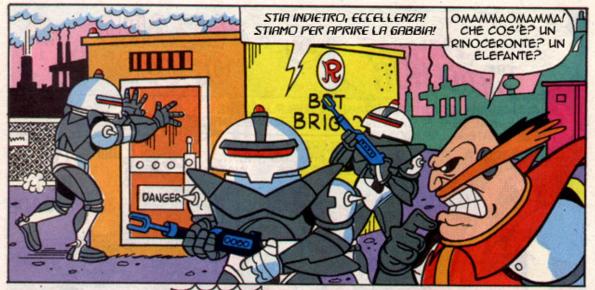


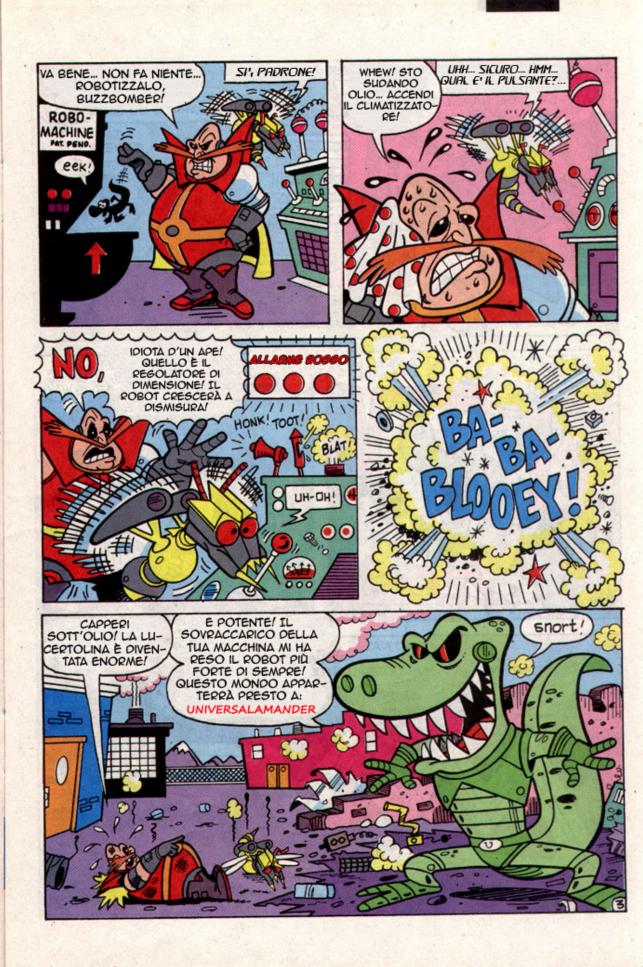
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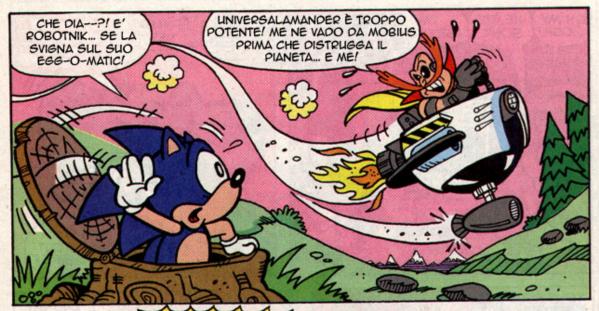






















