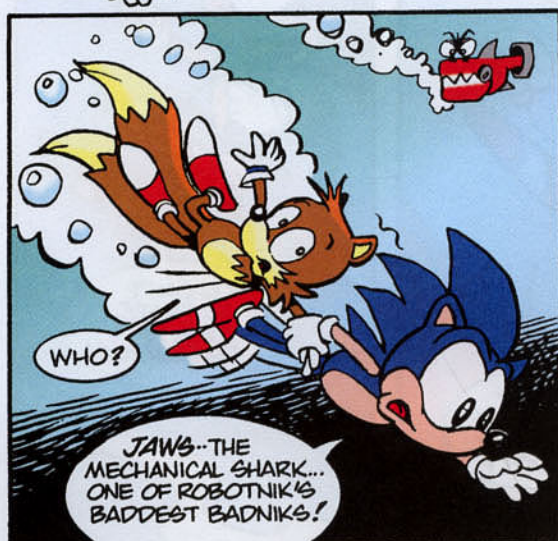
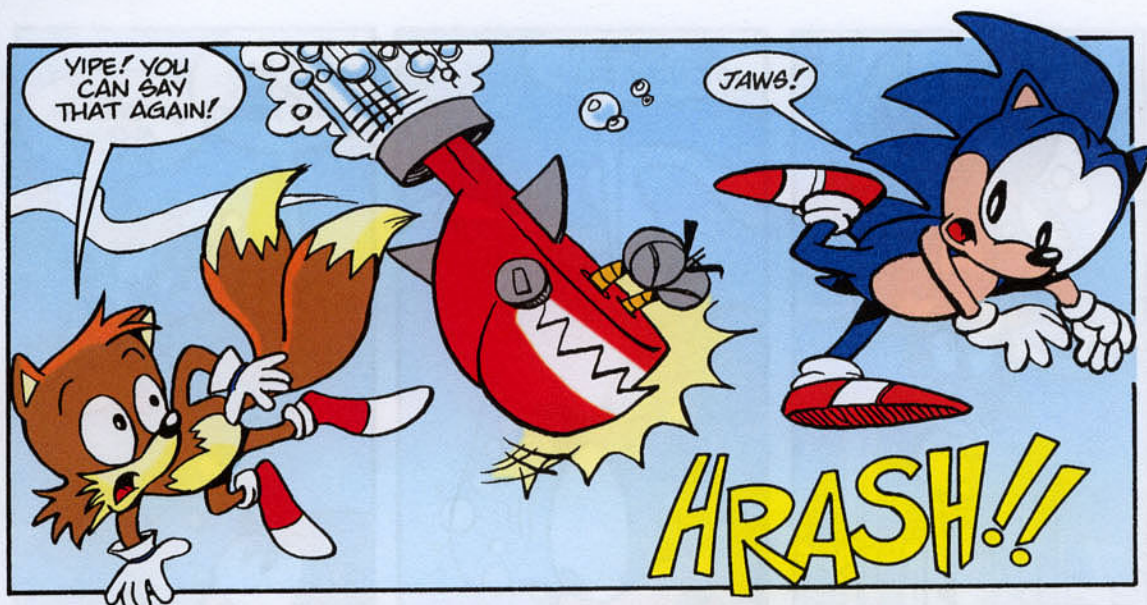


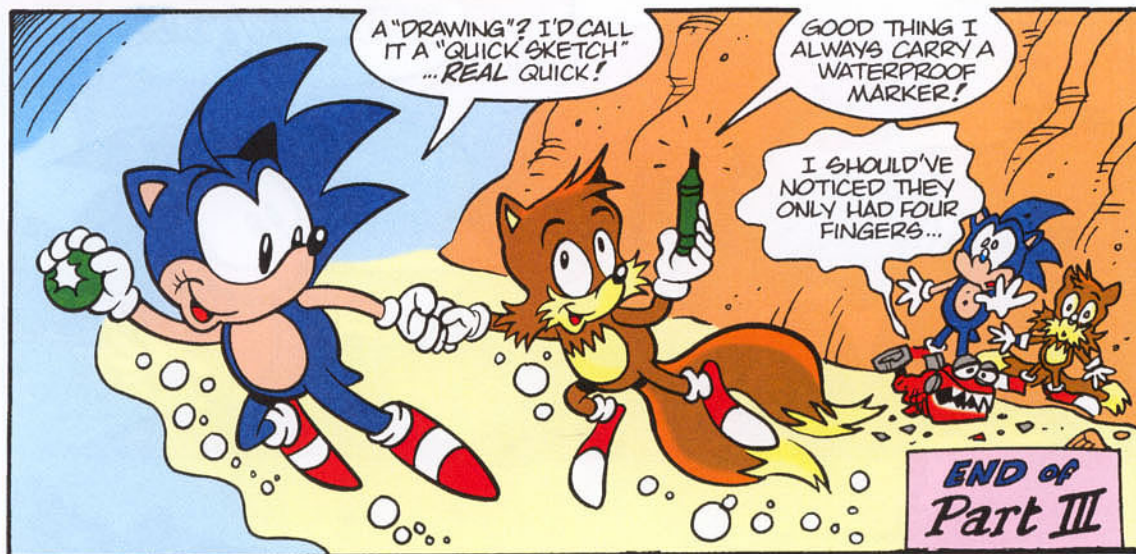
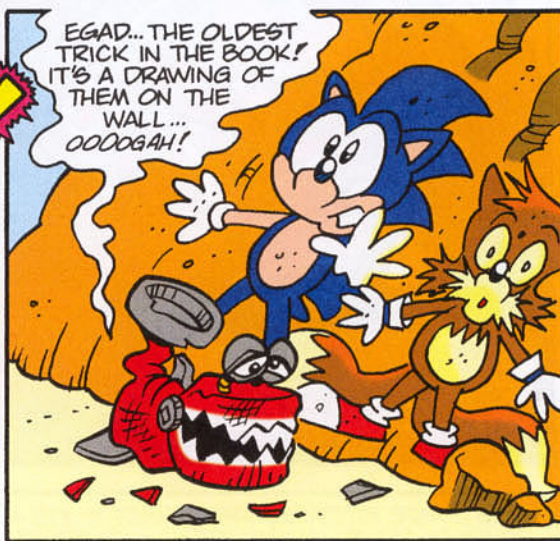
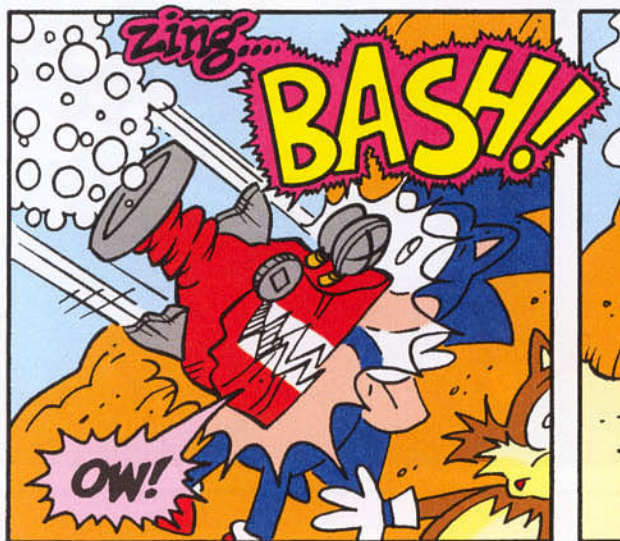
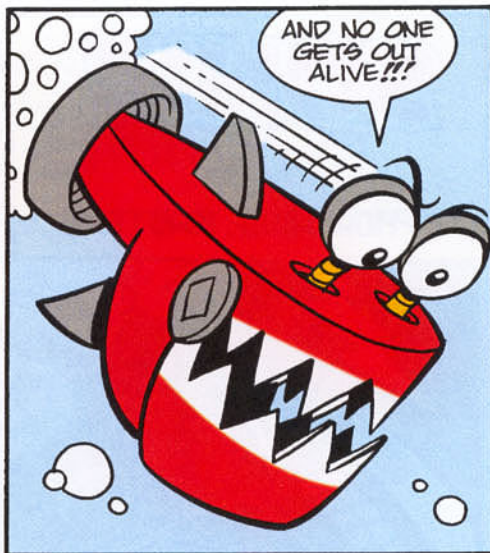
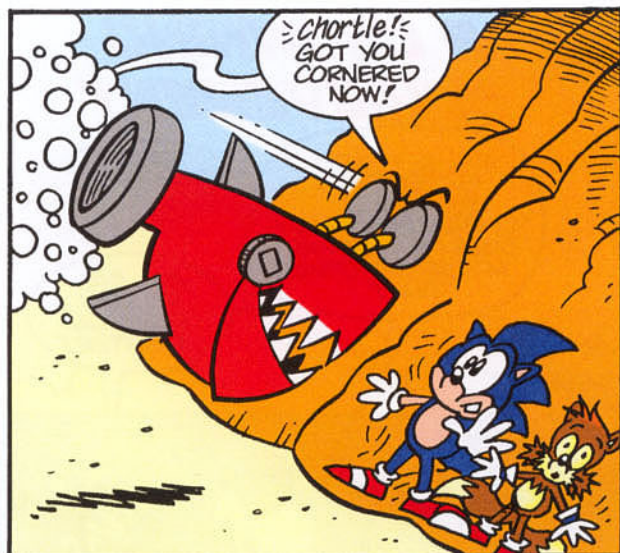




*"SOMETHING FISHY" ISSUE #1







SONIC THE HEDGEHOG™

APPROACHING, MASTER!

IN

A CROWNING ACHIEVEMENT

Part IV

YOU GET THAT
FREEDOM
EMERALD
TO PRINCESS SALLY,
TAILS! I'M GOING
AFTER THE OTHER
TWO!

AYE, AYE,
FELLOW
FREEDOM
FIGHTER!

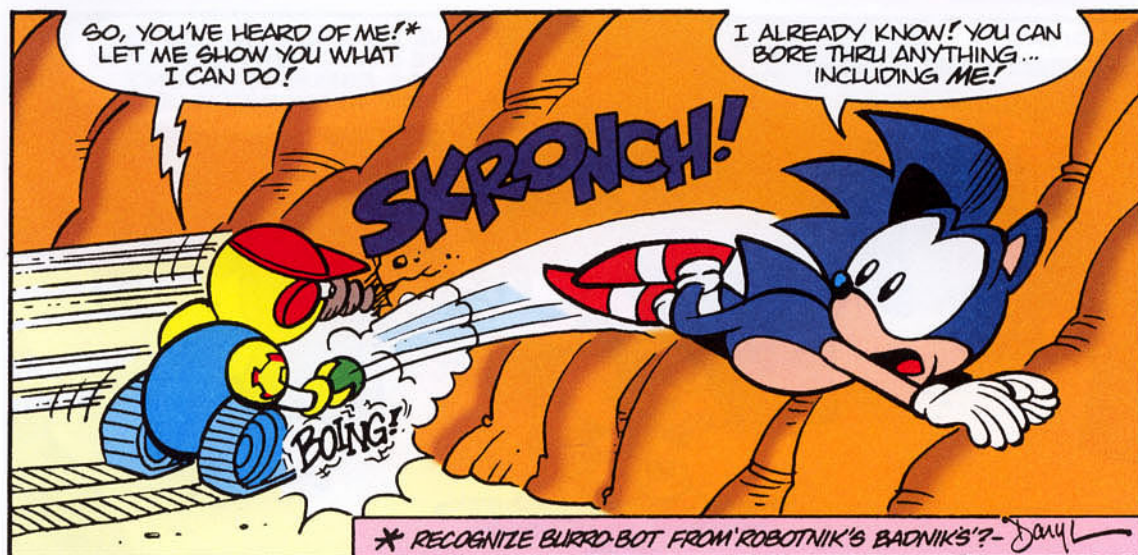
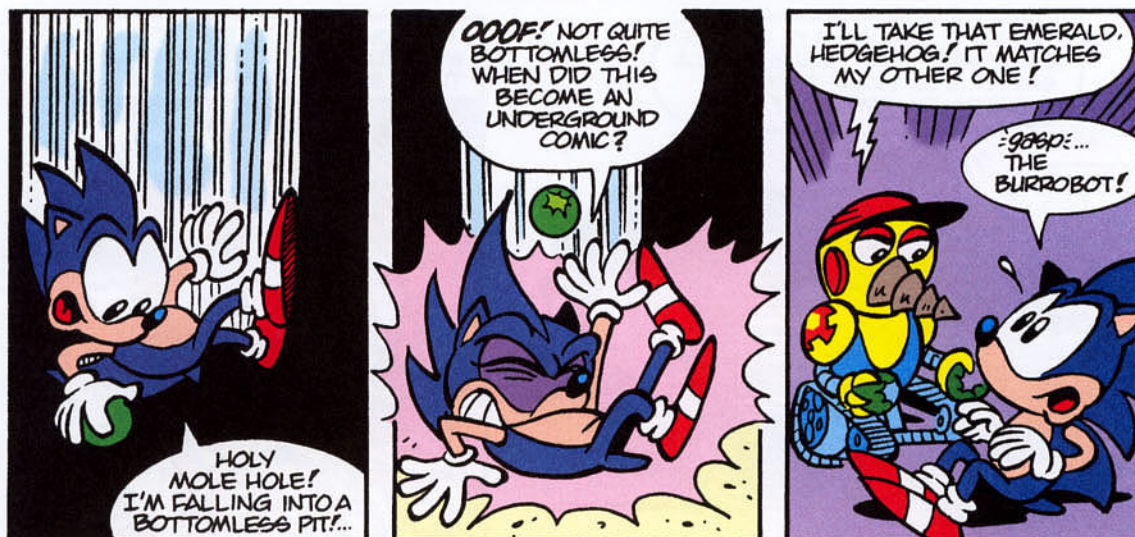
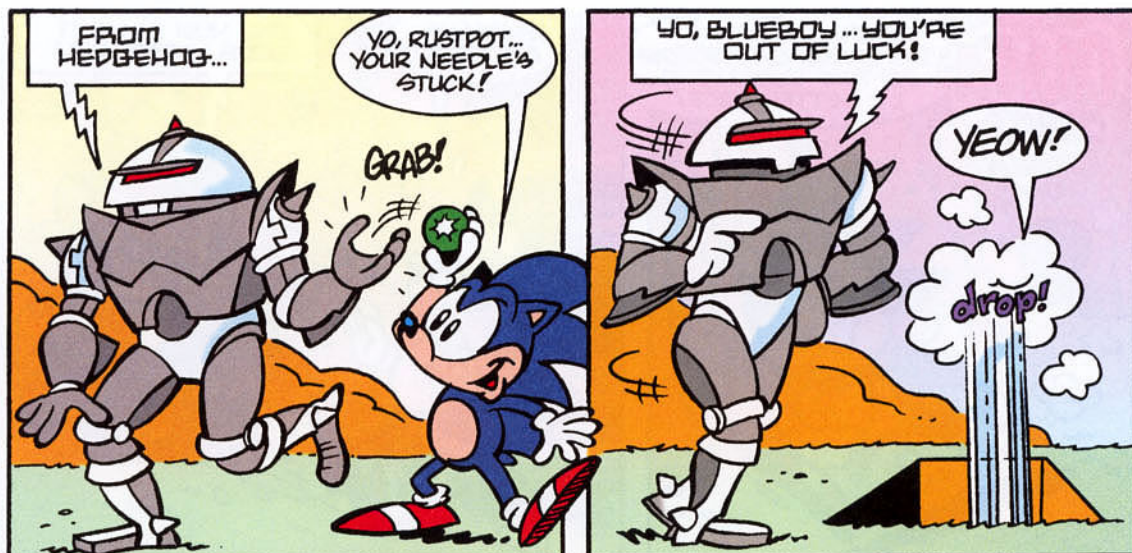
VERY WELL!
INITIATE
PLAN 426!

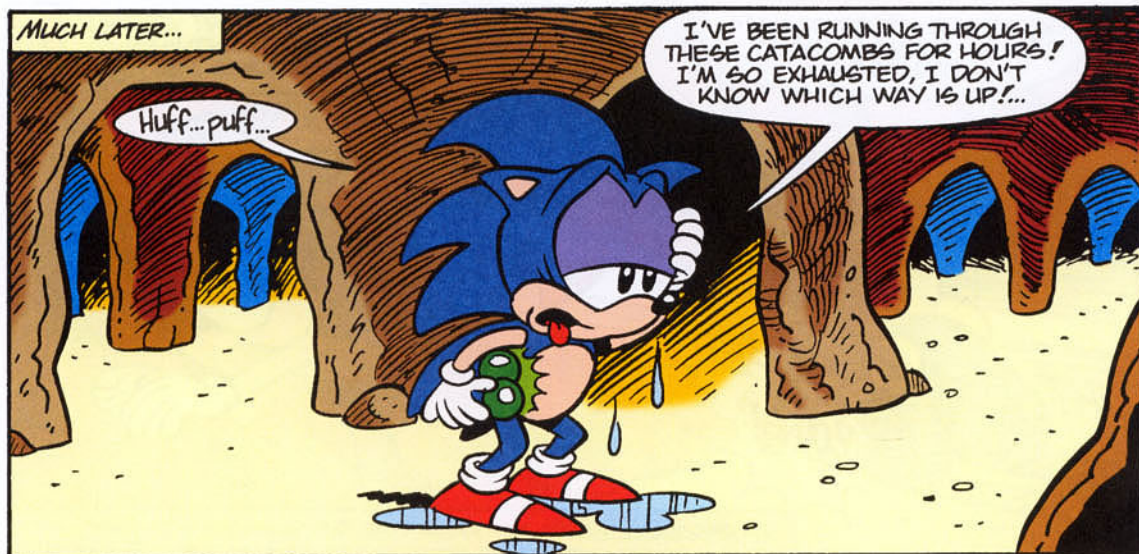
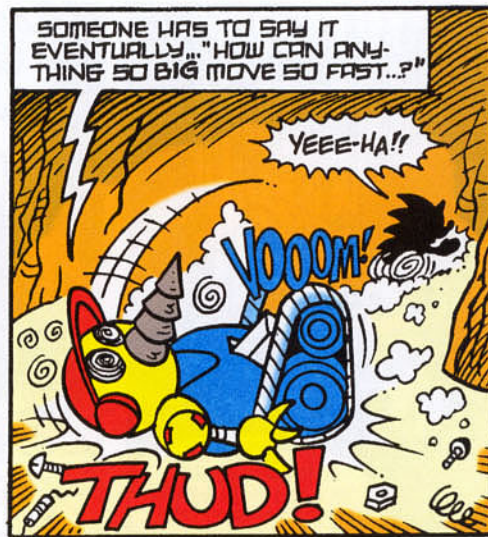
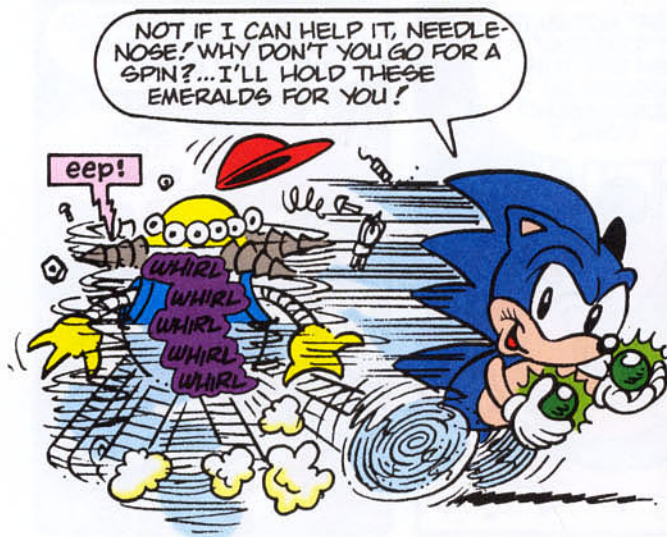
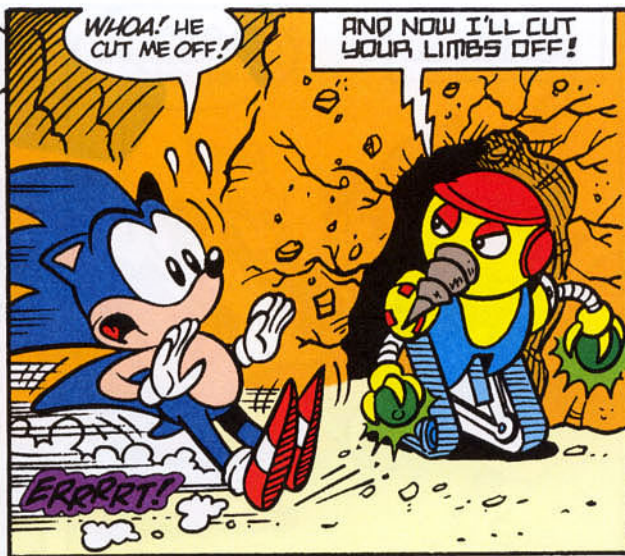
TWO-WAY WRIST TV/
VCR/AM-FM CASSETTE/
SEGA GAMEGEAR/CD
PLAYER/TOASTER OVEN

