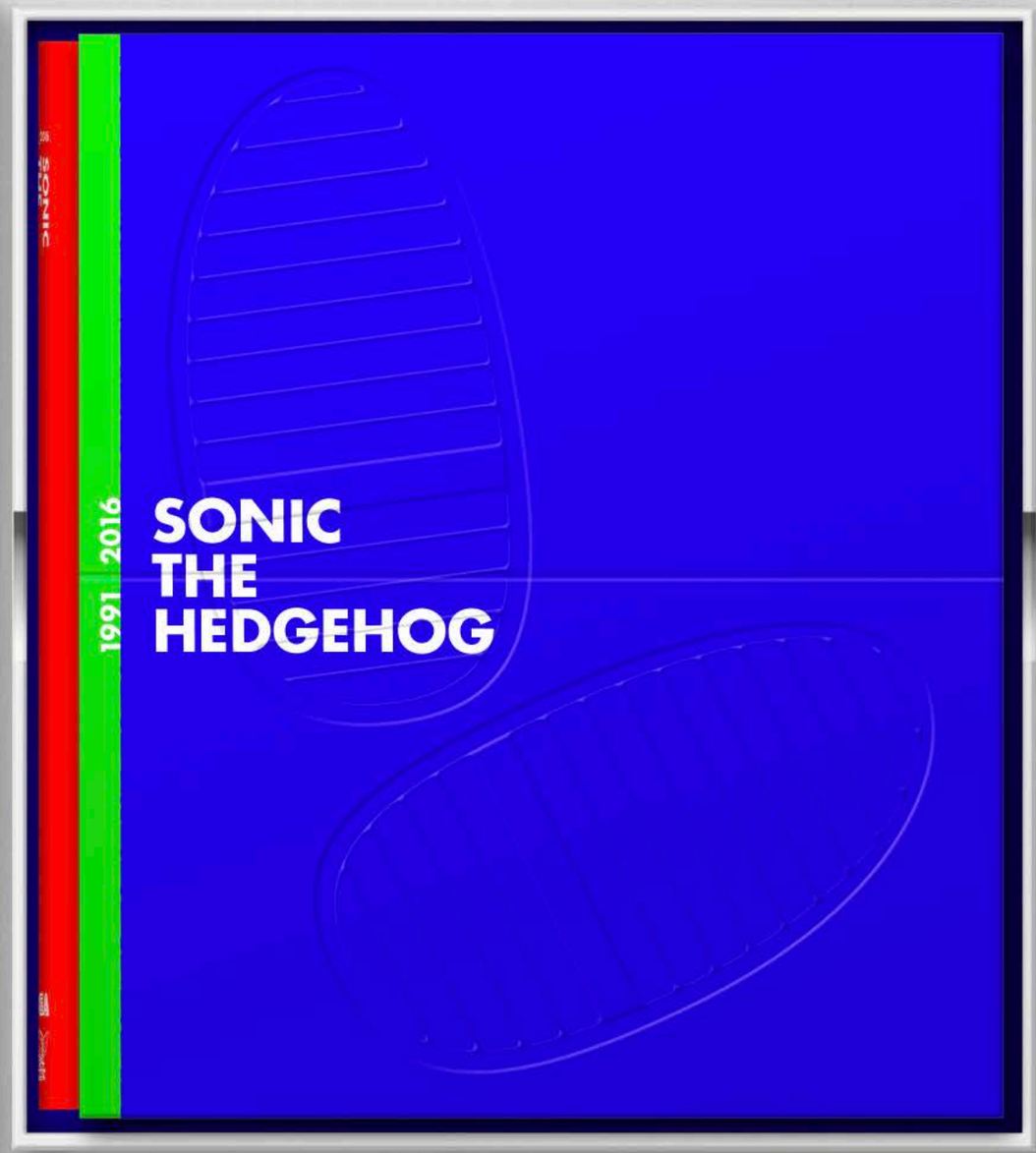
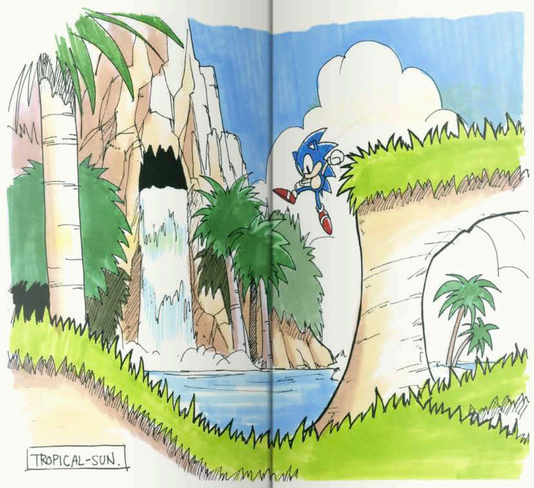
1991_2016
SONIC
THE
HEDGEHOG