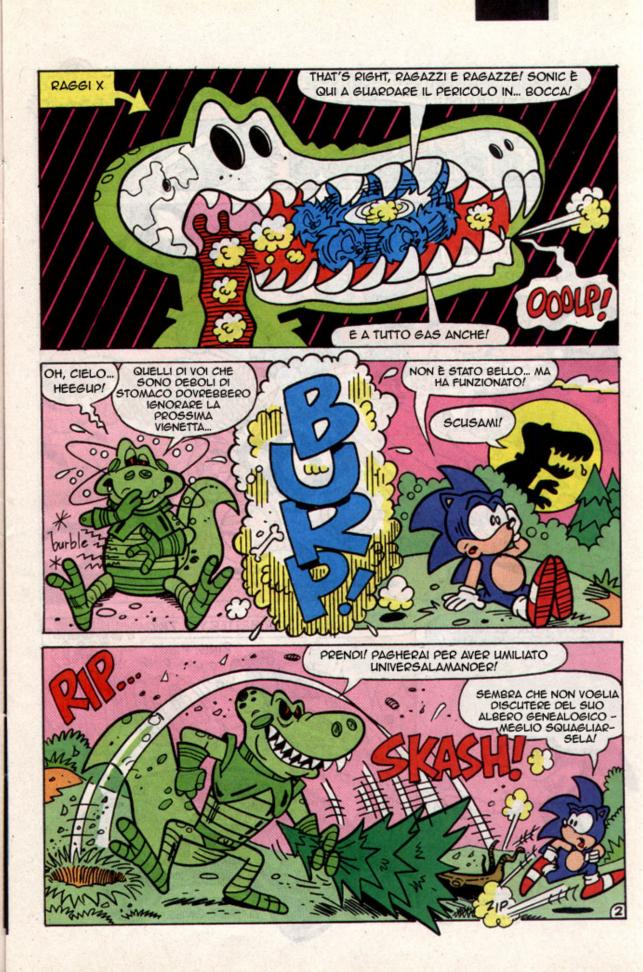


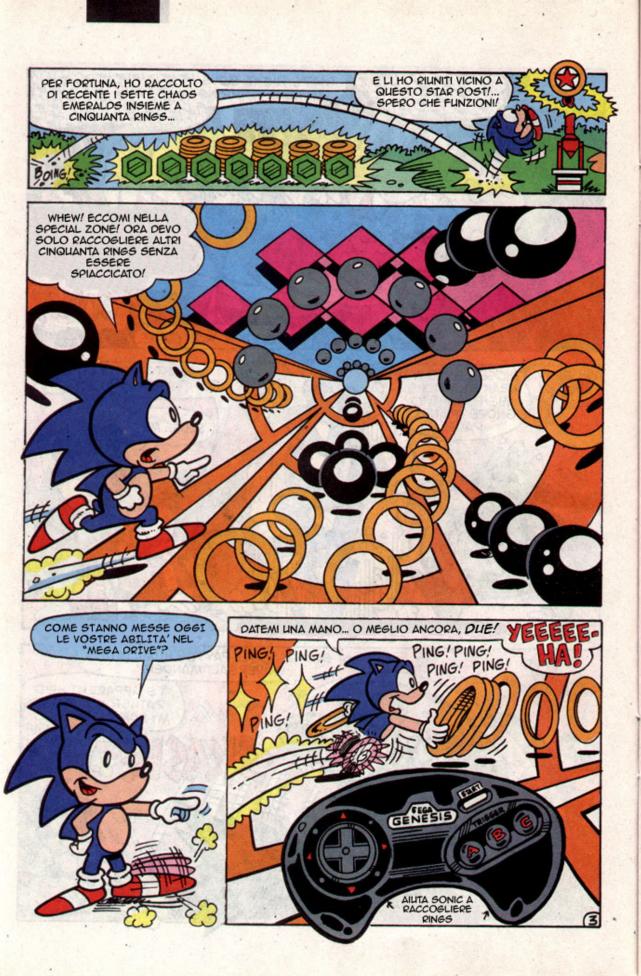


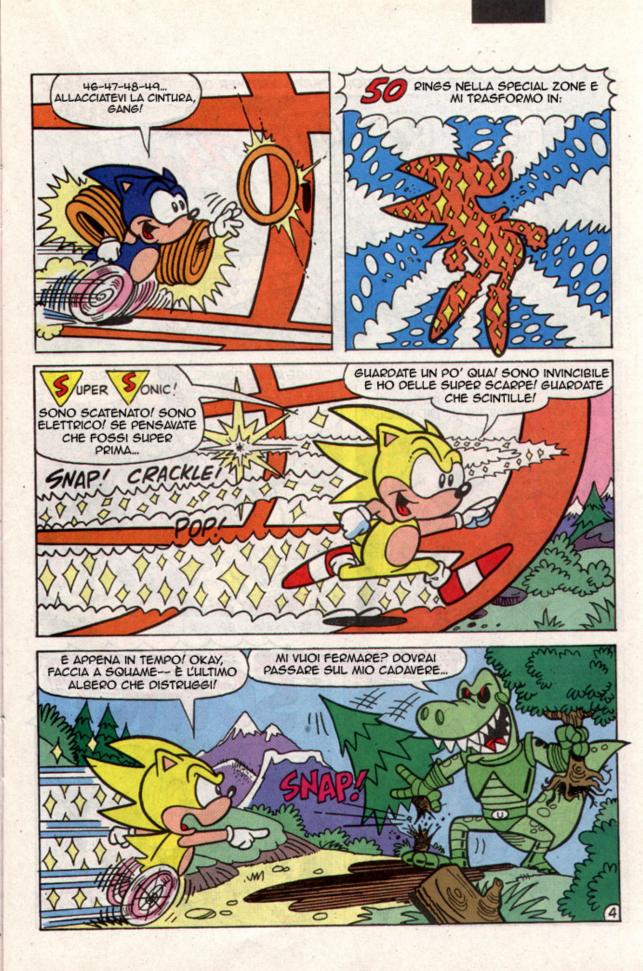






























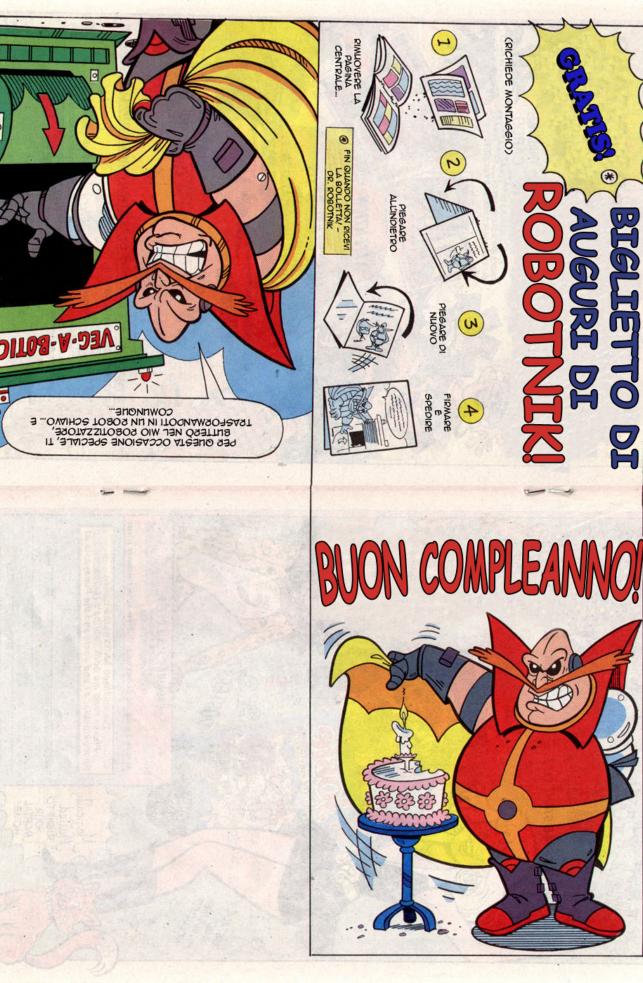






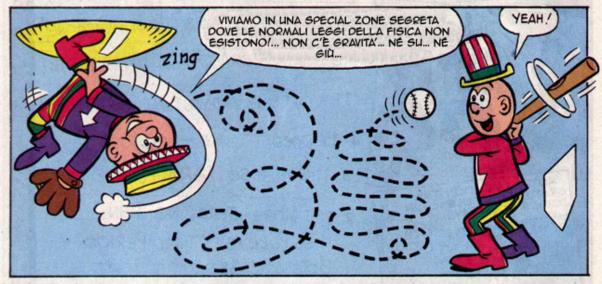






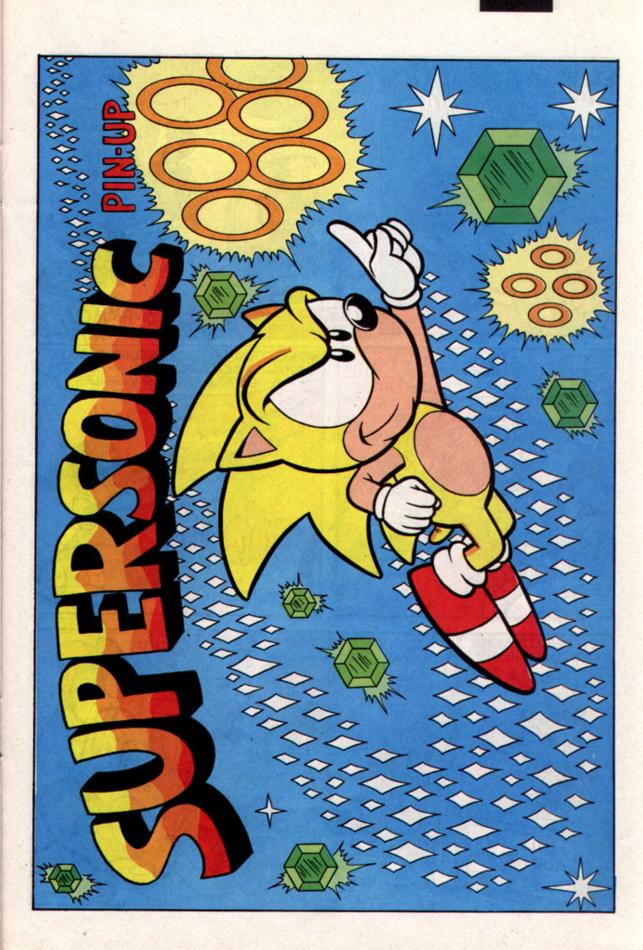


























































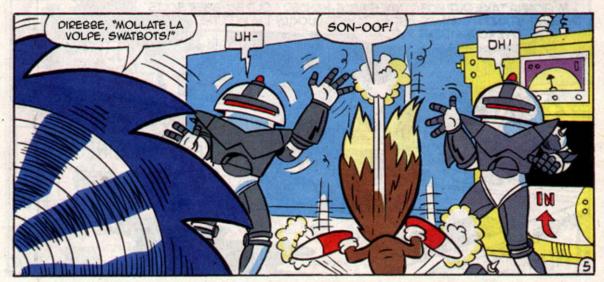








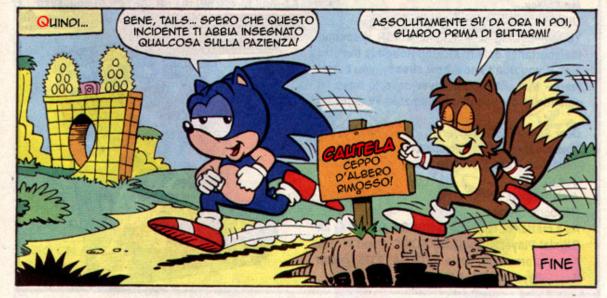












SEND IT TO SONIC-GRAMS, c/o ARCHIE COMIC PUBLICATIONS, INC. 325 FAYETTE AVENUE, MAMARONECK, NY 10543.



eyowza, Speed Demons! We're Vociferous Victor and Pulsatin' Paul, and we're gearing up to hyper-adrenalize in the fantastic footsteps of Dazzlin' Daryl Edelman! Yes, the Dream-meister himself has

moved on to one of our colossal competitors, and we wish him all the luck in the world. But don't worry, the big "D" has given us his blessing and we promise to deliver the same super Sonic entertainment you're accustomed to! Speaking of which, don't dare miss SONIC THE HEDGEHOG - THE CARTOON on ABC Saturday morning--or the sensational Sega SONIC SPINBALL game, coming soon! THE BLUE BLUR RULES!