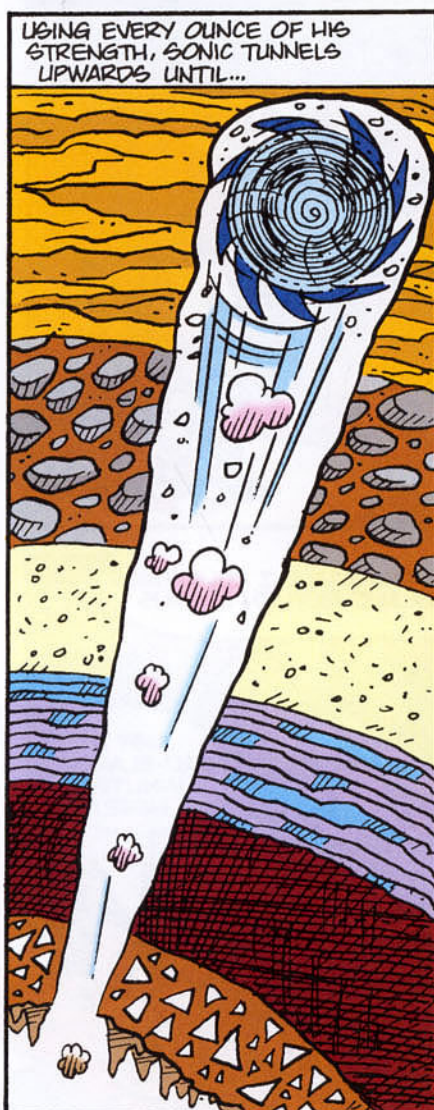
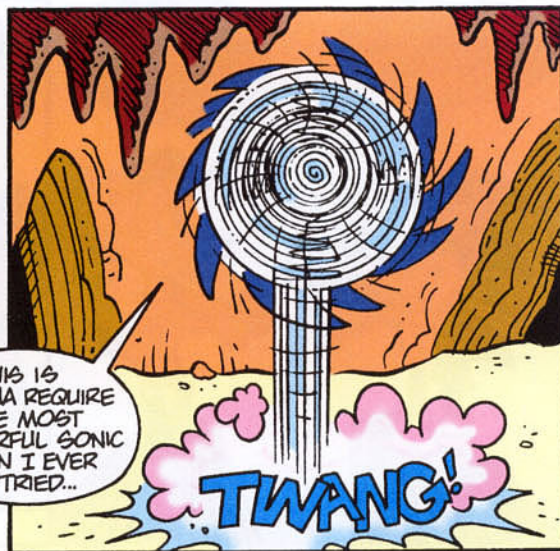
GALLAGHER/SHAW/WHITE

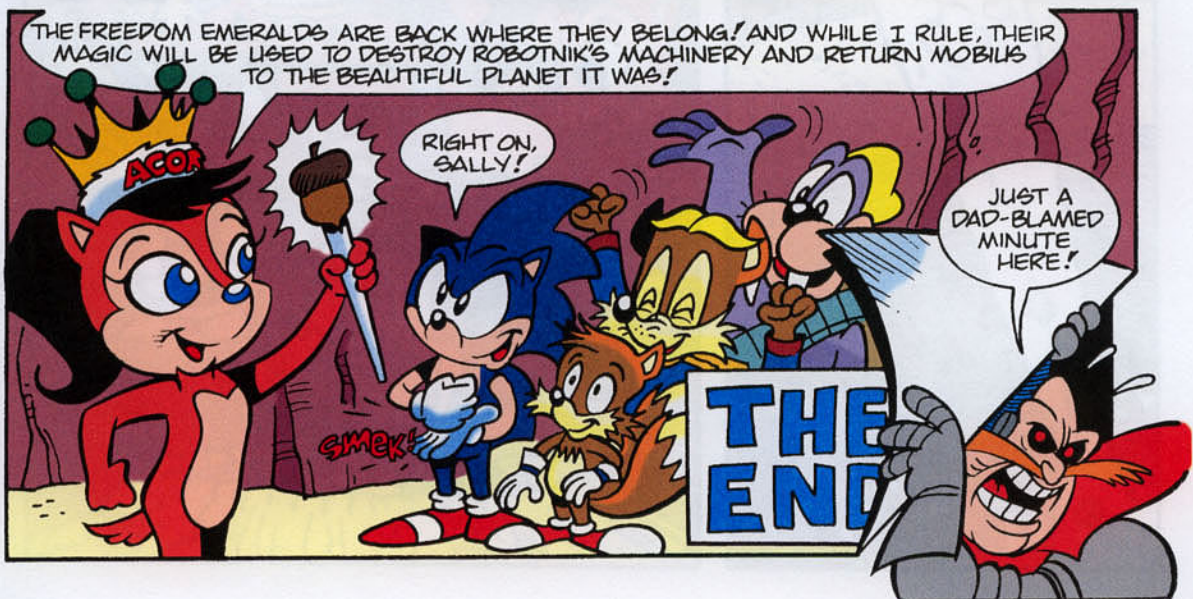
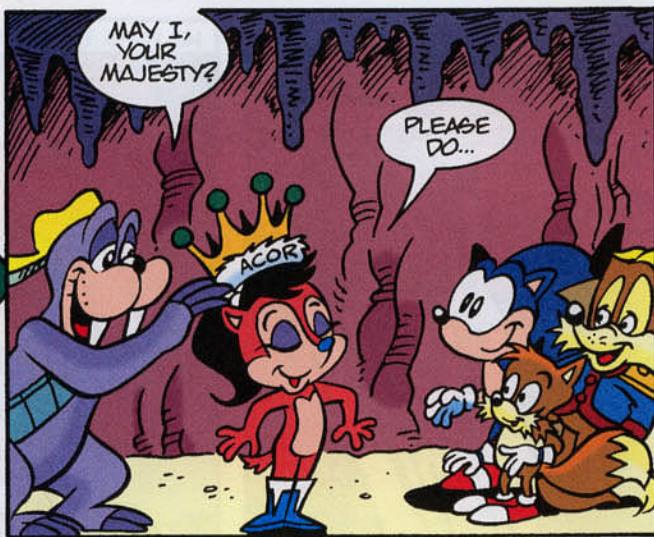
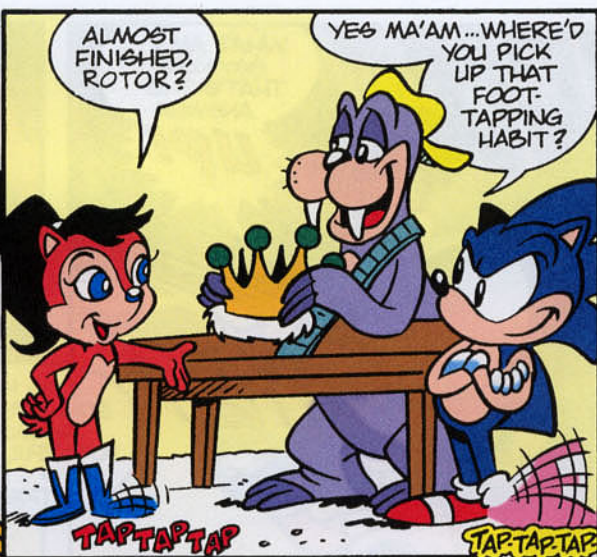
MUST HIDE EMERALD FROM HEDGEHOG--
CLICK-- FROM HEDGEHOG--CLICK!-- FROM
HEDGEHOG...

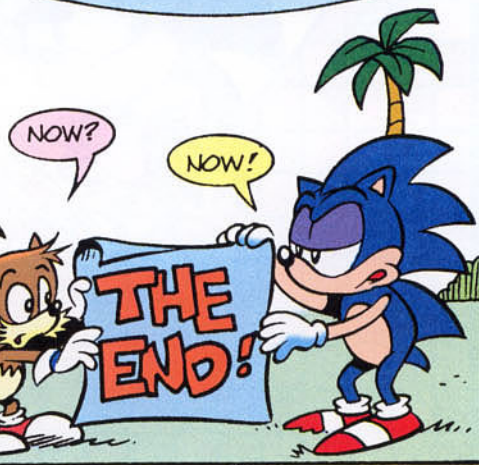
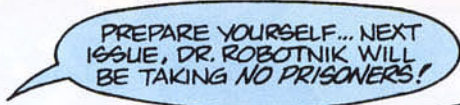
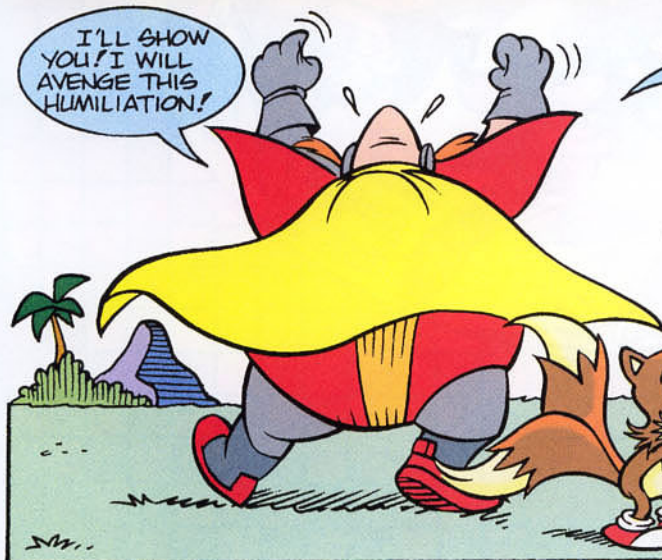
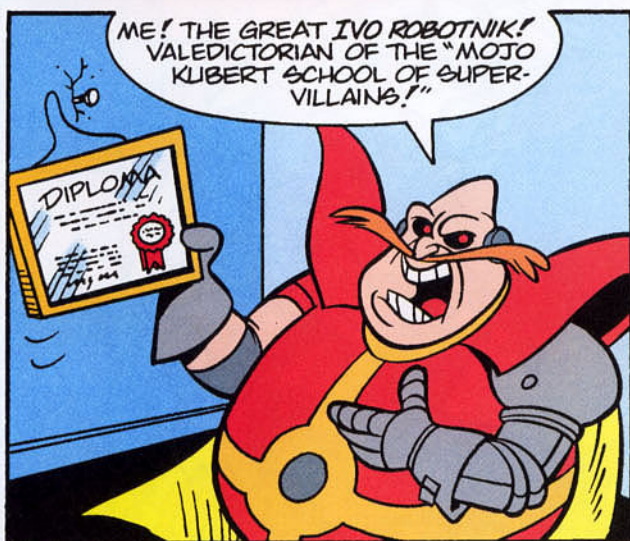
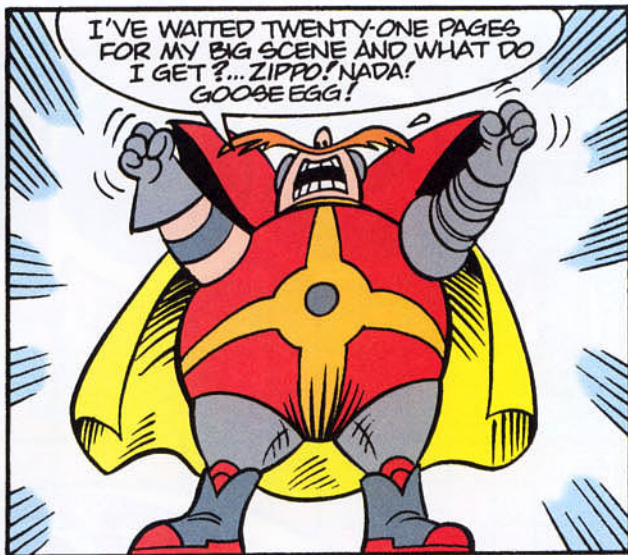
WHAT LUCK! THE
SWATBOT CARRYING THAT
EMERALD HAS A SHORT
CIRCUIT!











