Click Here



```
Spend $50 → Get $5 OFF your order Spend $100 → Get $15 OFF your order Spend $150 → Get $50 OFF your order We're bringing the goods to you at no extra cost. Enjoy free U.S. shipping on every order, every day at Toynk.com. Valid for orders delivered within the contiguous United States only. Not applicable to Hawaii, Alaska, Puerto Rico, or
U.S. Virgin Islands. By Sara PetersonJul 29, 20240 comments Shadow's got a past shrouded in mystery, a heart full of vengeance, and a mouth that delivers cutting remarks with a smirk. Get ready for Shadow the Hedgehog quotes from
Shadow the Hedgehog 1. "Mark my words Black Doom! These so called pathetic humans are not my enemies!" This Shadow the Hedgehog line establishes his unwavering confidence and disdain for those he perceives as weak. It's a signature smirk-worthy moment that sets him apart from the optimistic Sonic the Hedgehog. 2. "Where's that DAMN
fourth Chaos Emerald?!" This infamous line from Shadow the Hedgehog highlights Shadow's frustration and determination to find all the Chaos Emeralds. It reflects his relentless pursuit of true power and answers. 3. "I'm Shadow, the Hedgehog. And now, I am the ultimate lifeform." Reaffirming his identity and superiority, this quote embodies
Shadow's confidence in his true power and capabilities. Shop The Sonic the Hedgehog Collection Now 4. "I determine my own destiny." This is the end of you and the end of
my cursed past!" Super Shadow bid this line after defeating Devil Doom. This signifies his victory over his nemesis and liberation from his troubled past, marking a fresh start and closure to his tormented history. 6. "You never cease to surprise me, blue hedgehog." Shadow's acknowledgment of Sonic's unexpected abilities and resilience shows his
respect for his rival. 7. "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgehog," In Shadow the Hedgehog, "Goodbye forever, Shadow the Hedgeho
him. 8. "Disgusting black creatures! Get out of my sight!" The line from Shadow the Hedgehog reflects Shadow's intense disdain and hostility towards the Black Doom paralyzed him. 9. "A super dimensional being... heh, this may actually be a fair fight!"
In Sonic the Hedgehog, Super Shadow says this line to show his excitement and confidence in fighting Solaris, a powerful foe. This also suggests that he finally sees a worthy challenge matching his own formidable abilities. 10. "Heh. Looks like I'm needed." (Sonic Heroes) Though reluctant at times, Shadow possesses a strong sense of justice. This
quote reflects his willingness to step in when the situation demands it, even if it means working with others. 11. "With the power of these Emeralds... I'm going to destroy this damn planet!" This Shadow's line during the GUN Fortress Pure Dark Ending [1]. The quote reflects Shadow's decision to use the Chaos Emeralds' ultimate power to annihilate
Earth (which he perceived as a "damn planet") out of anger and frustration. 12. "You're not even good enough to be my fake." Shadow is pertaining that Sonic's abilities and mocking him as inferior. 13. I'm Shadow the Hedgehog... and now I am the most powerful hedgehog in
the world! The power of these Emeralds makes me invincible! I am the ultimate power and invincibility through the Chaos Emeralds. 14. "Is this what it means to have a heart? To protect something precious?" (Sonic Shadow) Through
his experiences, Shadow grapples with the concept of emotions. This quote suggests a growing understanding of what it means to care for someone or something. 15. "I promise you... revenge!" This powerful line means Shadow promising Maria Revenge on the Humans. Delivered with raw emotion, it encapsulates Shadow's initial motivation. It sets
the stage for his journey of self-discovery and ultimately paves the way for his growth as a complex character. Other Notable Quotes from Sonic Adventure "Those idiots! They're destroying everything! How can I take over the city and build the Eggman empire if there is no city?! I'm at my limit! I have no choice! Deploy the Eggman Fleet! CHARGE!"
— Dr. Eggman "Behold the ultimate power!" — Shadow the Hedgehog "I am Shadow the Hedgehog "I am Shadow the Hedgehog "Robert a challenge." — Shadow The Hedgehog "Chaos BLAST!" — Shadow The Hedgehog "Chaos BLAST!" — Shadow The Hedgehog "Hmph. Not even a challenge." — Shadow The
Hedgehog "You might look like me, but I know you're just a fake." (Shadow beginning a multiplayer match) "Did I not tell you I was the Ultimate Knight!" (After winning I can remember. And that...gruesome image!" — Shadow the Hedgehog Hey,
Shadow! I gotta ask you something. Vector told me to find five top secret disks, but what's a top secret disk? — Charmy Bee "I guess I'm not at full power here." (After getting an "E" rank in Sonic Adventure 2) FAQs What year was Shadow the Hedgehog first introduced in the Sonic series? Shadow the Hedgehog first raced onto the scene in 2001 with
Sonic Adventure 2. What are the key abilities that differentiate Shadow the Hedgehog is his good fighting and physical power. He also possesses super speed, like Sonic, and Chaos Control, which allows him to manipulate time and space. Has Shadow the Hedgehog is his good fighting and physical power. He also possesses super speed, like Sonic, and Chaos Control, which allows him to manipulate time and space. Has Shadow the Hedgehog is his good fighting and physical power.