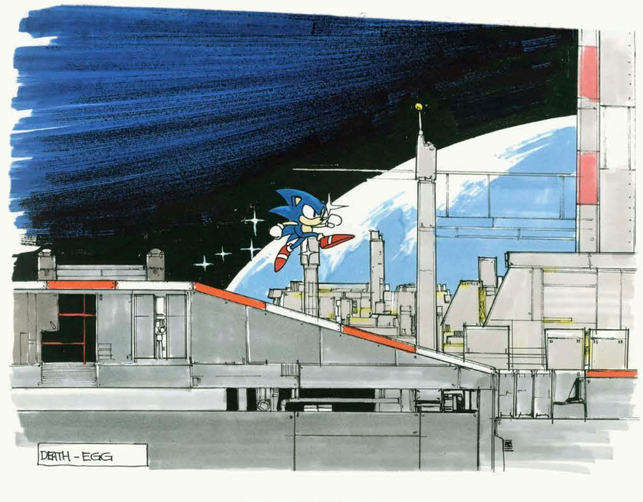

SONIC
1991 2016
SONIC
THE
HEDGEHOG

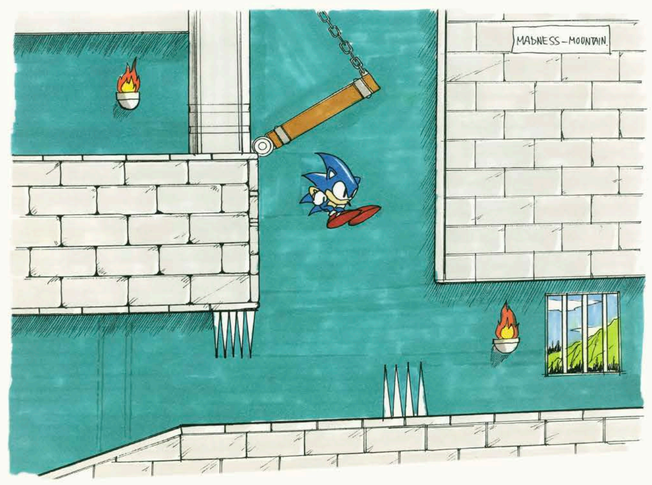
EMERALD-ISLE

SECRET-JUNGLE

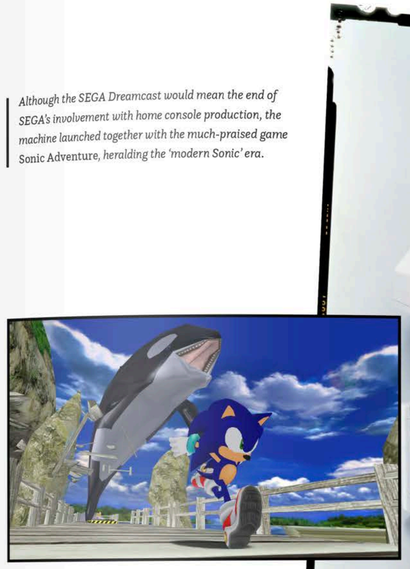

TROPICAL-SUN

BLUE-OCEAN


DEATH-EGG


MADNESS-MOUNTAIN

A re-issue of Sonic The Hedgehog 1, 2, *and* 3, *and* Sonic & Knuckles, Sonic Jam *(1997) would be the final Sonic game on the SEGA Saturn.*



Although the SEGA Dreamcast would mean the end of SEGA's involvement with home console production, the machine launched together with the much-praised game Sonic Adventure, *heralding the 'modern Sonic' era.*

3D camera necessitated the design of elements you previously couldn't see like the underside of shoes.