archie.
adventure
series

NO.3
MAY
US \$1.25
CAN \$1.80



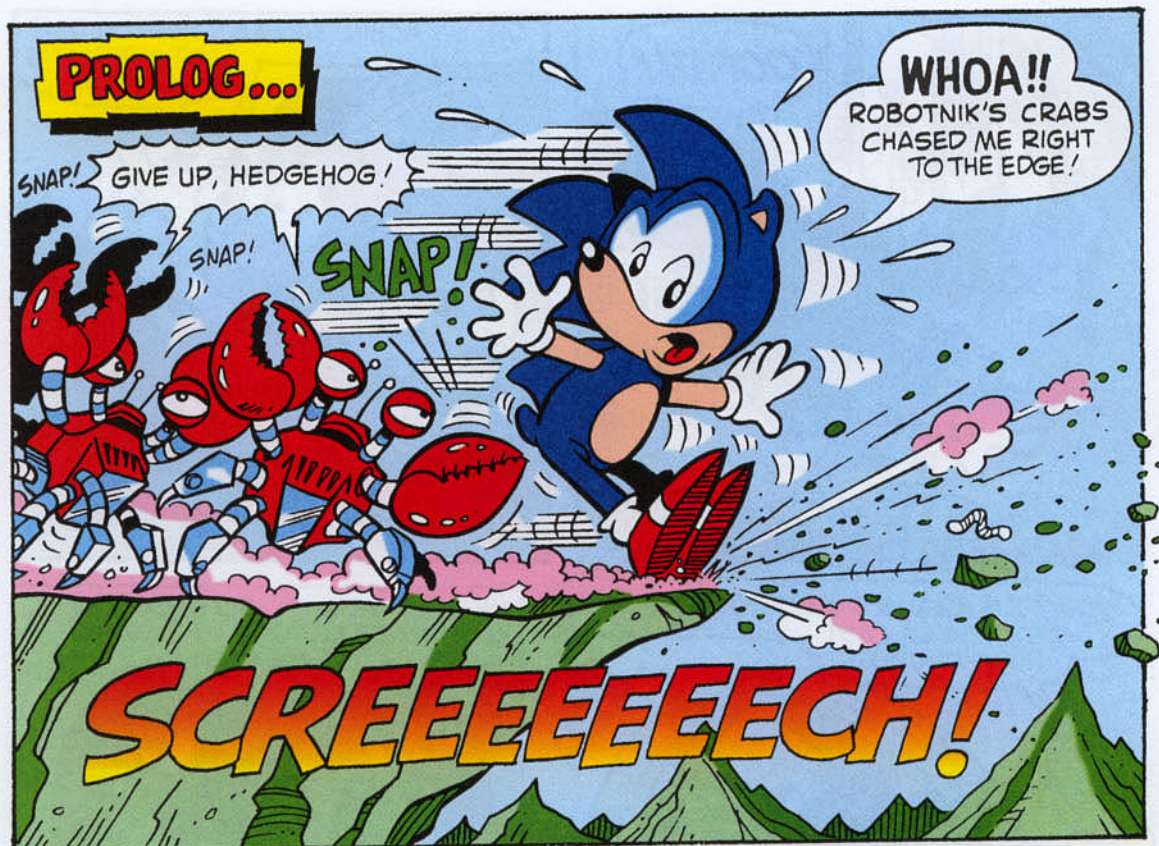
46977

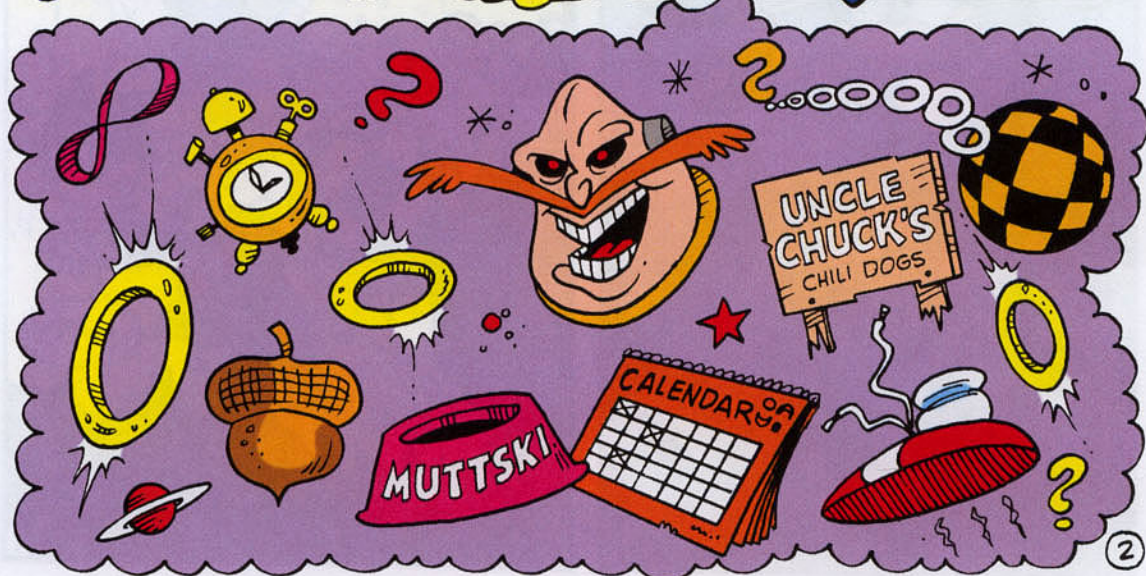
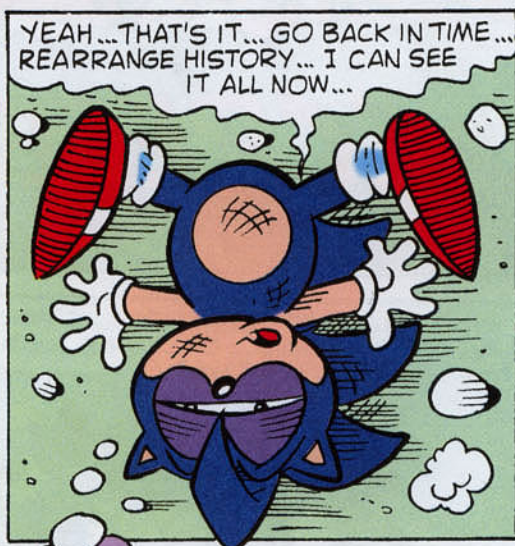
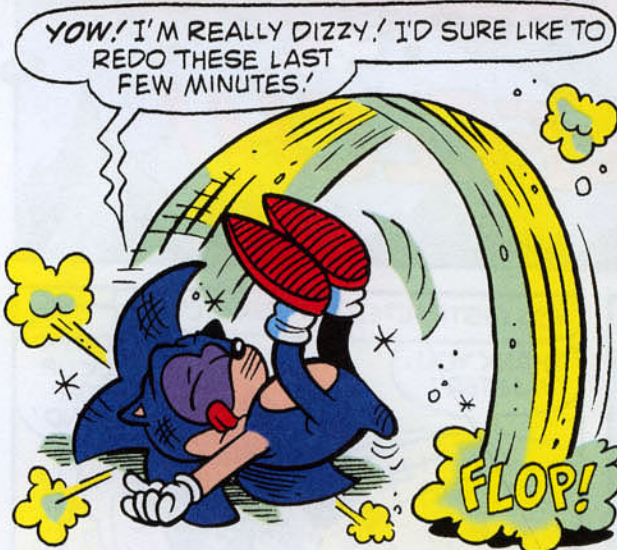
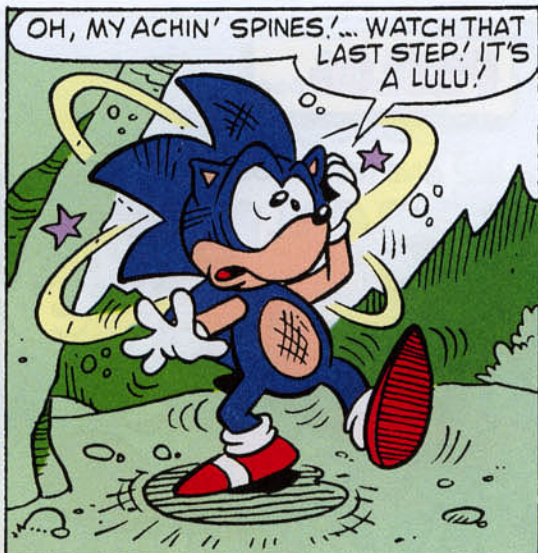
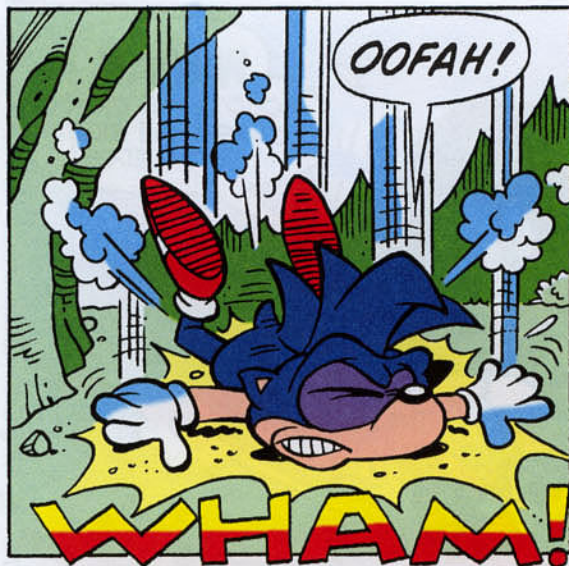
APPROVED
BY THE
COMICS
CODE
AUTHORITY

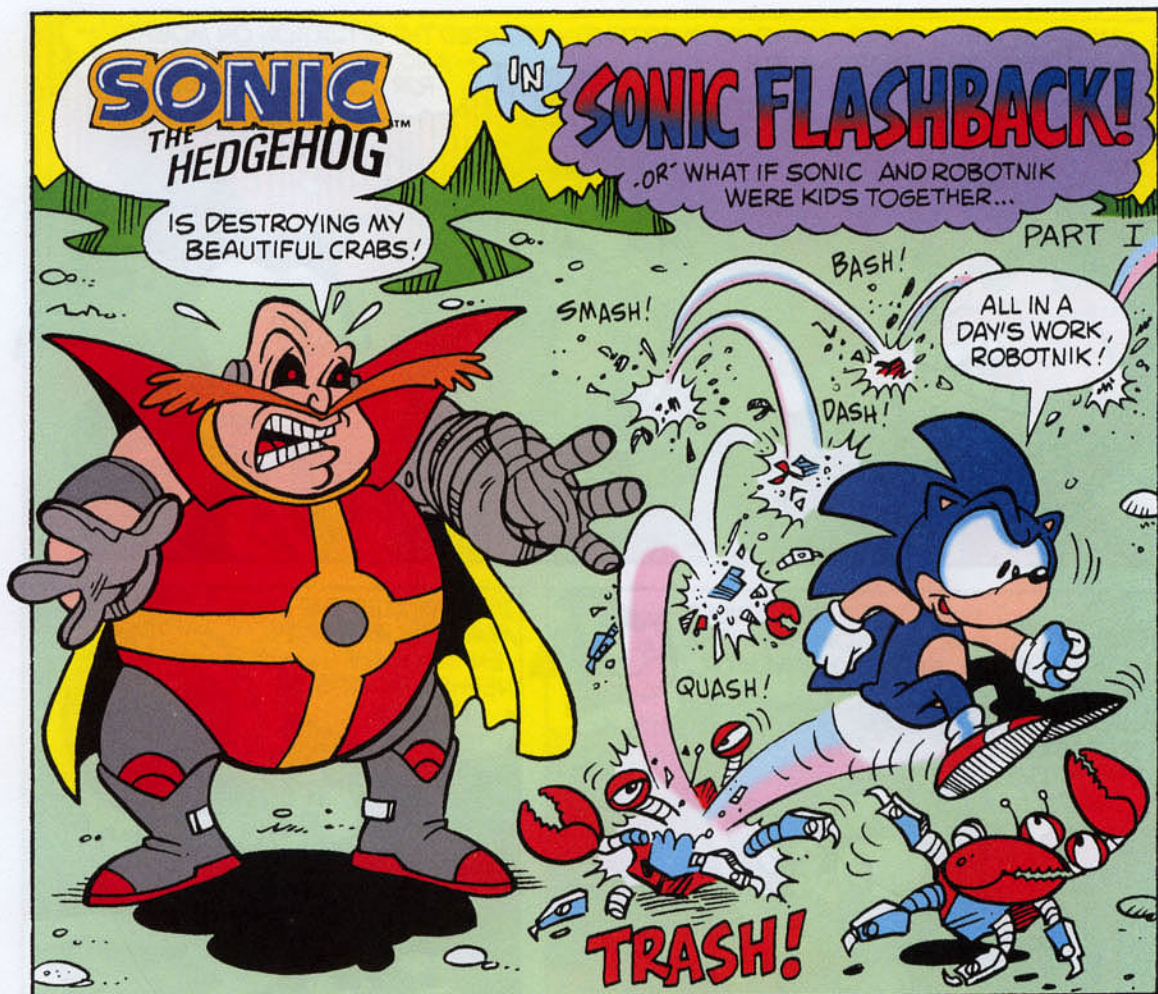
SONIC THE HEDGEHOG



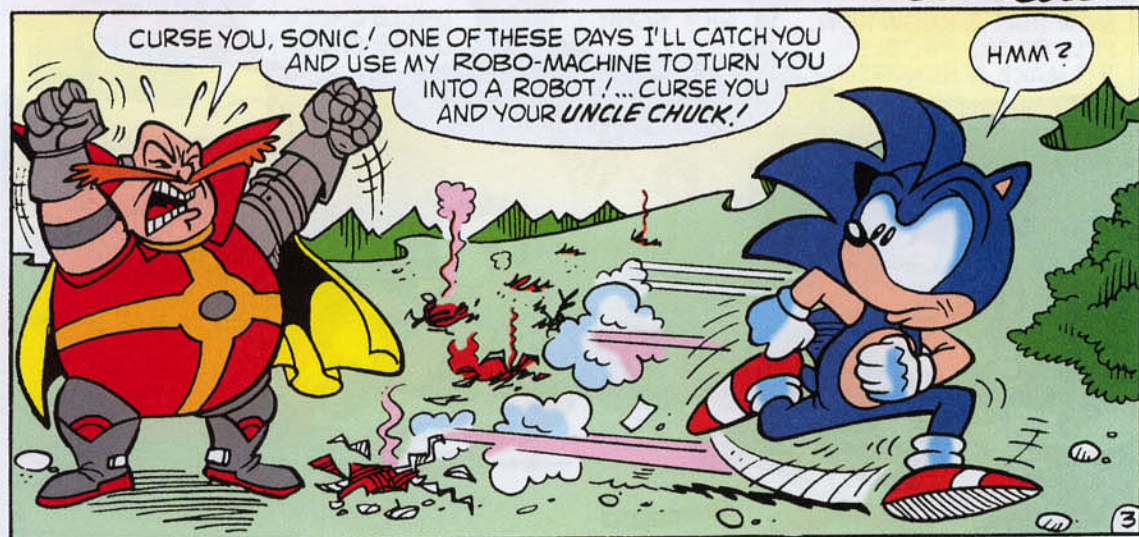
SCOTT
SHAW

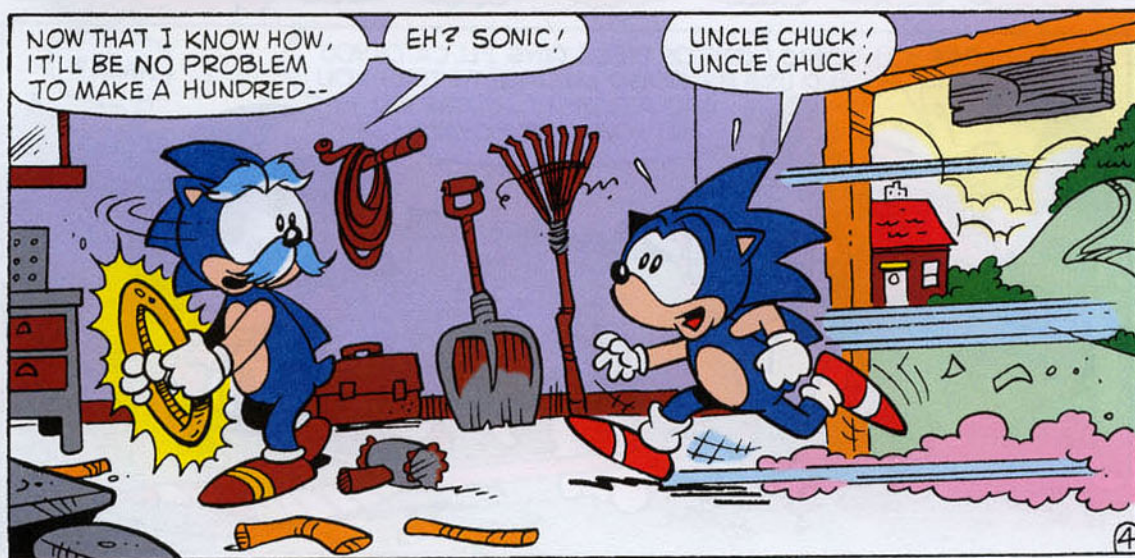
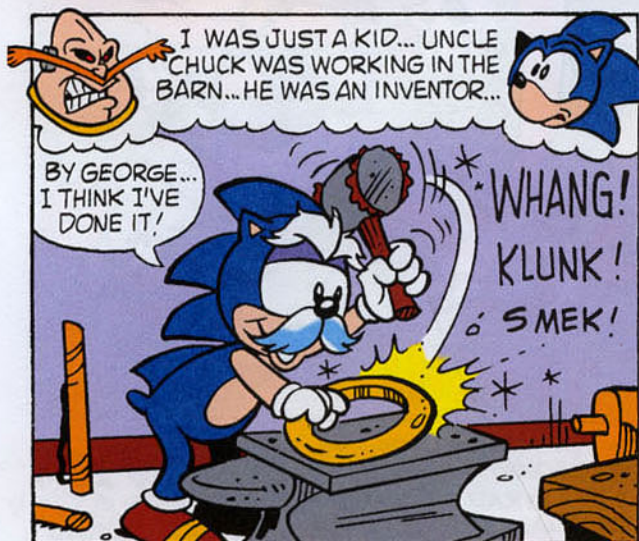
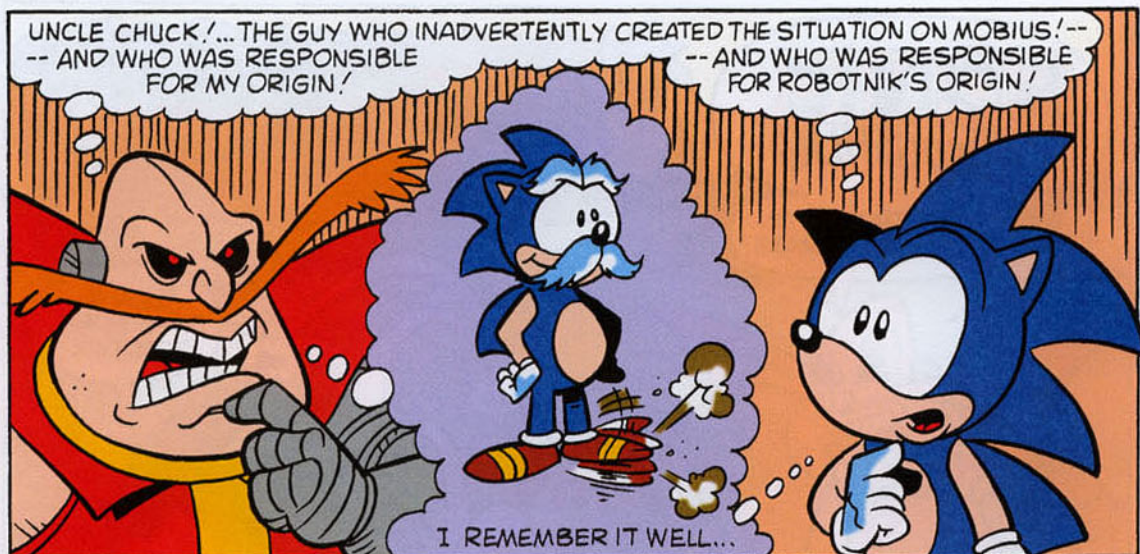


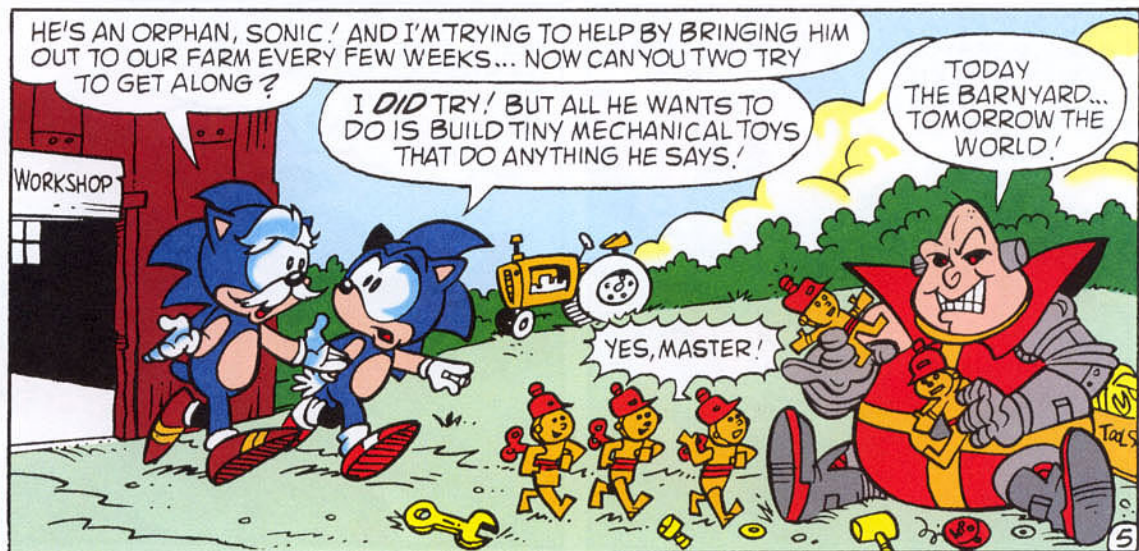
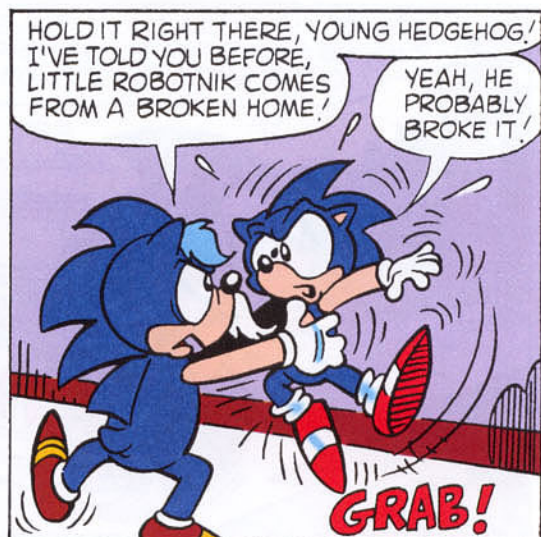
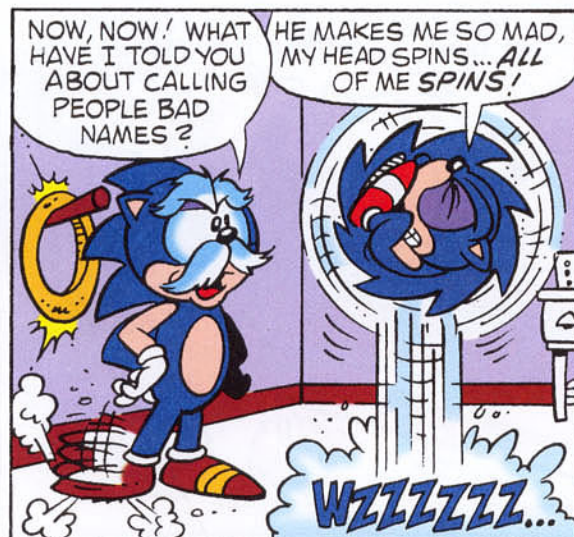
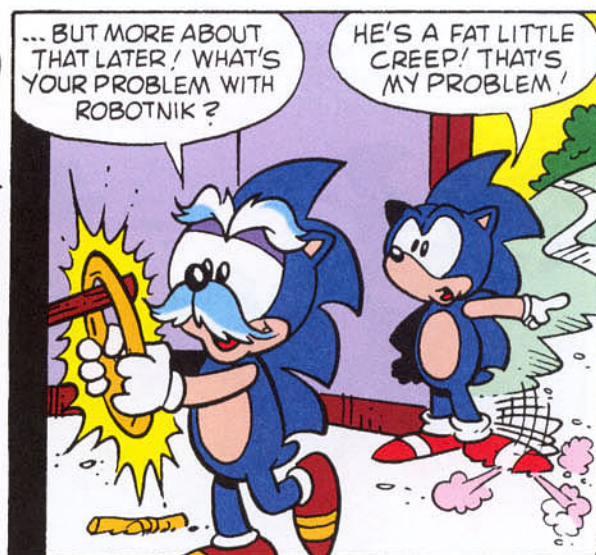
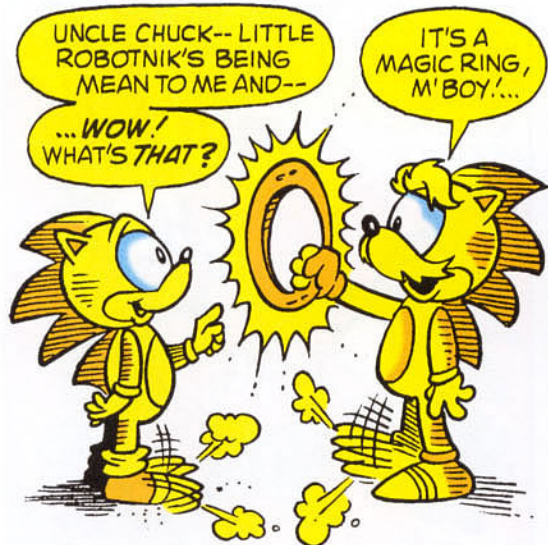


