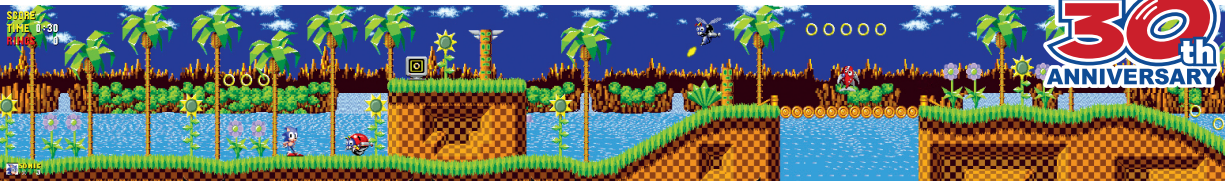


# Sonic the Hedgehog 30th anniversary

Video games giant Sega is celebrating the 30th anniversary of its plucky little mascot, Sonic the Hedgehog, originally conceived as a high-speed rival to Nintendo's Mario



**Green Hill Zone:** Lush, grassy opening section – one of gaming's most fun and instantly recognisable environments



Sonic sprite  
(around 40  
pixels high)

■ **Oct 29, 1988:** *Sega* launches *Mega Drive* games console (renamed *Genesis* in U.S.), but struggles against competition from *Super Nintendo Entertainment System* (SNES) and *Mario* games

■ **June 23, 1991:** Sega releases *Sonic the Hedgehog*, designed expressly to compete with SNES and Mario. Becomes huge success, selling **22.20 million** copies on Mega Drive – pushing its console sales to briefly outsell Nintendo's

*Game has since been ported to numerous other systems, selling more than 44m copies*



Game's  
title screen



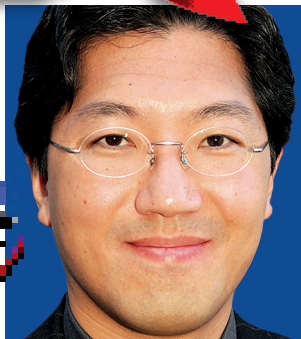
## SONIC THE HEDGEHOG GAMES\*

1991 <i>Sonic the Hedgehog</i>	Mega Drive/Genesis
1992 <i>Sonic the Hedgehog 2</i>	Mega Drive/Genesis
1993 <i>Sonic CD</i>	Mega Drive/Genesis + Sega CD
1994 <i>Sonic the Hedgehog 3</i>	Mega Drive/Genesis
1994 <i>Sonic &amp; Knuckles</i>	Mega Drive/Genesis
1998 <i>Sonic Adventure</i>	Dreamcast
2001 <i>Sonic Adventure 2</i>	Dreamcast
2003 <i>Sonic Heroes</i>	GameCube
2005 <i>Shadow the Hedgehog</i>	GameCube
2006 <i>Sonic '06</i>	PS3/XBox 360
2007 <i>Sonic and the Secret Rings</i>	Wii
2008 <i>Sonic Unleashed</i>	PS2/Wii/XBox 360/PS3
2009 <i>Sonic and the Black Knight</i>	Wii
2010 <i>Sonic the Hedgehog 4: Episode I</i>	Wii/PS3/Xbox 360
2010 <i>Sonic Colors</i>	Wii
2011 <i>Sonic Generations</i>	PS3/XBox 360
2012 <i>Sonic the Hedgehog 4: Episode II</i>	PS3/Xbox 360
2013 <i>Sonic Lost World</i>	Wii U
2017 <i>Sonic Mania</i>	Switch/PS4/XBox One
2017 <i>Sonic Forces</i>	Switch/PS4/XBox One
2018 <i>Sonic Mania Plus</i>	Switch/PS4/XBox One

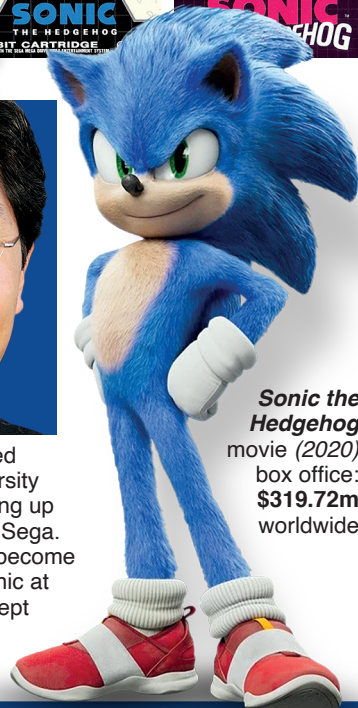
Total  
games  
sold:  
1.14bn

Released for Sega's own consoles before losses incurred from **Dreamcast** failure cause company to exit console business and focus on making games for others

\*Main console canon – does not include handheld versions, conversions to other systems (including PC), arcade games, Meganet downloadable games (1990s online service only available in Japan and Brazil), racing games, compilations, mobile phone games and other spin-offs  
Sources: Sega, Red Bull, Sonic News Network, Video Game Sales Wiki Pictures: Sega, Getty Images, Paramount, Creative Commons © GRAPHIC NEWS



**Yuji Naka** (above): Gifted student who skips university in 1984, in favour of taking up entry level coding job at Sega. Quickly climbs ranks to become lead programmer on Sonic at age of 23. Creates concept of hedgehog rolling into ball to slam into enemies



*Sonic the Hedgehog* movie (2020) box office: **\$319.72m** worldwide

## ANNIVERSARY HIGHLIGHTS



**Sept 7, 2021:** *Sonic Colors Ultimate* – rerelease of critically acclaimed title for newer consoles and PCs

- 2022:** *Sonic Prime* animated **Netflix** show
- 2022:** New unnamed flagship Sonic game
- 2022:** *Sonic Origins* will bundle Mega Drive games together for new consoles
- Apr 8, 2022:** *Sonic the Hedgehog 2* movie
- 2022:** **LEGO Ideas** *Sonic Mania* building set