PART THREE

MODERN SONIC

A big part of the Saturn's disappointing sales had to do with pricing. The platform was generally liked by consumers, and would over time host a range of popular games — ports of SEGA's arcade successes like *Daytona USA* and the Virtua Fighter series were well received. But competing consoles, both the PlayStation and later Nintendo's N64, sold for less money — at launch in the U.S., the PlayStation undercut the Saturn's $399 asking price by $100, while the N64 was another $100 less than Sony's system when it arrived in 1996.

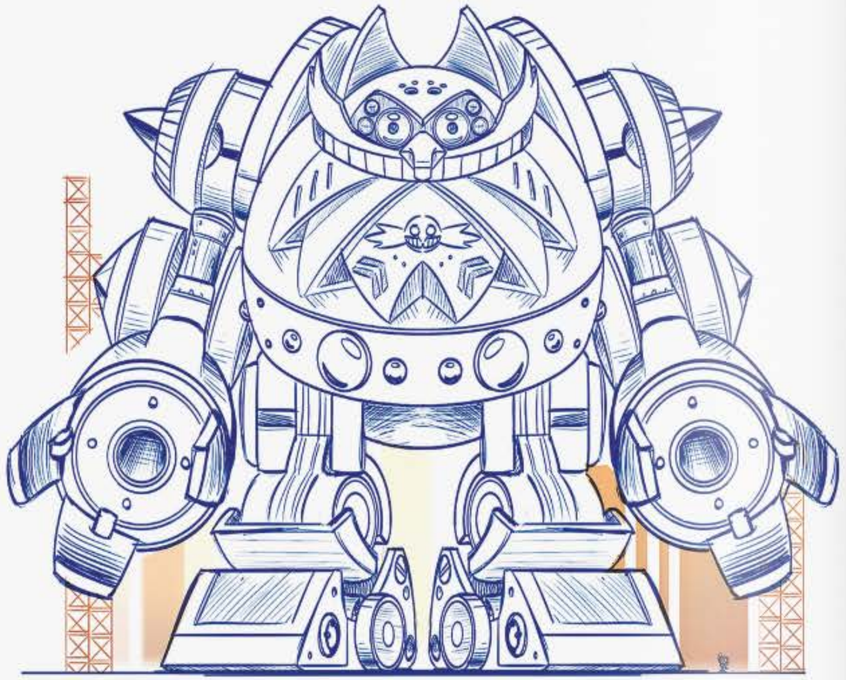
One of the reasons for the big differences lay with SEGA's selection of specific hardware components for the Saturn: top-grade stuff, but expensive to produce. For its new console, SEGA decided on a different route. The Dreamcast relied on components that had already found use in personal computers and could be bought 'off the shelf', without added development costs or use of exclusive licenses. This approach was reflected in stores: in September 1999, almost a year after its Japanese debut, the Dreamcast launched in the States for $199, half the price of the Saturn.

Sonic Team began work on what would become *Sonic Adventure* with the Dreamcast's specifications in mind. Development of the game kicked off with its director Takashi Iizuka exploring new game ideas with Yuji Naka. To them, 3D gaming gave room to the gaming character, in a literal sense. Two-dimensional side views had restricted Sonic to narrow paths that he could not stray from, while 3D allowed him to roam freely. What if Sonic would leave the platform genre, and find himself in a role-playing game?

"Around this time, the company was kicking off with the Dreamcast," Iizuka remembers. "There was this brand new piece of hardware that had visuals that nobody had used in a video game before. To us, this posed an opportunity to explore new things: we felt we had the hardware we could challenge ourselves with in this undertaking of recreating Sonic, the

Comic from the Japanese manual of Sonic The Hedgehog 2 (1992)

Ray the Flying Squirrel and Mighty the Armadillo, two fan favorites that first showed up in the Japanese arcade game SegaSonic the Hedgehog *(1993), appeared incidentally as non-playable characters only. They made their full comeback as playable Sonic sidekicks in the Plus-version of* Sonic Mania *(2018).*



For Sonic Mania's release a special opening animation was made, honoring the style of Sonic CD's opening animation.