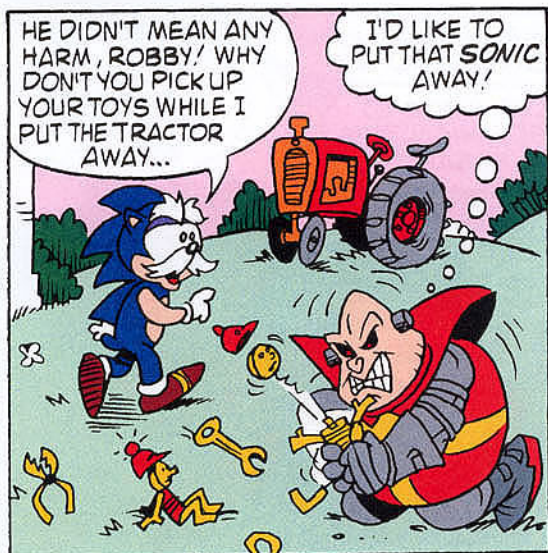
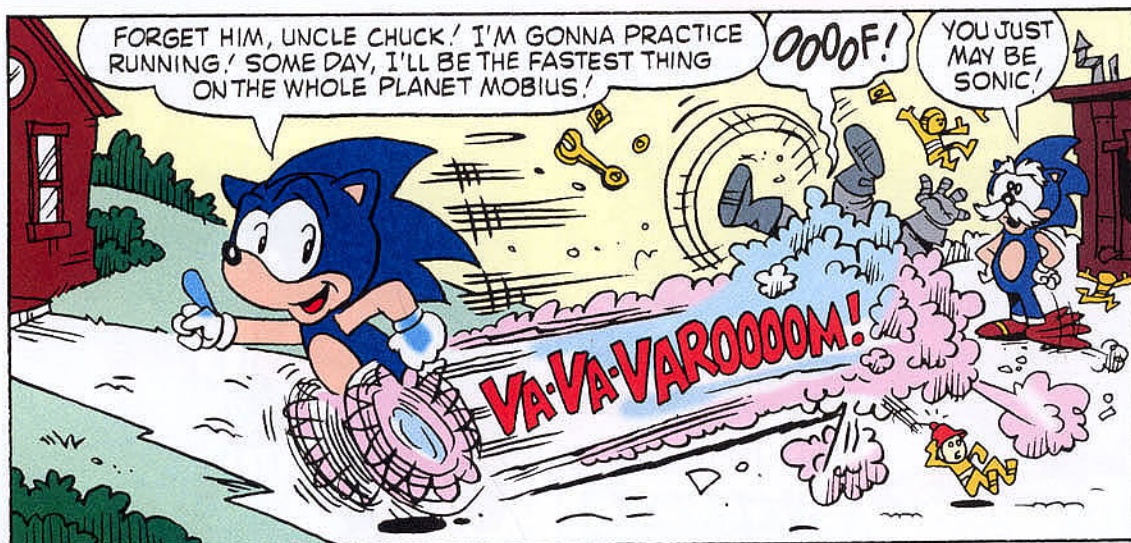
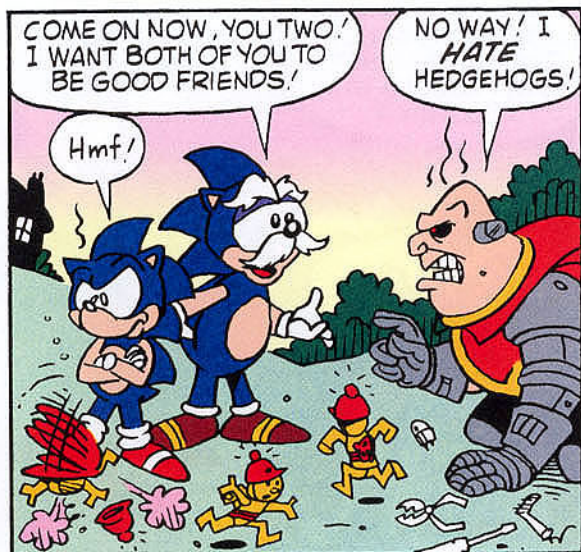


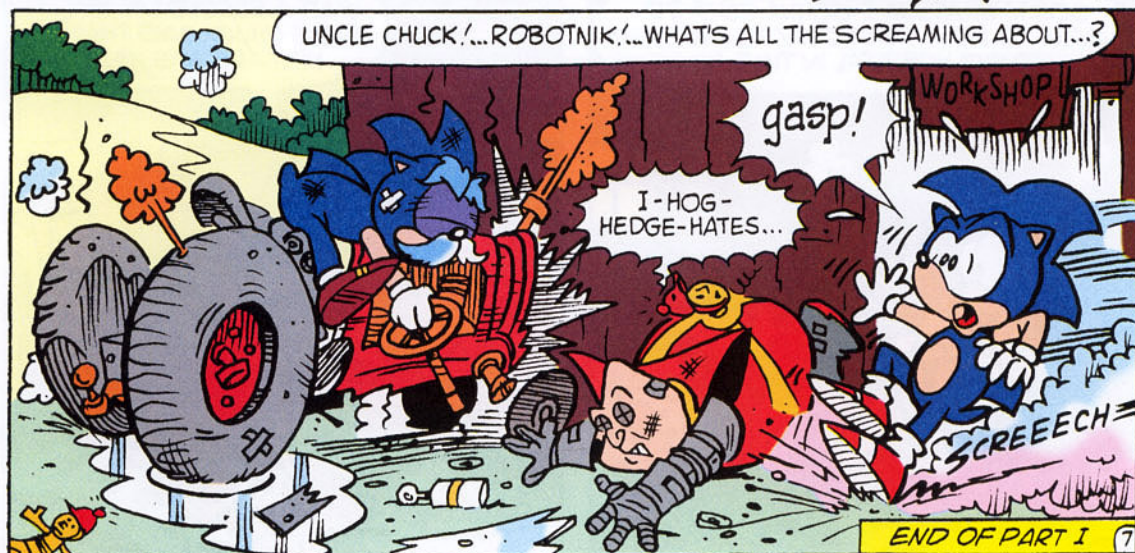
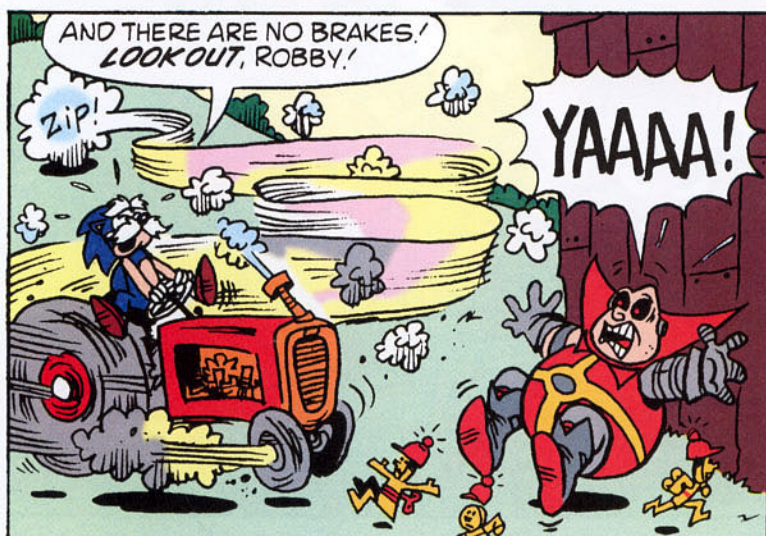
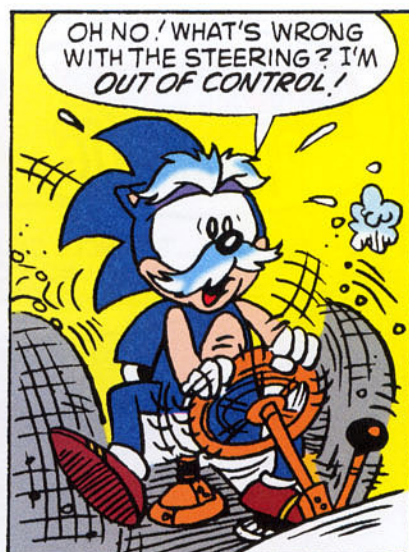
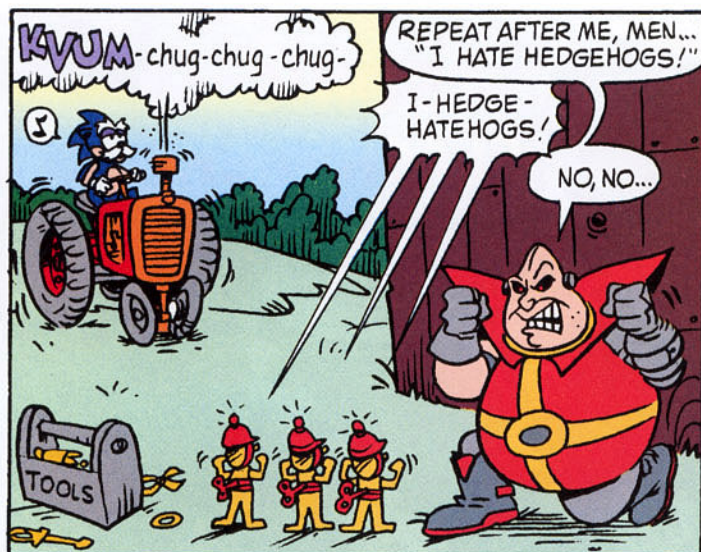
SCRIPT: MICHAEL GALLAGHER PENCILLER: DAVE MANAK INKER: BILL WHITE LETTERER: BILL YOSHIDA COLORIST: LYRAD NAMELE EDITOR: DARYL EDELMAN EDITOR IN CHIEF: RICHARD GOLDWATER

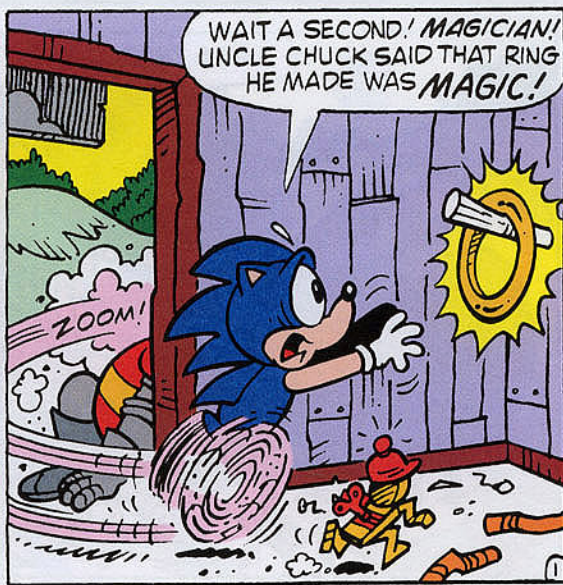
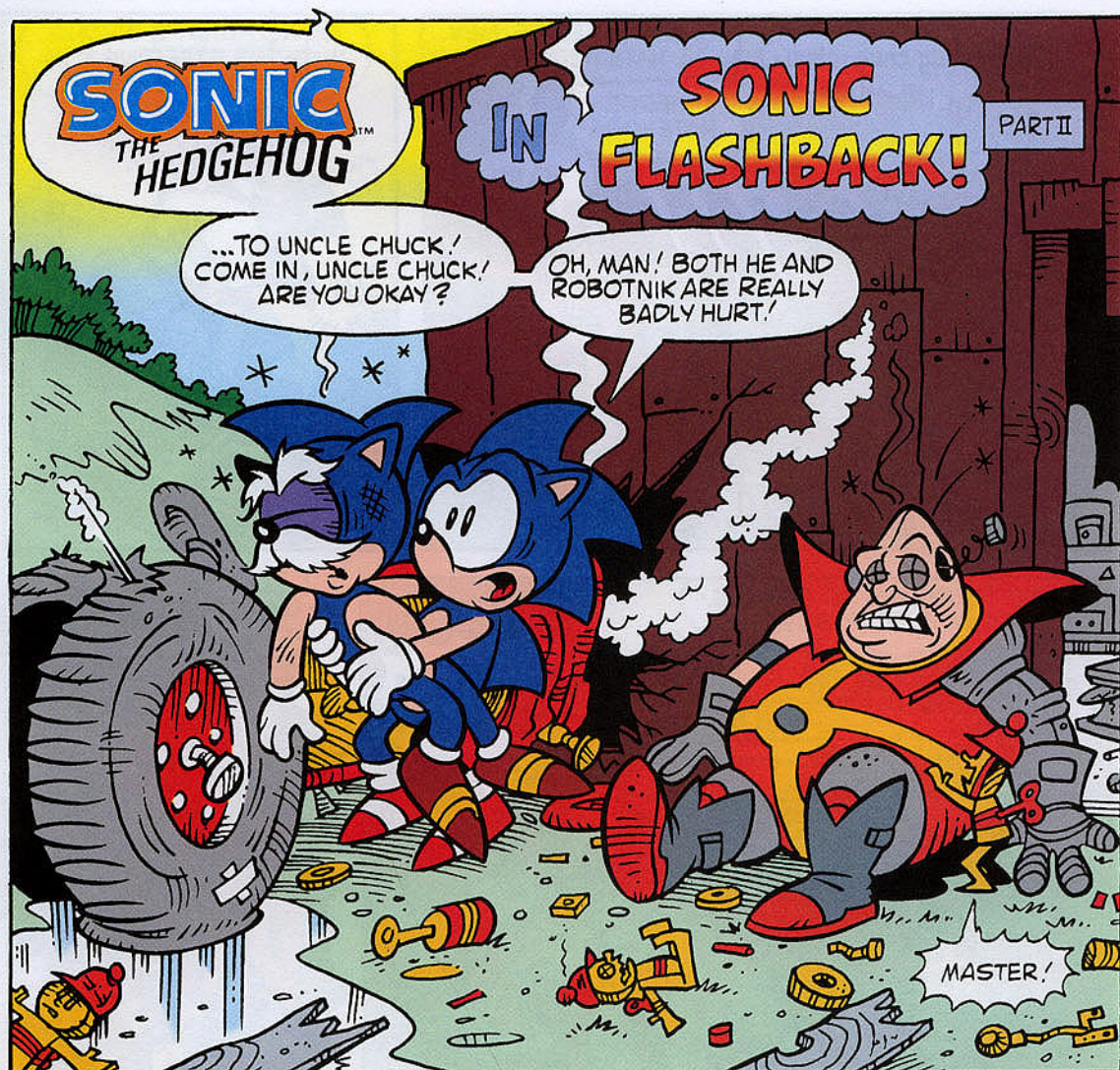


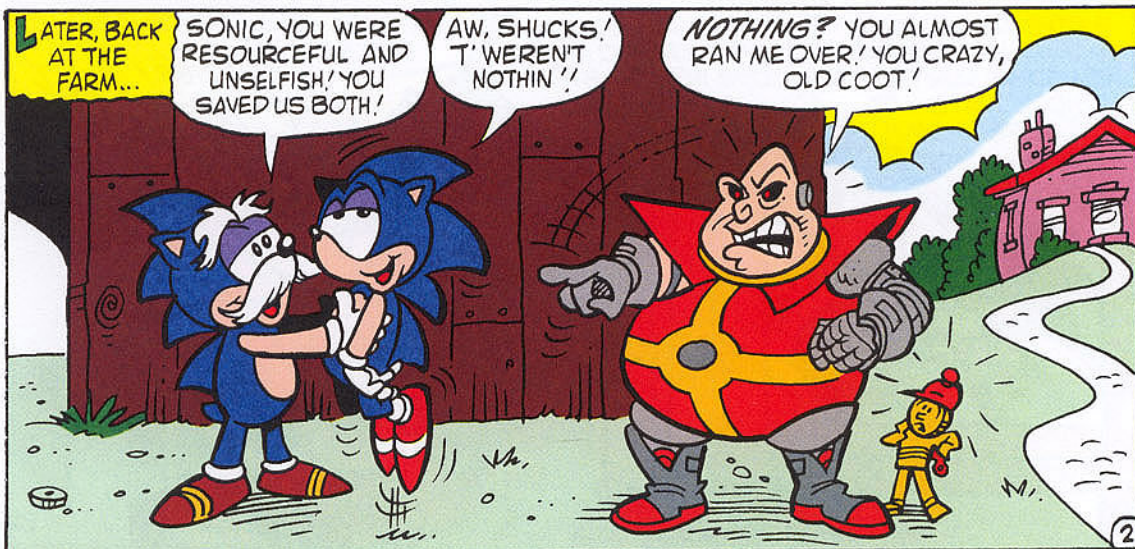
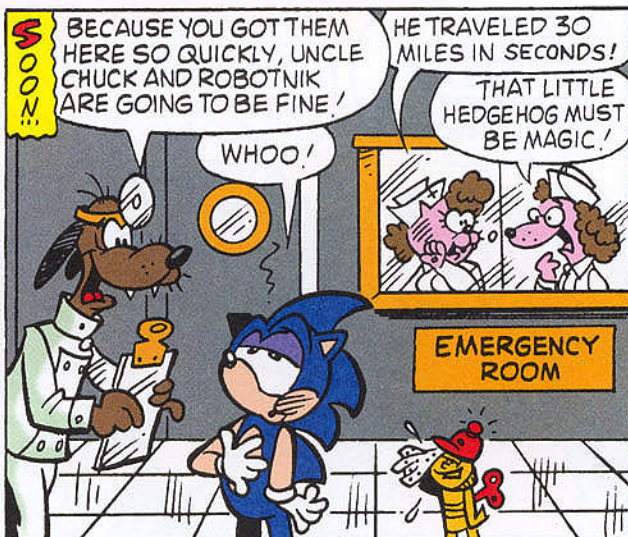
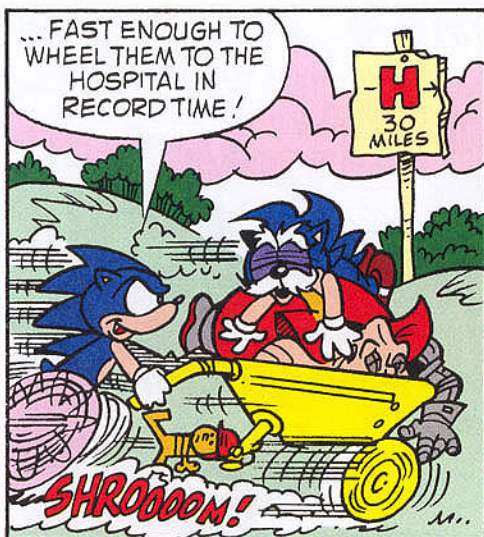
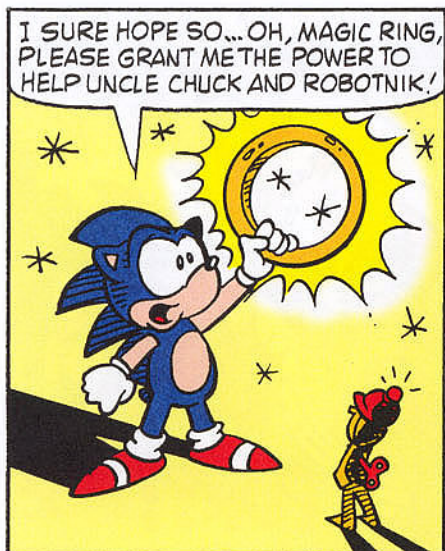


