

SONIC GRAMS

What's Doing?

I'm **Sonic the Hedgehog**. Maybe you heard of me? You know... "The Blue Blur," "Freedom Fighter Extraordinaire," "The Dude with a 'Tude," etc., etc.. This here newsletter is dedicated to... **ME!** There's also news on the **Freedom Fighters' upcoming events** in our land of Mobius, as well as extra features not available anywhere else! So don't delay... **read on!**

I've been absolutely buried by mail. There is so much mail coming in that I can literally swim in it! Hey, don't get me wrong—I think it's way, way cool to get so much attention! You know me, I just loooove attention! Thanks, guys and gals, you really know how to make a hedgehog feel wanted.

This just in... there are five new games set for release in late 1996! They are:

Sonic Blast
(Sega Genesis, Game Gear)
Sonic CD (Windows)
Sonic X-Treme (Sega Saturn)
Sonic (Sega Pico)
Sonic Schoolhouse
(Windows '95)

Besides my show running on USA Network 6 days a week, I have "An X-Tremely Sonic Christmas" holiday special premiering on **Tuesday, November 26 at 7:30 PM**, also on USA. With all this way, way cool stuff happening at the end of the year, it looks like 1997 is (dare I say it?) the "Year of the Hedgehog!"

Now on to introduce the new features: First we'll be visited by Ken Penders in "Writers' Corner" followed by "Pro Spotlight" and the "Previews Section" to round it off. Enjoy!

Writers' Corner by Ken Penders

Hi there! If you've just been reading the comic and wondered about something concerning Sonic and his friends (and enemies, too, for that matter!), or about Archie Comics or comics

in general, but haven't noticed anyone ask about it on the letters page, don't lose hope. There are various other forums available for you to ask your question and get an answer!

For starters, you can write me at KenP7672@Aol.com. Imagine that! A direct line to one of Sonic's writers. Then there's the Comic Book Forum located on AOL's Science Fiction and Fantasy board in the CLUBS & HOBBIES section. There, you can interact with Sonic/Archie and other fans.

This is something we couldn't even envision back when I was a kid. Not only have comic books gotten better, so has sharing your interest with others become more exciting. I hope you give it a try. Take care.

SPOTLIGHT on Patrick "SPAZ" Spaziante!

Freelance Credits: SONIC

Hobbies: Video games, baseball, billiards.

Work most proud of: Still to be seen.

Pet Peeves: The Electric Slide.

Place of Birth: NYC.

Greatest accomplishment outside comic field: Clearing Street Fighter Alpha on 8-Star difficulty.

Oddest habit: Making various sound effects.

Reason for comics career: Access to the art field.

High School buddies thought I was: A cartoon character.

Favorite performer/movie/book: Arnold Schwarzenegger/Star Wars Trilogy/Art of Capcom.

Influences: Steven Spielberg, Art Adams, Bengus and Todd McFarlane.

Unfulfilled ambition in comics: Still to be seen.

Worst part of job/work: Lack of sleep(detail, detail... got to draw it, mister!).

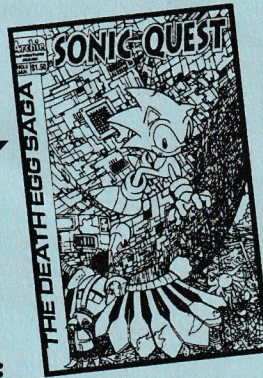
When nobody's looking, I: Make fun of anybody who's not looking.

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**SONIC #41:
ON SALE SEPTEMBER 1996!**

Featuring the return of His Majesty's Secret Service, Geoffrey St. John! Sonic, Sally and Geoffrey enter the Zone of Silence on a mission to "Save King Acorn" once and for all! Will they succeed in a zone they've failed in so many times before? The answer may (or may not) surprise you! Sonic #41 leads directly into the SonicQuest mini-series.



**SONIC
QUEST #2:
On sale October 1996!**

The action continues as our two heroes try to stop Robotnik's Death Egg from destroying the Floating Island! Knuckles and The Chaotix guest-star!



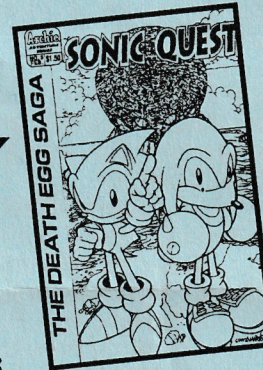
**SONIC #43:
On sale November 1996!**

Take a trip to the past as we see glimpses of pre-Robotnik times. Join Sonic into "The Dream Zone!"



**SONIC
QUEST#1:
On sale September 1996!**

#1 Collectors Edition! This story continues from Sonic #41. This is it, fans! What you've been waiting for has finally arrived! Robotnik has built his most terrifying weapon ever. A weapon capable of roboticizing the entire planet of Mobius in one fell swoop. And that weapon is known as... the Death Egg! Not to worry, Sonic and Tails are on the case! What do you mean they have lost contact with Knothole? They're on their own with no reinforcements? Start worrying!



**SONIC
QUEST #3:
On sale November 1996!**

It's the ultimate showdown as Sonic dons his own battle armor in a bid to stop Robotnik and his "ultimate roboticizer," the Death Egg!



**SONIC
LIVE #1:
On sale November 1996!**

You ever wonder what Sonic's relationship to the Sega games here on Earth is? Well, wonder no longer. Witness two Sega-playing kids join Sonic in the adventure of a lifetime as they get pulled into the Sonicverse through their TV screen. Through this breach in dimensions, Robotnik plans his most ambitious plan yet: the takeover of the known multi-verse, including the Earth! Check out Sonic's first photographic cover! Also included: Who would take over if our main group of freedom fighters were out of the picture? The "Substitute Freedom Fighters," of course. Plus: more KnucklesQuest!



**SONIC #42:
On sale October 1996!**

Sonic and the Freedom Fighters are betrayed by one of their own! Guest starring Knuckles... which leads to the back-up story known as KnucklesQuest! Featuring the first meeting between Knuckles... and Athair, his great-grandfather!!!

Have fun messing up Robotnik's plan in my games and don't forget to write. Tell me about yourself and how you liked this newsletter.

**Send to: Sonic-Grams Extra!
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