Dear Sonic Team and Sonic,

Your comic books are great! My brother Kent bought me issue #0 for Christmas and I have been collecting ever since. I have noticed that when Sonic travels at Hyper-Sonic speed there is no Sonic Boom. Give Robotnik (aka "Chubby") a Sonic Spin for me!

Brooks, MN

Paul Beaudoin

Dear Sonic and Tails,

I like that part in your comic book where you said, "Did you forget to program the VCR?" Are you having your own TV show?

Ian Shuley Utica, Ohio

Yo, lan-- setting the timer on the VCR is second in importance only to kicking Robotnik butt! In fact, if you don't know how already, you better learn-- that way you'll never have to miss an episode of my upcoming animated TV epic!

Dear Super Sonic Spinners,

How about an article with tips for playing Sonic the Hedgehog 1 and 2. I have a Sega Genesis and I love it!

Josiah Appert

Hillsboro, Oregon

As a matter of fact, Josiah, SEGA publishes an Official Player's Guide for SONIC 1 and 2! For more information, write to SEGA, 3375, Arden Road, Hayward, CA 94545



Dear Sonic-Grams and Tails,

When I started getting your comic book I thought it was a blast! I'm wondering if Tails will help you, Sonic, because when I played Sonic 2 you and Tails worked together. Why do you call Tails Tails when his name is really Miles? Oh, and one more thingwill you be showing other stages in Sonic 2 besides the Casino Night Zone? I can't wait for the TV show of you two to come out.

Nick Acheff

Tacoma, Washington

Well, Nick, as you can see from the last three issues, Tails and Sonic are definitely a team! And forget that "Miles" malarkey-- he prefers to be called Tails!

FREEDOM FIGHTER ALERT!:

Remember when we asked you to color in page five, panel four of the Issue #2 (regular series) story, "VERTIGO A GO GO"? We promised we'd dub you an OFFICIAL FREEDOM FIGHTER if you did, so here goes: Jam Grisson, Ladson, SC; Paul Beaudoin, Brooks, MN; John Cassel, Pensacola, FL; and Michael George, Tucson, AZ--hail to you all! As for the rest of you, keep those color-jobs coming! DYNO-MITE!





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