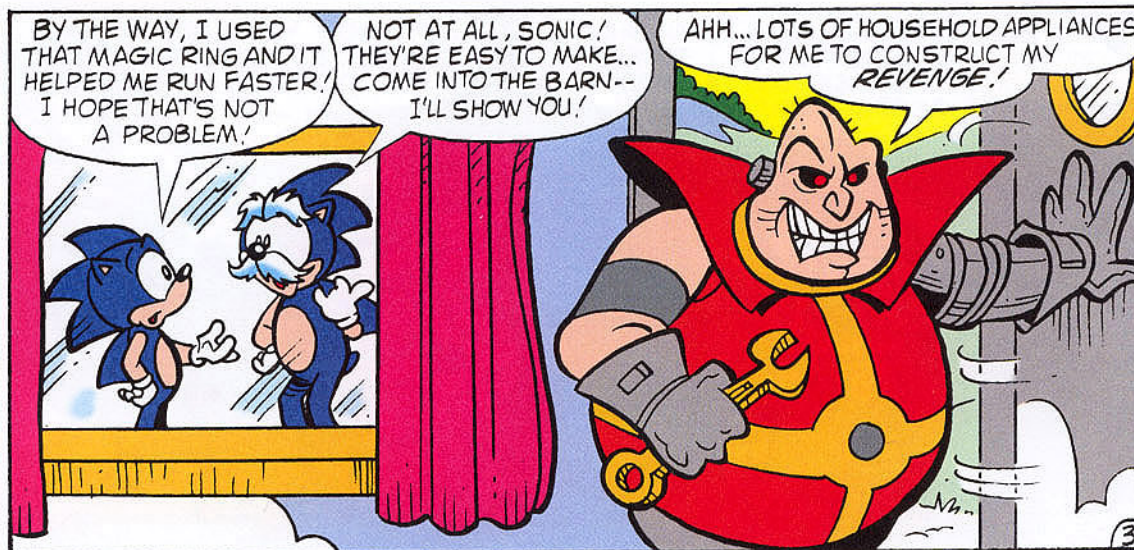
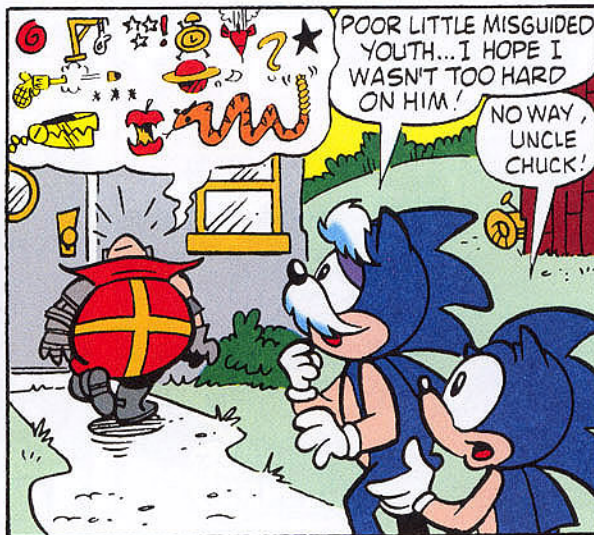
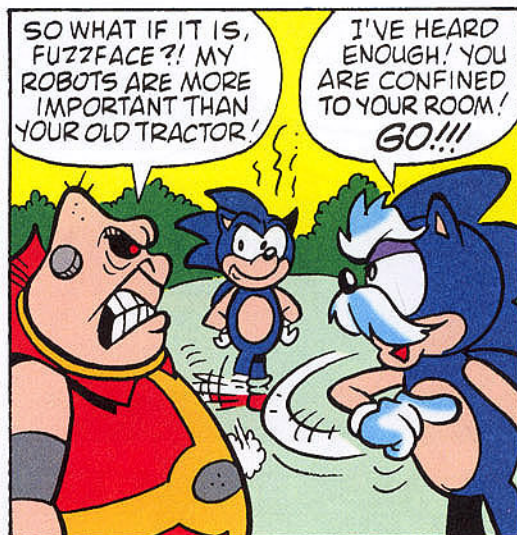
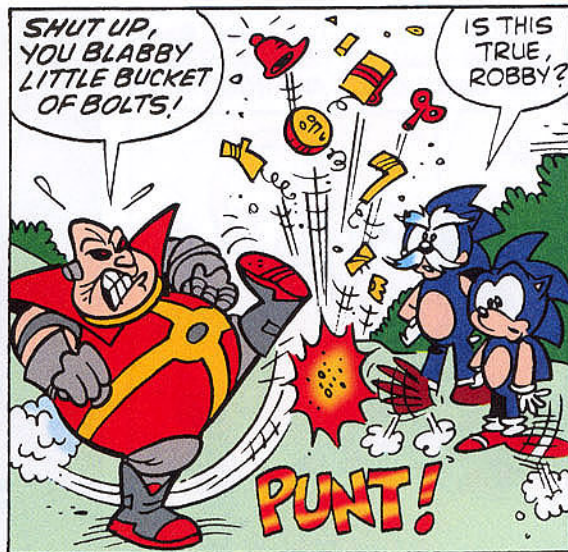


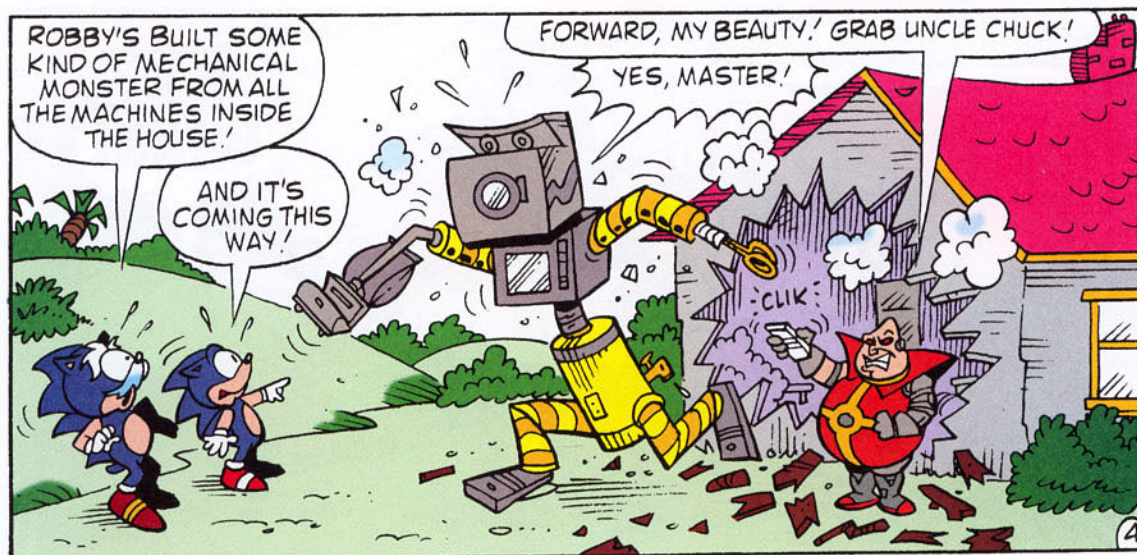
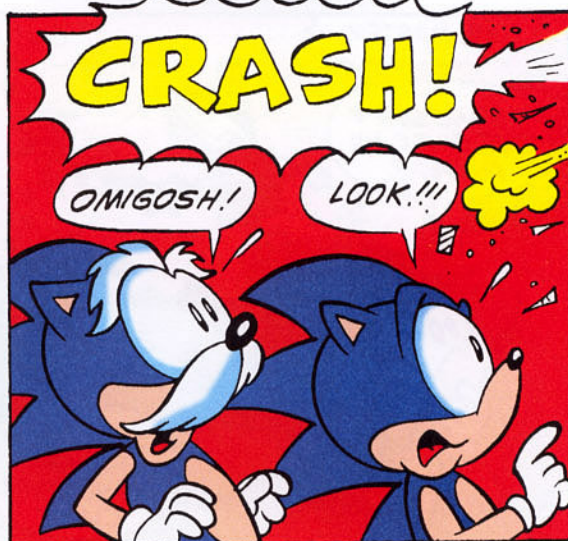
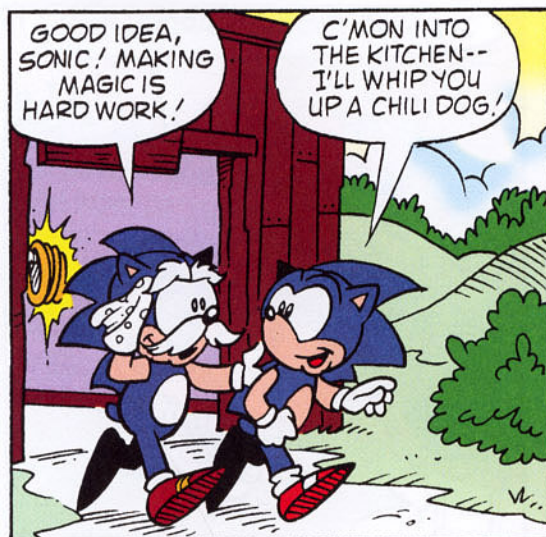
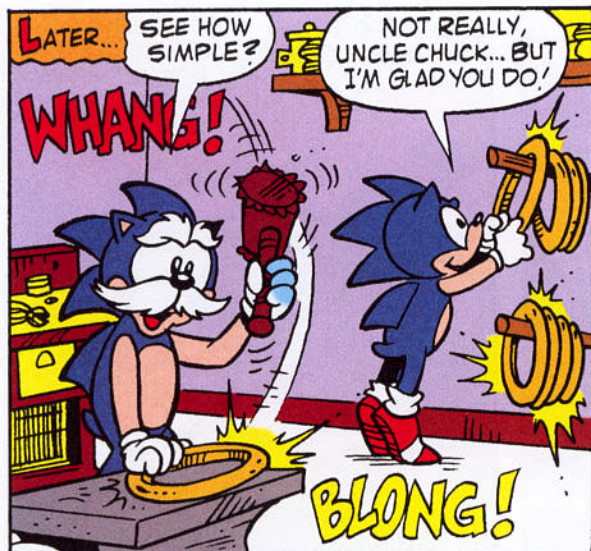


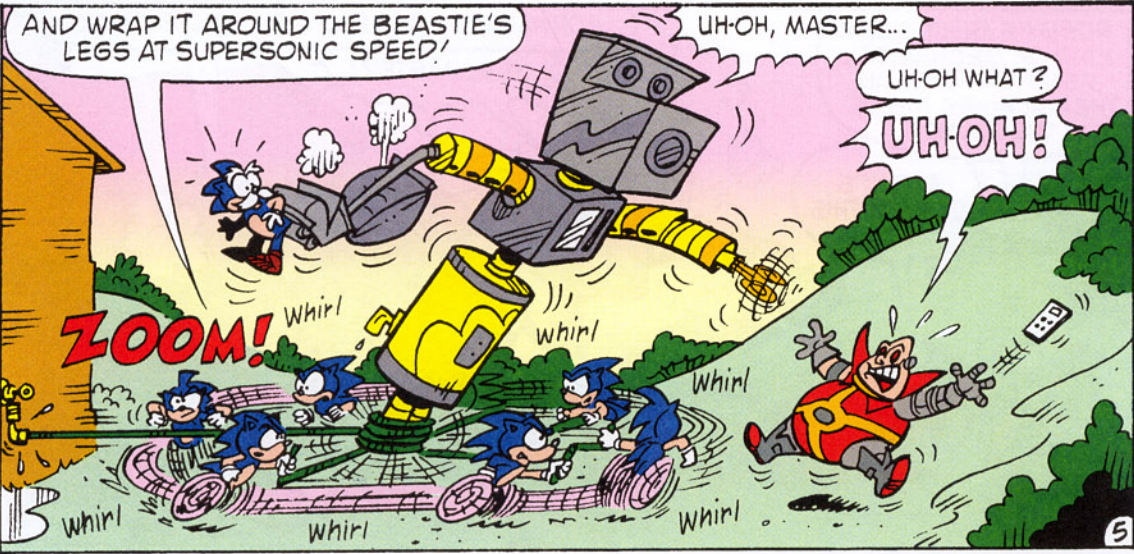
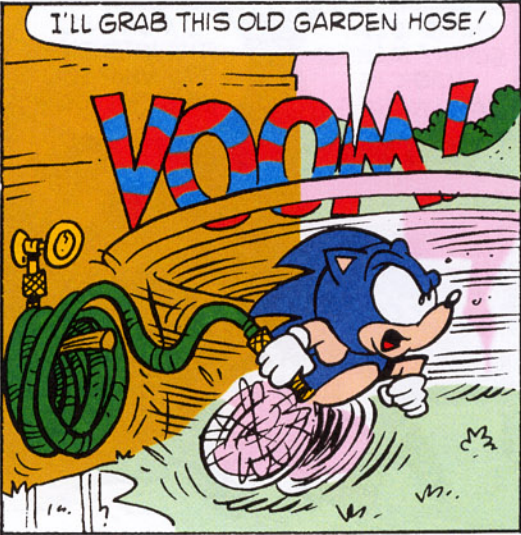
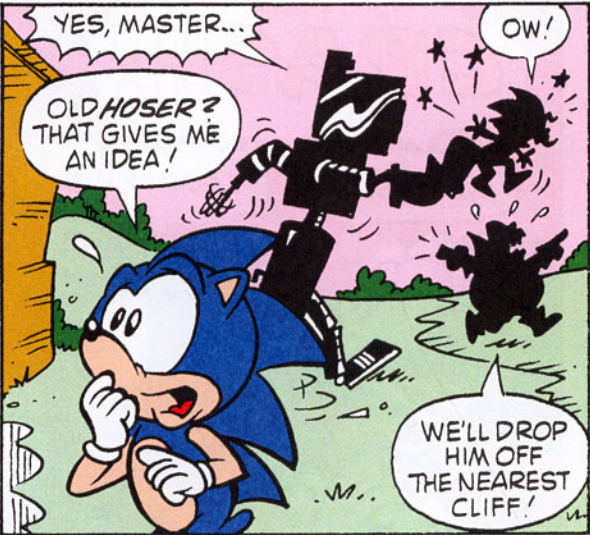
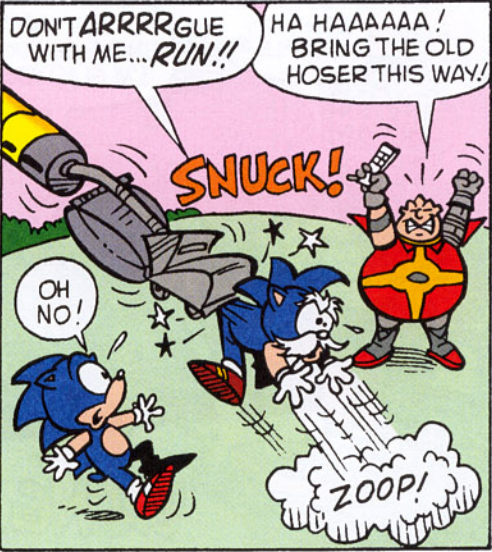
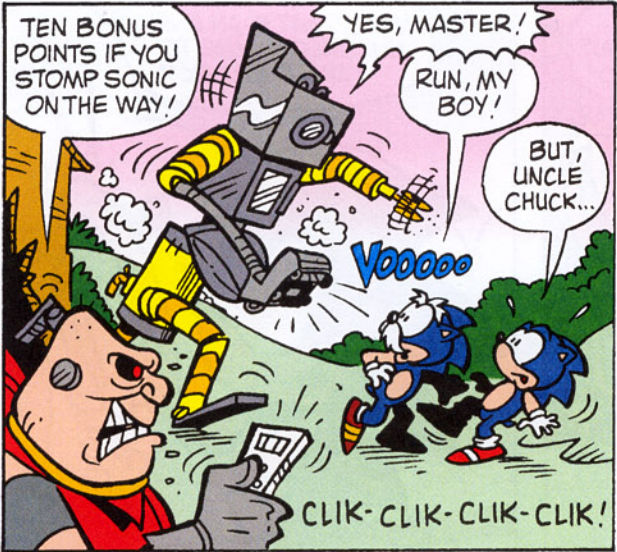


