

25 May 2005

# Sonic The Hedgehog: Icon of our Times

## Get your trigger fingers ready for the second themed selection of computer games in the expanded ACMI Games Lab

Games Lab > Ground floor  
The Australian Centre for the Moving Image, Federation Square  
Wednesday 22 June – Sunday 2 October 2005  
FREE

Get your trigger fingers ready for the second themed selection of computer games in our exciting interactive space dedicated to the most rapidly developing moving image form of our time.

With computer game characters now as identifiable as those from film and literature, *Sonic The Hedgehog* is one of the growing numbers of game characters who have permeated popular consciousness. But Sonic is not simply a household name or a pop-culture pin-up, he is a contemporary icon. What is it about this speedy blue hedgehog that has made him so iconic? Tracking the development of the character over a decade, this selection of games will have you hooked on Sonic's legendary blue dude with the 'tude!

Born in 1991 for Sega's super-fast Genesis game console, the cutting edge graphics and sound design of the original game embodied the principles that a great game should be 'easy to learn but hard to master.' This highly addictive game spawned the spiky legend with a devil-may-care attitude. Sonic The Hedgehog made speedy dash to success and stardom, and he is showing no signs of slowing. He has gone on to star in a series of games, across a variety of platforms and genres, and has recently been honoured with a Star in the prestigious *Walk of Game*. In June 2005, Sonic turns 14, a luminary in an industry that is just over 30 years old.

Sonic's history captures much of the history of video games themselves. As well as tracking the evolution of the character, *Sonic the Hedgehog: Icon of our Times* lets you experience the evolution of game technology from simple 2D 'side scrollers' to intricate 3D worlds. This themed game selection includes Sonic The Hedgehog, Sonic The Hedgehog 2, Sonic The Hedgehog Spinball, Sonic The Hedgehog 3, Sonic & Knuckles, Sonic R, Sonic Adventure DX, and Sonic Heroes.

Supported by Sega Europe & THQ Asia Pacific

### **Sonic X**

Free screenings of episodes from Sonic The Hedgehog's Japanese anime series.

Saturday 25 June, Saturday 2 July and Saturday 9 July 11am – 4pm

Screen Pit, Ground Floor, ACMI

*Supersonic Hero Appears*, *Escape from Area 99*, *Dr Eggman's Ambition*, *Get the Chaos Emerald G*  
Hajime Kamegaki, 2003, Japan, each episode 20 mins

Drop into the Screen Pit to catch free screenings of the first four episodes from the Sonic X series. Based on *Sonic Adventure* for the Dreamcast platform, the animated series has the dynamic blue Hedgehog take off on a whole new series of adventures. Follow Sonic, Tails, Knuckles, Amy and Chris as they pit themselves against the villainous Eggman and his robot minions to discover the mysteries that surround seven magical emeralds.

Supported by MRA Entertainment

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