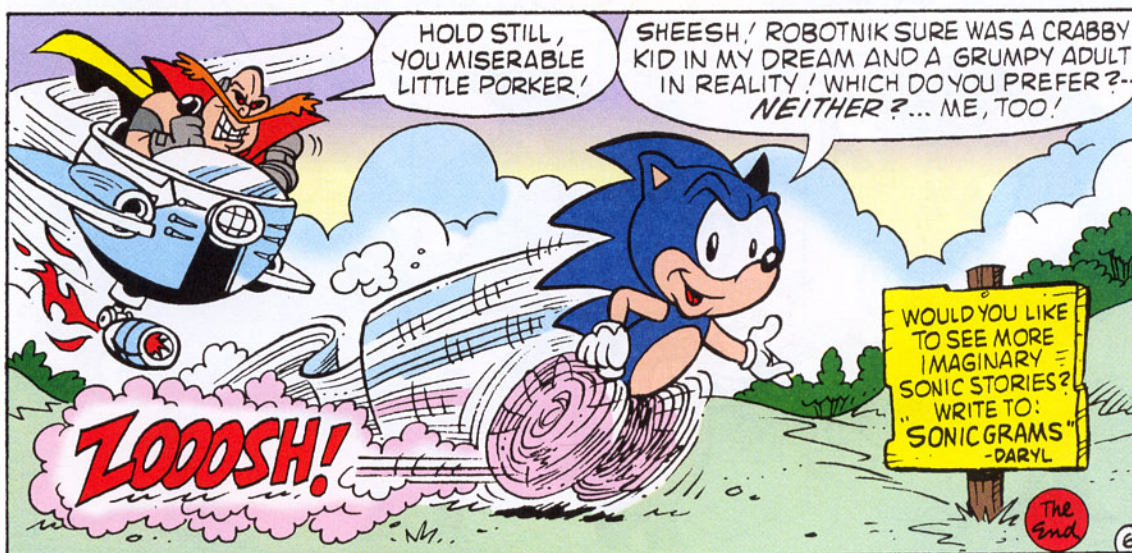
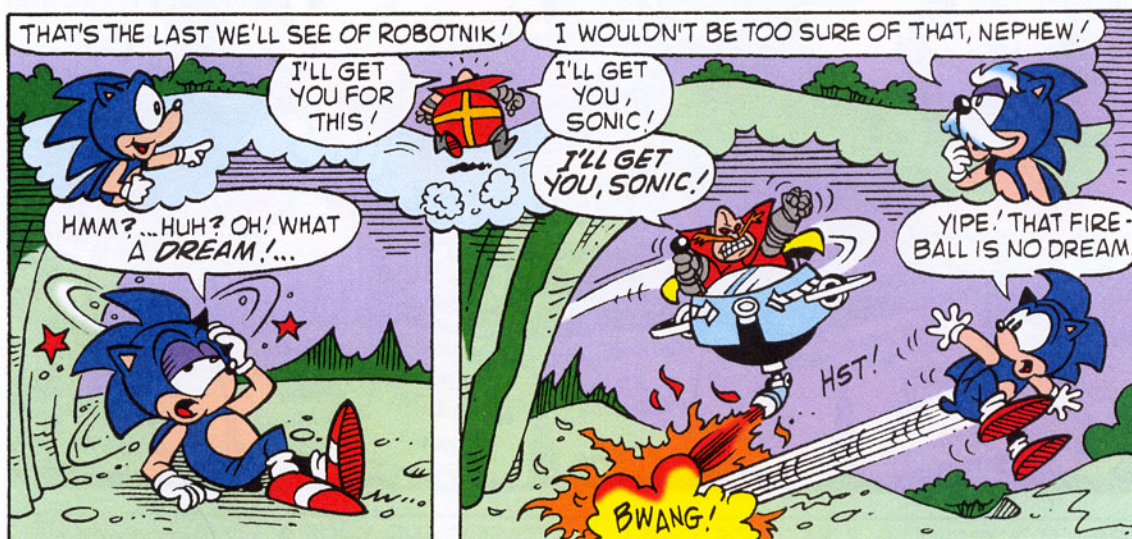
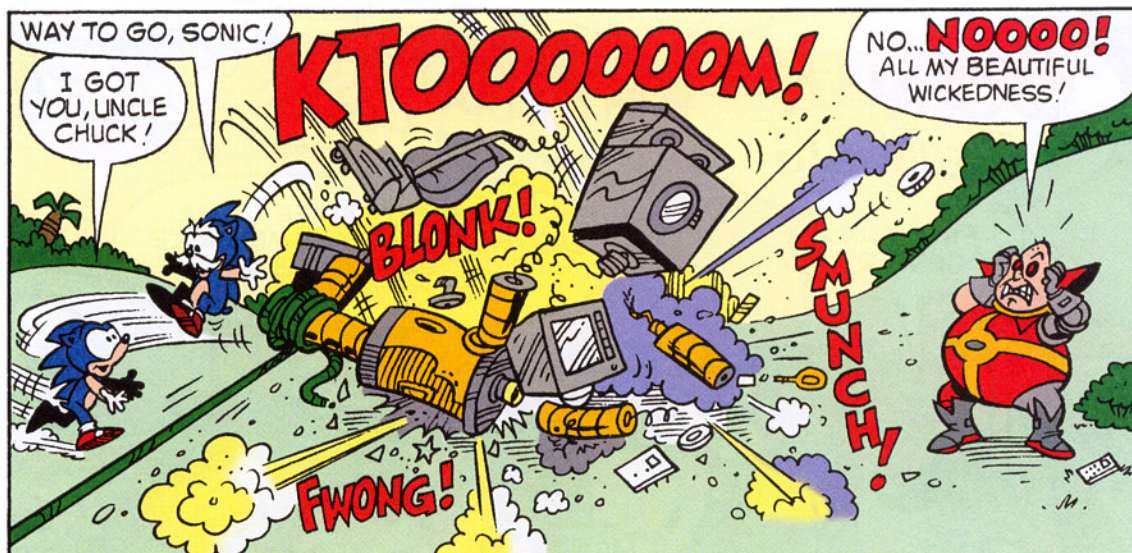


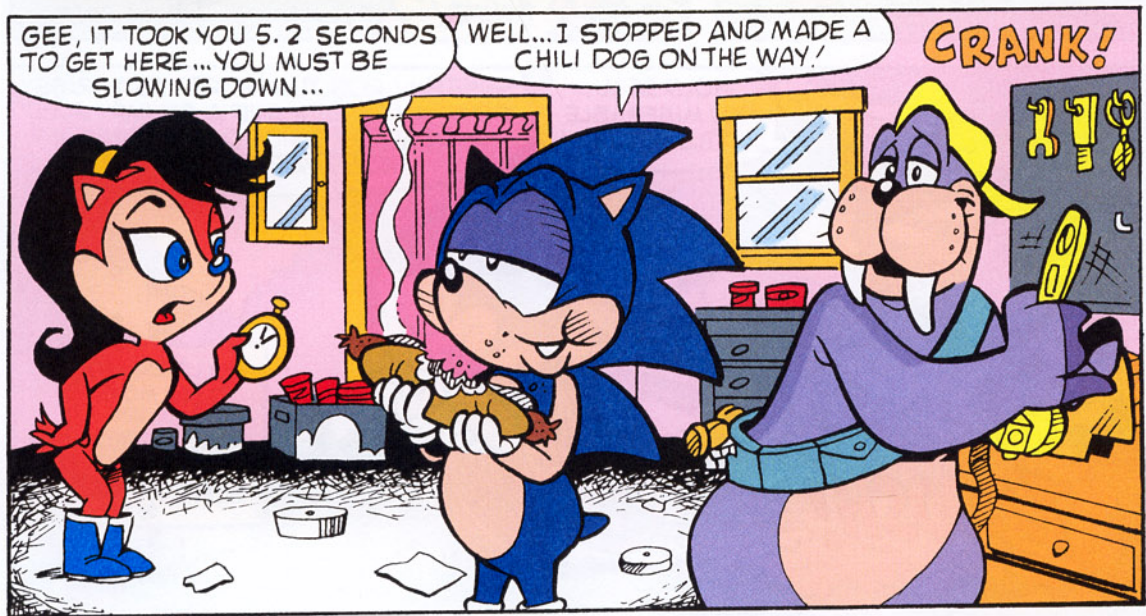


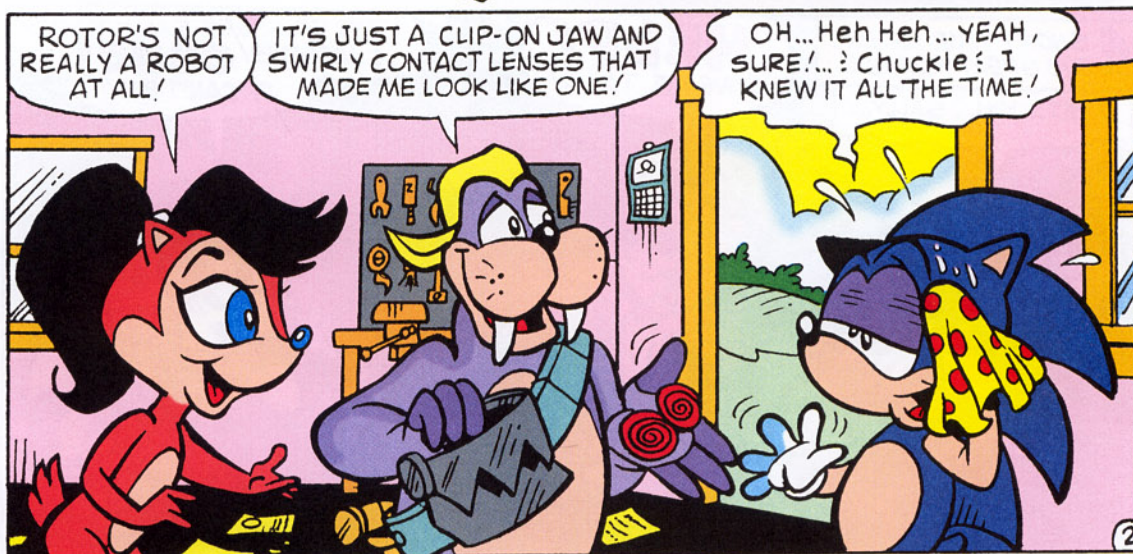
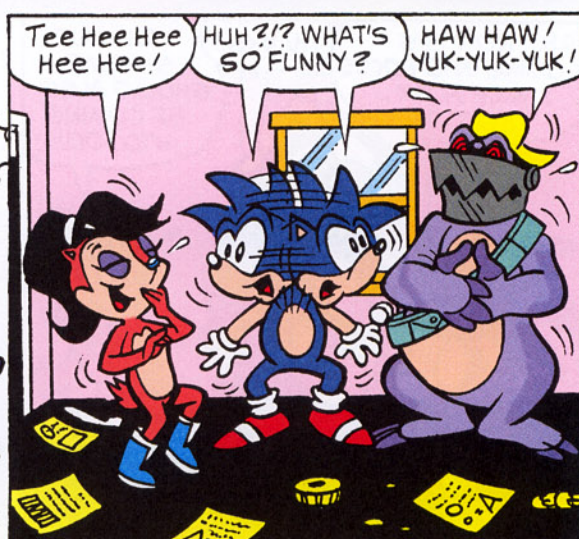
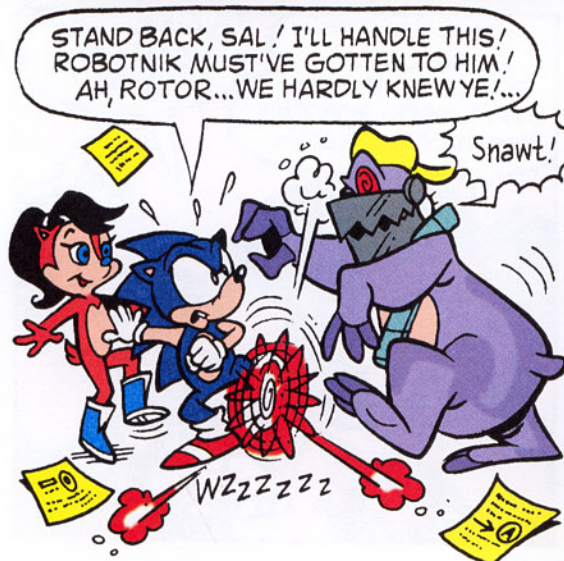
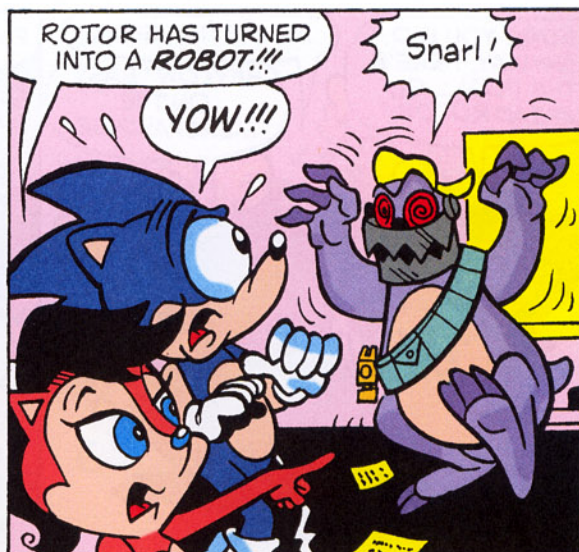
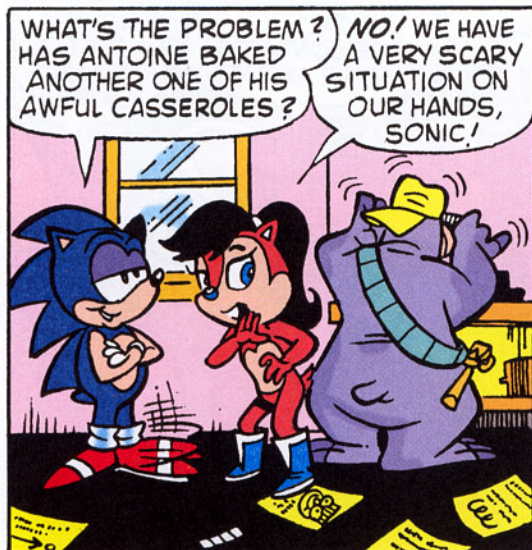


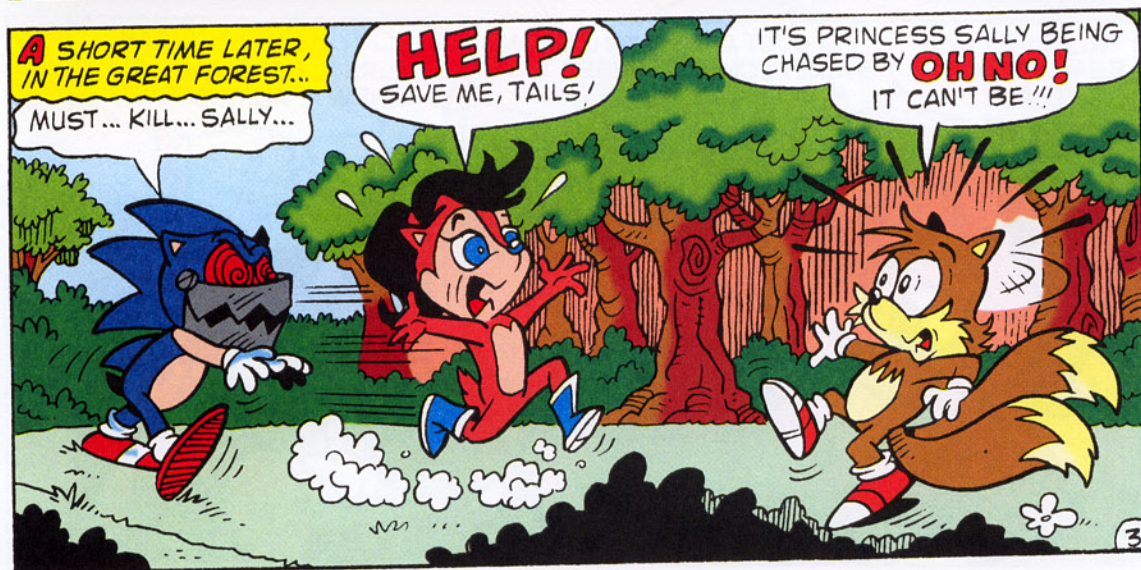
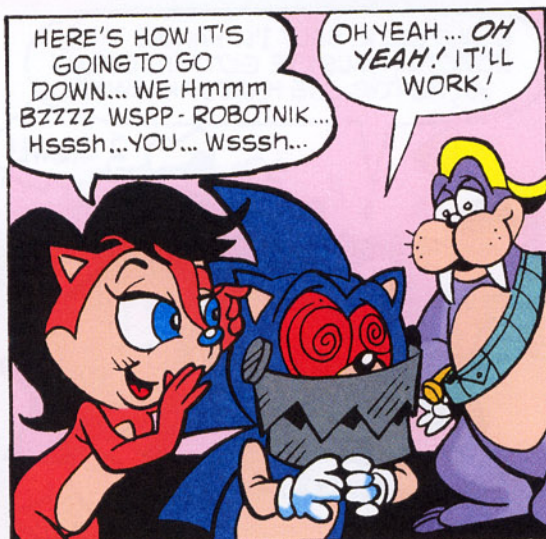
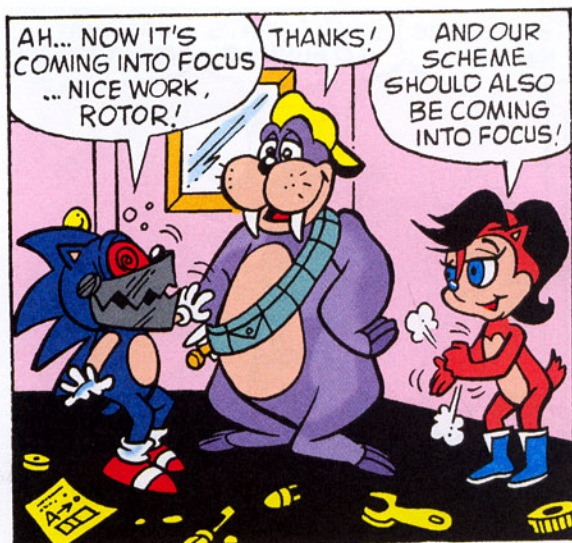
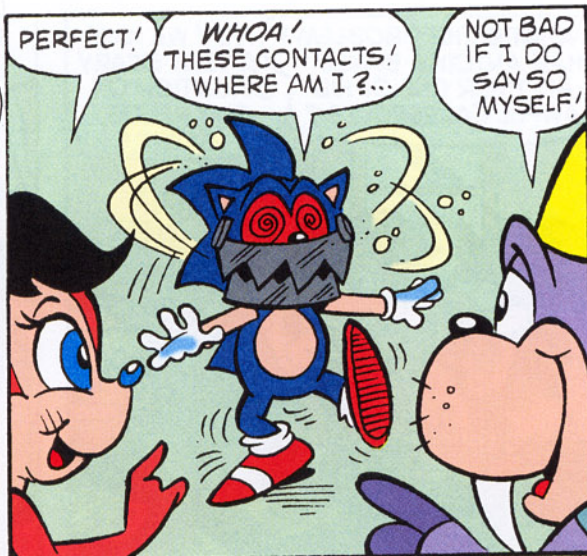
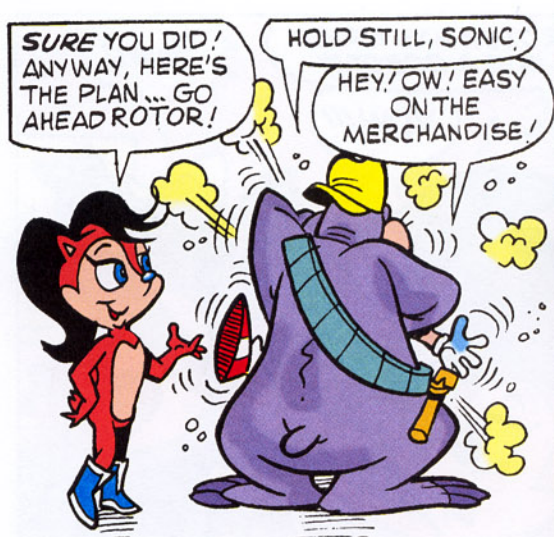


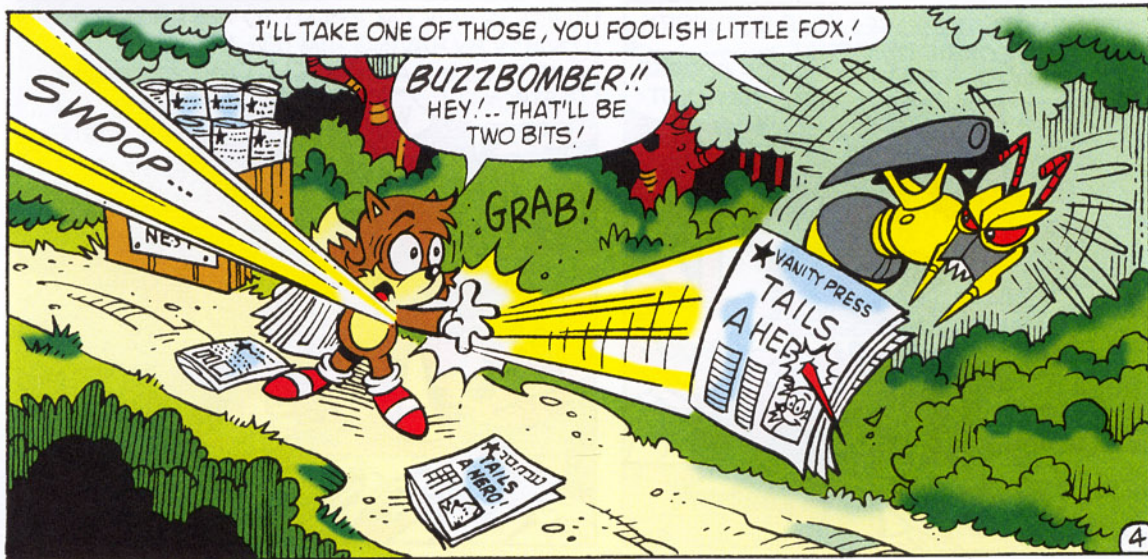
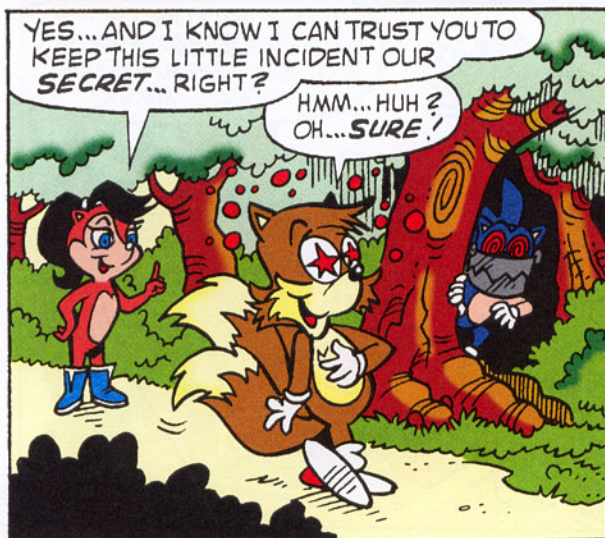
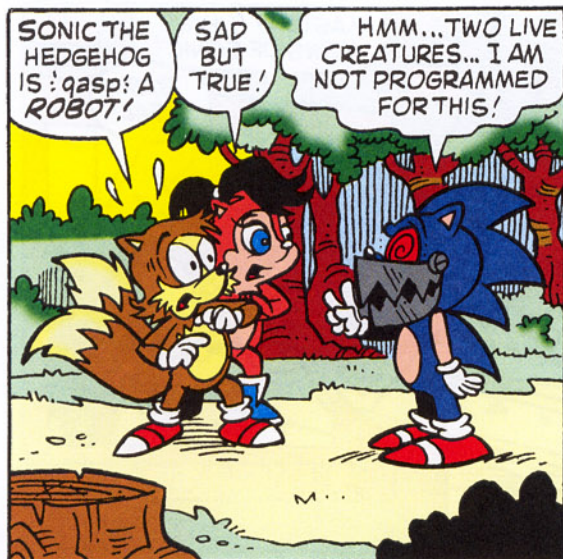


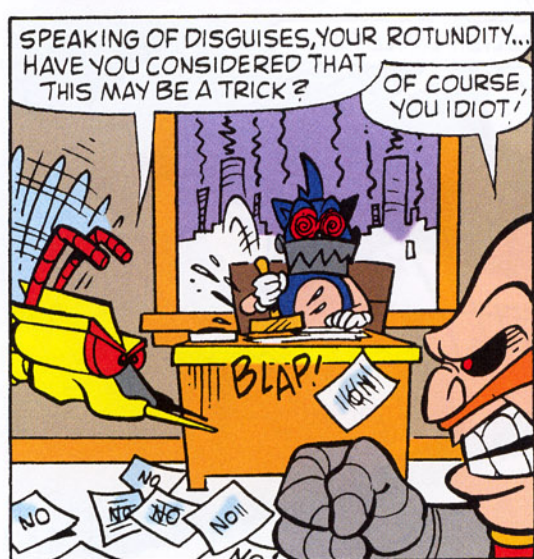
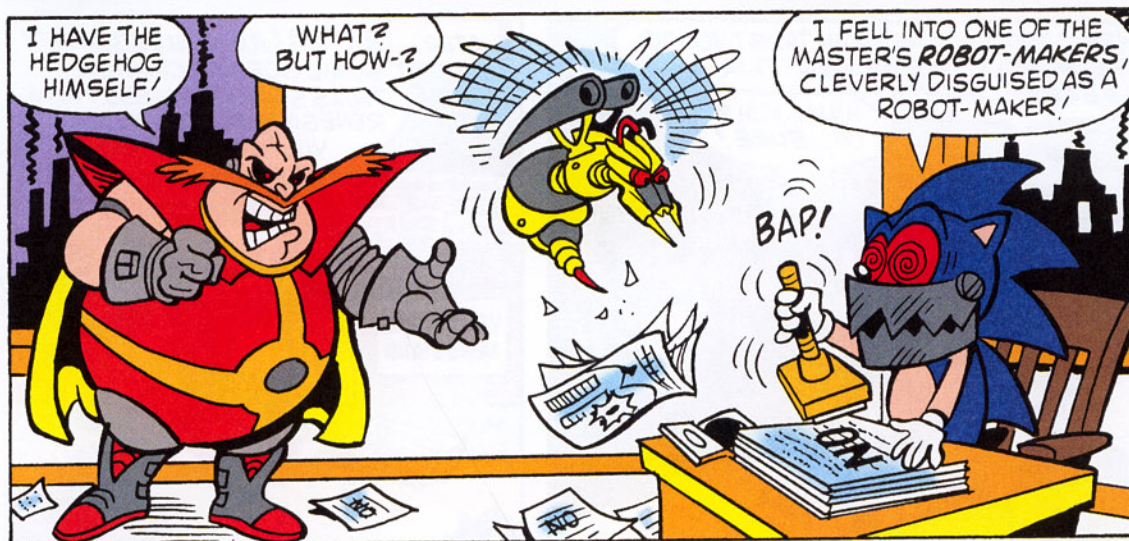
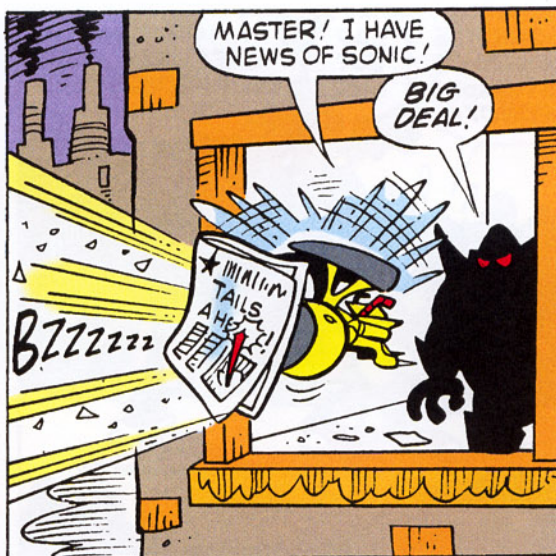
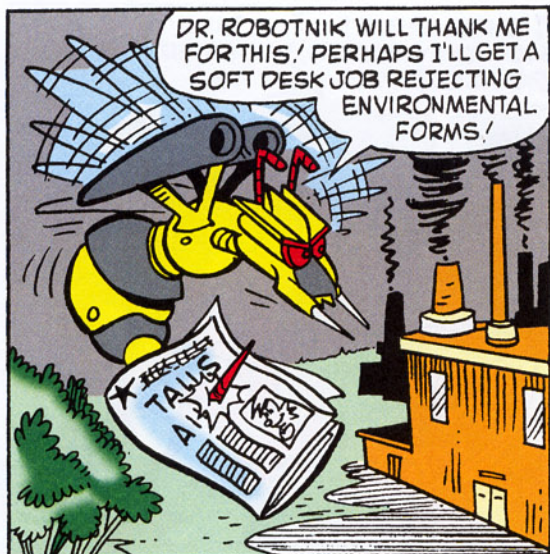


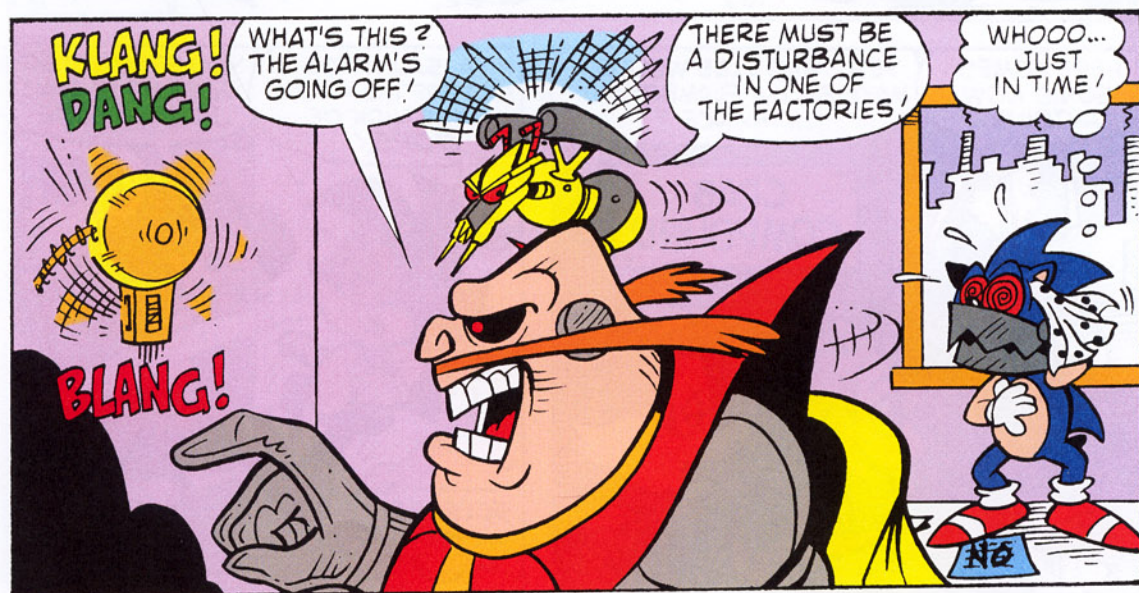


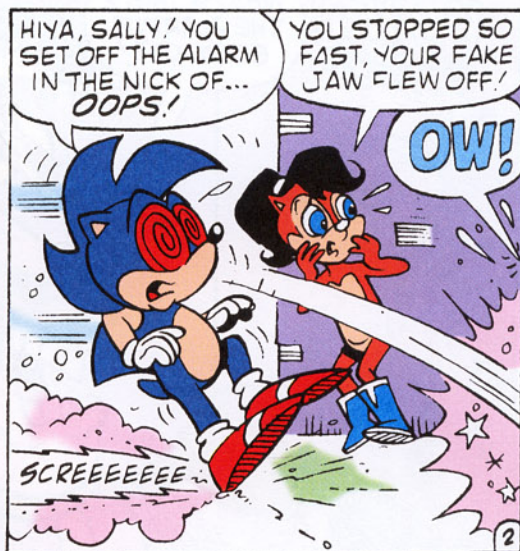
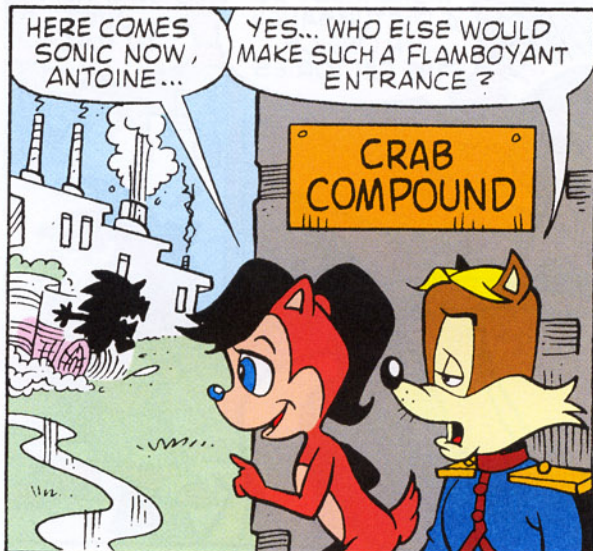
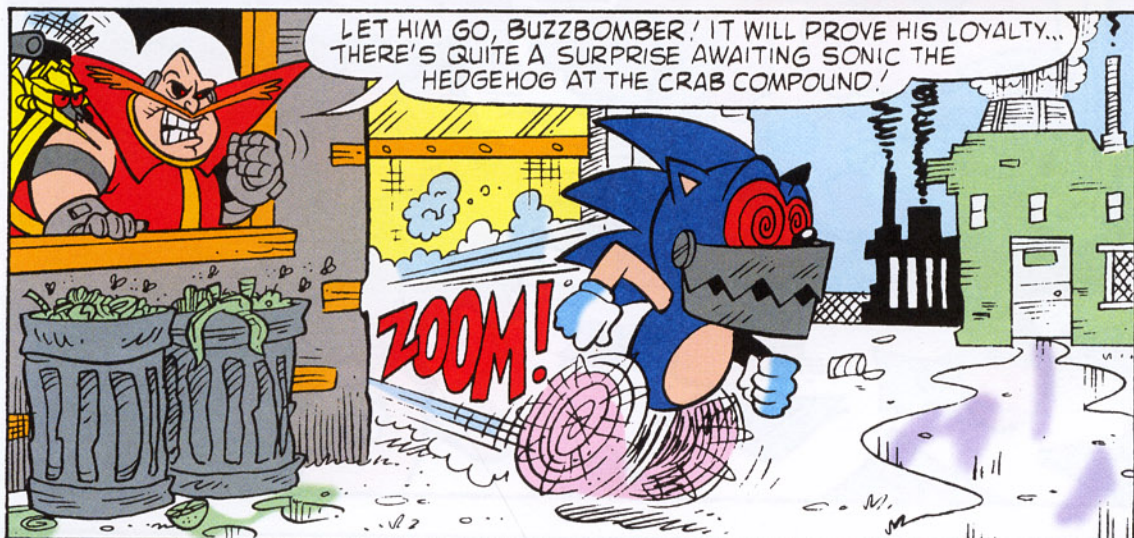
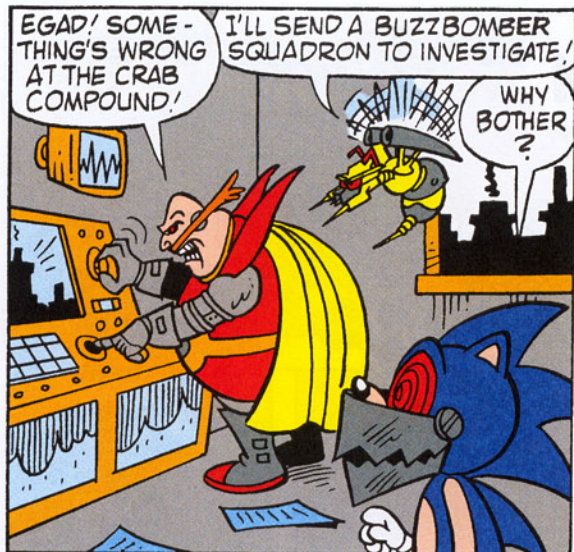


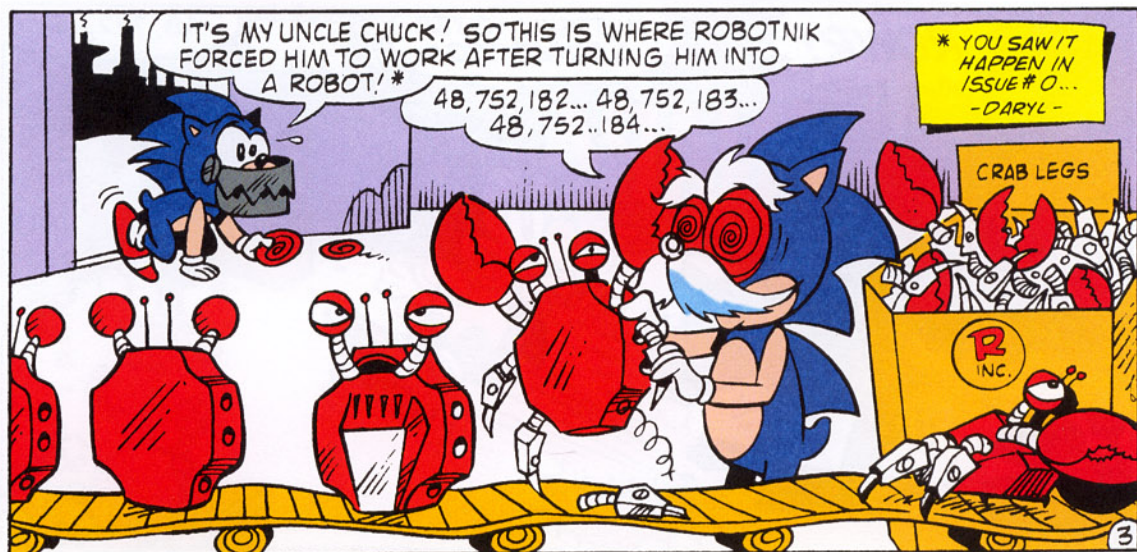
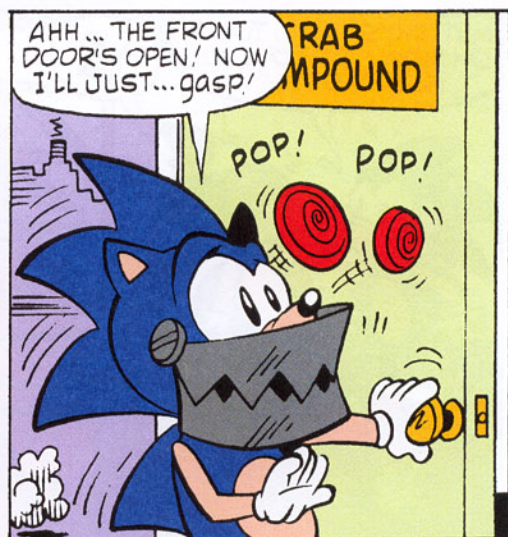
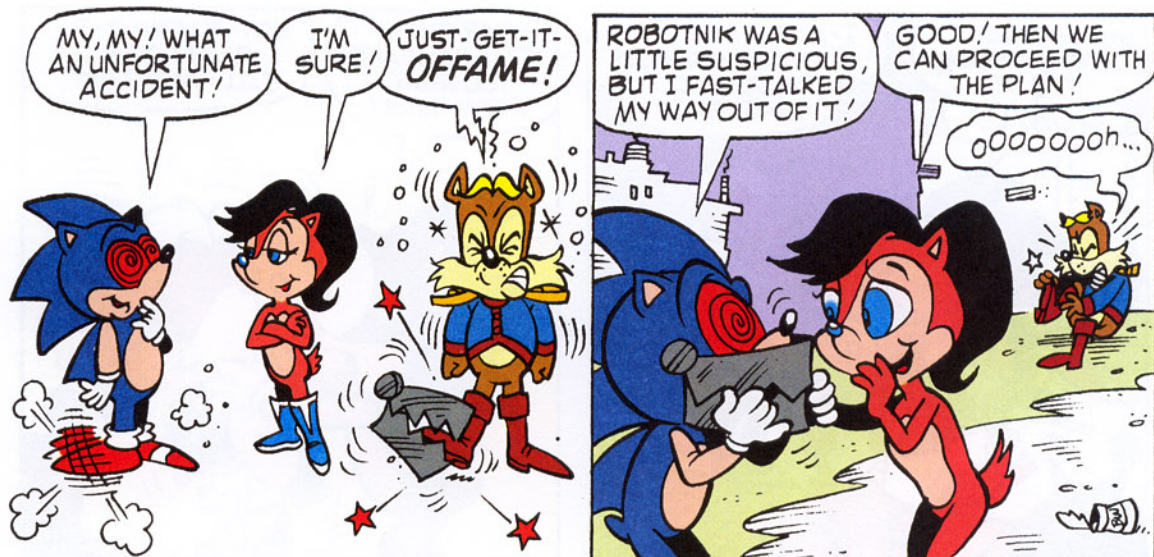


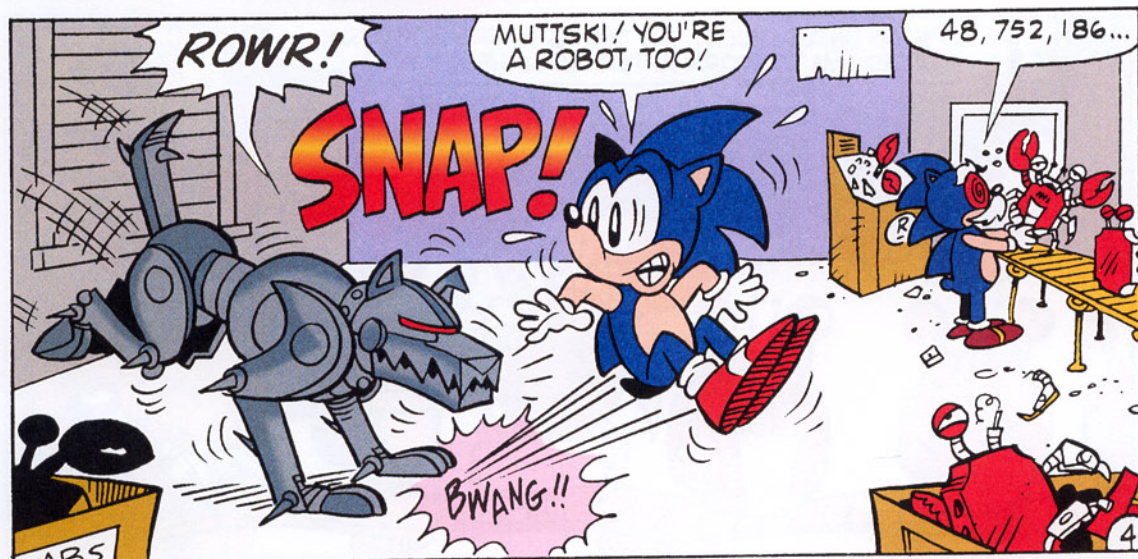
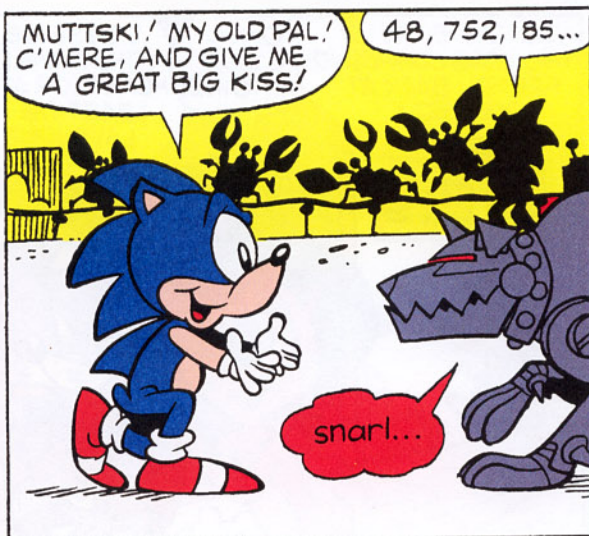
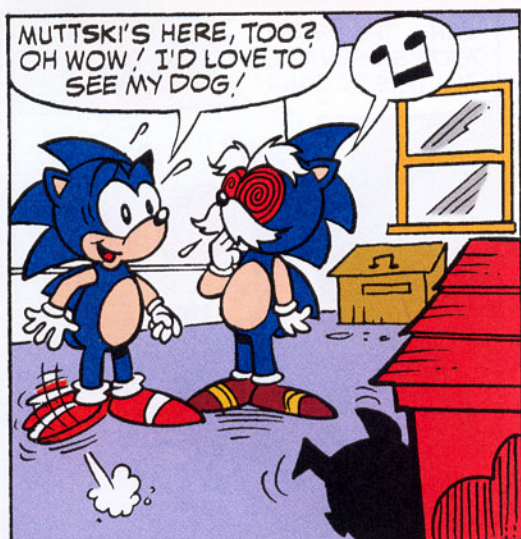
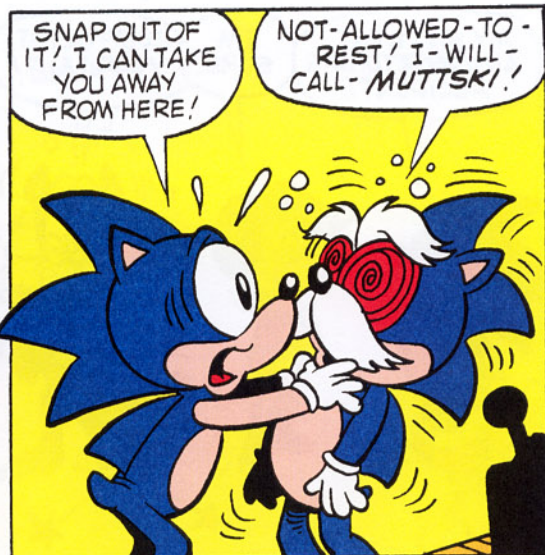
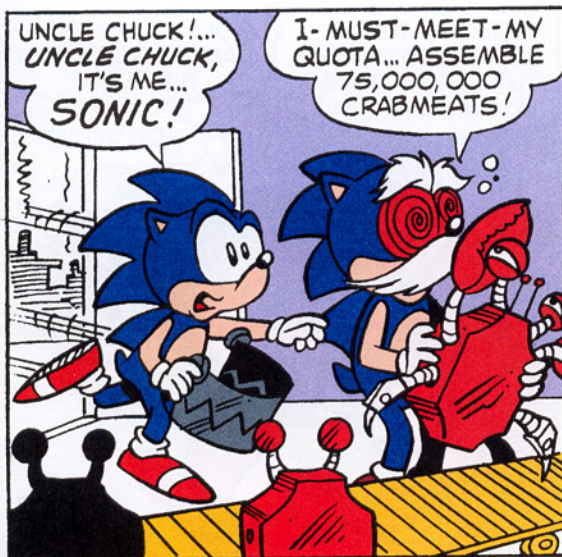


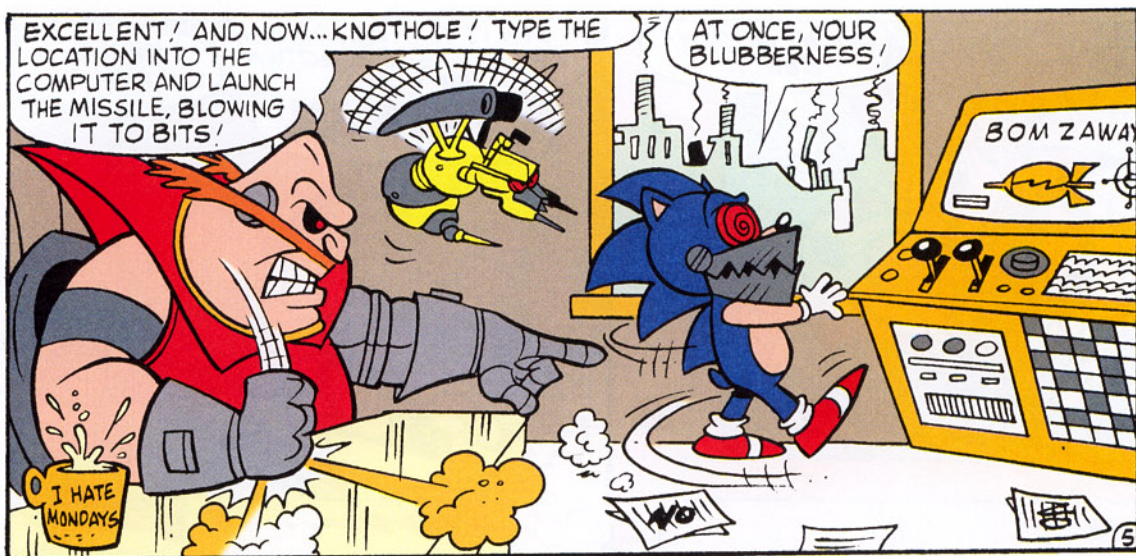
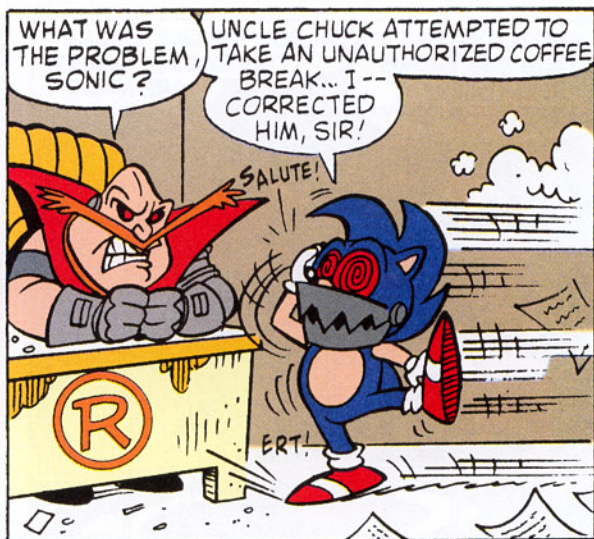
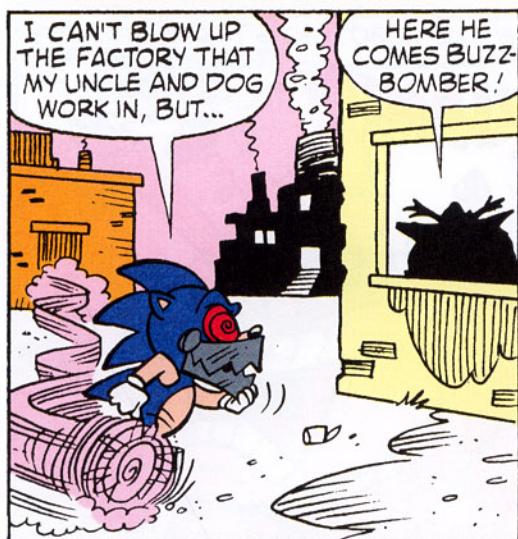
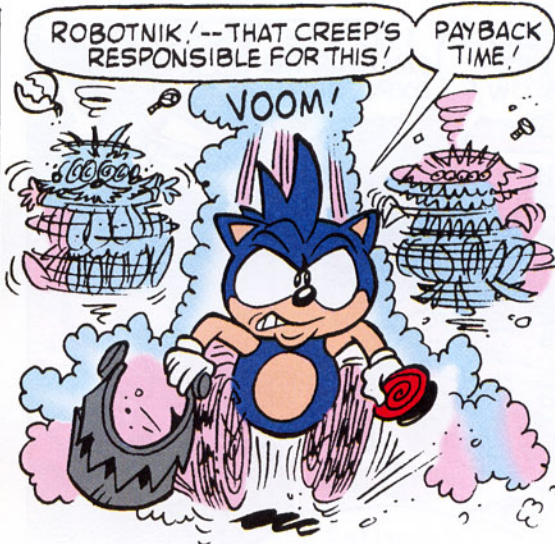
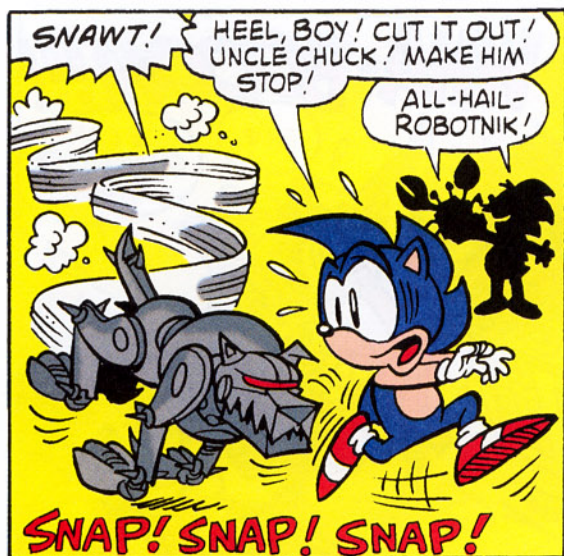


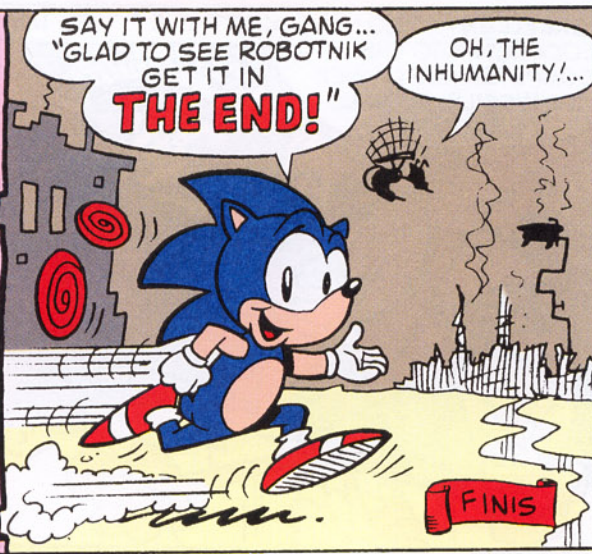
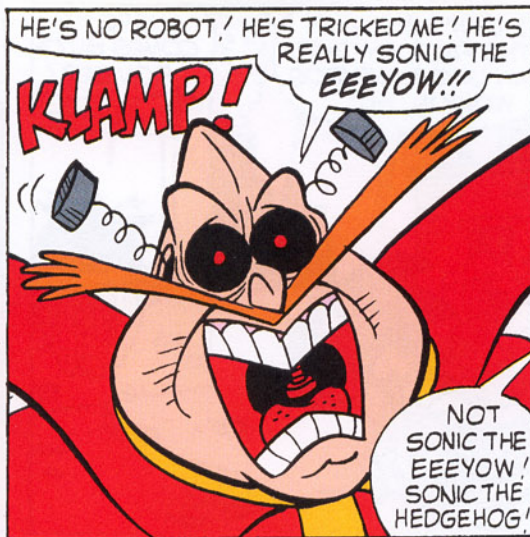
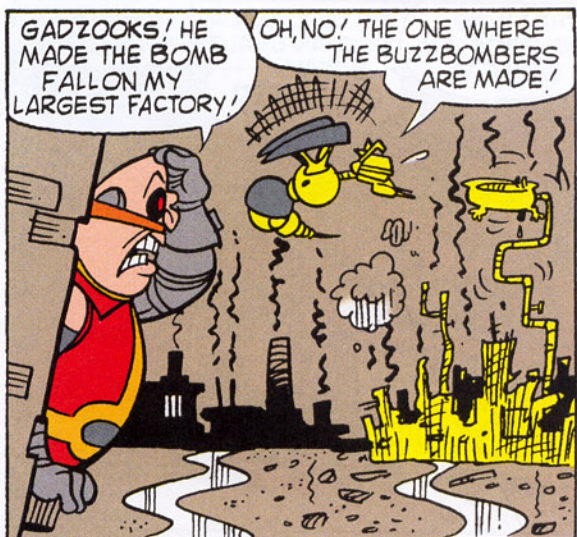
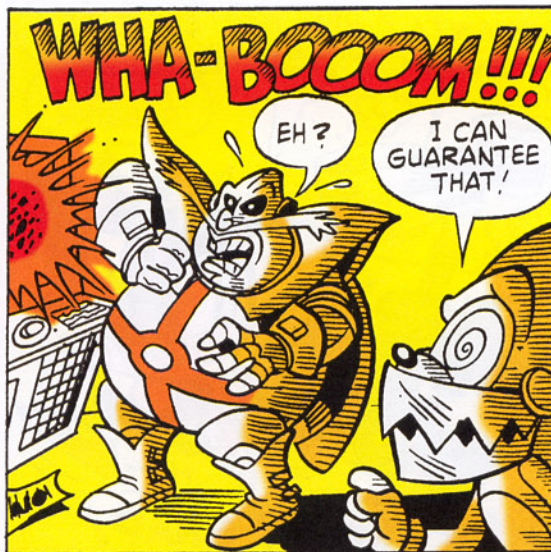
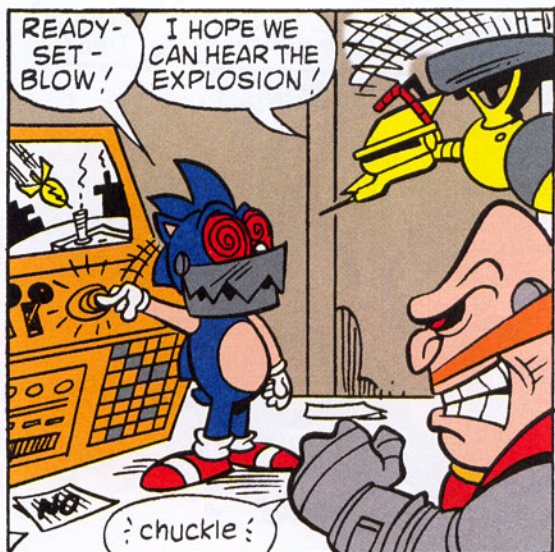






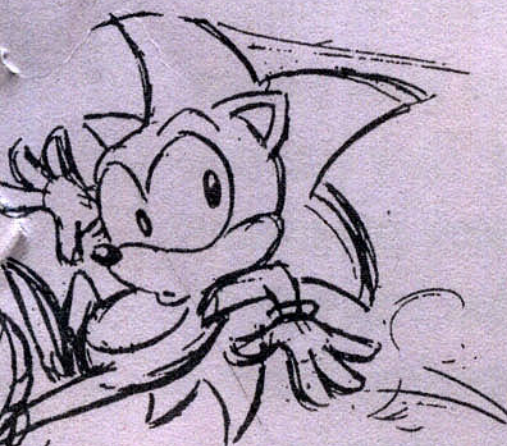








UP ↑



SONIC SKIDDING



SONIC SKIDDING



SONIC READY
TO RUN



#238-010	"SONIC THE HEDGEHOG"
SONIC - VIBRATING (CHARGED BY POWER RING)	

In 1993, Sonic the Hedgehog sped his way from video games to comic books. Hundreds of issues later, "the blue blur" can lay claim to having the most successful comic book career of all video game heroes! Now you can enjoy his earliest comic book adventures with this special edition that reprints his first, difficult-to-find mini-series, Sonic #0 through #3. Collected together for the first time are the first appearance of Tails, Princess Sally, Antoine, Rotor, Uncle Chuck and Muttski. Put on your favorite pair of sneakers, grab a chilidog and see where the legend began!

\$10.95 US

ISBN 1-879794-12-8



EAN

9 781879 794122