appeared in any media outside of Sonic games? Yes! Shadow has appeared in Sonic comics [2], cartoons, and even has his own spin-off game. Final Thoughts Shadow the Hedgehog, with his gruesome image, has carved a unique niche in the Sonic universe. His popular lines deeply resonate with fans, starting the Shadow fever. While defeating Sonic
is his goal, Shadow is somewhat a reluctant ally, fighting Solaris and gun soldiers wholeheartedly. His complexity and depth keep him a captivating us eager to see what the future holds for the "Ultimate Life Form." So, browse Toynk Sonic collectibles today and make the Sonic adventure come to life! Shop The Sonic the Hedgehog
Collection Now References: IDW_comic_series) Free U.S. ShippingFree shipping for every order, every day for the contiguous U.S. Help CenterWe are available Monday - Friday to answer your questions at help@toynk.com Secure PaymentYour payment information is processed securely Contact usNeed to contact us? Just send us an e-mail at
help@toynk.com Tanjiro Kamado, the hero from Demon Slayer, is famous for his kindness, strength, and determination. His quotes reflect his deep kindness and endurance, even in the face of overwhelming challenges Top Tanjiro Quotes Tanjiro Kamado
is known for his resilience, unwavering spirit, and compassionate heart. These quotes reflect his determination, kindness, and deep sense of justice as he faces challenges with both strength and empathy. "No matter how many people you may lose, you have no choice but to go on living." - Tanjiro Kamado "It's the heart that drives people, so without
the heart, they can't move." - Tanjiro Kamado "I will not yield! I will protect Nezuko until the very end." - Tanjiro Kamado "I will never give up. No matter how many times I fall, I
will stand back up." - Tanjiro Kamado "Kindness is stronger than any sword." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must keep going, for those who can't anymore." - Tanjiro Kamado "I must k
Commentary) Tanjiro Quotes on Compassion and Kindness Tanjiro's journey is filled with compassion, even toward enemies. His kindness is unwavering, making him a symbol of empathy and understanding, even in the face of evil. "Even if I could kill a demon, I can't bring myself to hate them." - Tanjiro Kamado "Those who are sad are the ones who
need kindness the most." - Tanjiro Kamado "A true warrior is not one who seeks revenge, but one who seeks to protect others." - Tanjiro Kamado "Every life is precious, even those lost in darkness." - Tanjiro Kamado "I'm not just fighting
for myself, I'm fighting for everyone who believes in kindness." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden." - Tanjiro Kamado "You don't have to fight alone. I'll always be here to share your burden. I'll always burd
the greatest strength anyone can have." - Tanjiro Kamado Tanjiro Quotes on Perseverance and Strength Tanjiro Kamado's journey exemplifies perseverance and inner strength. His relentless spirit, even in the face of overwhelming challenges, serves as an inspiration to keep pushing forward no matter the obstacles. "I will keep moving forward until
my body gives out, even if the odds are against me." - Tanjiro Kamado "No matter how many times I fall, I will stand up again." - Tanjiro Kamado "When you feel like giving up, remember why you started." - Tanjiro Kamado "Perseverance is not about
winning immediately, but about never giving up." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break." - Tanjiro Kamado "Even if my body is crushed, my spirit will not break.
yourself." - Tanjiro Kamado "I will never stop moving forward, no matter how dark the road may become." - Tanjiro Kamado Tanjiro Quotes on Protecting Loved Ones Tanjiro's deep love for his family, especially his sister Nezuko, fuels his determination. These quotes reflect his unwavering commitment to protect those he loves, no matter the
personal cost. "I will protect Nezuko at all costs, even if it means risking my life." - Tanjiro Kamado "My blade will never falter as long as I fight for those I love." - Tanjiro Kamado "No matter how strong the enemy, my love for Nezuko is stronger." - Tanjiro Kamado "I fight not for myself, but for the ones I care about." - Tanjiro Kamado "As long as I
can protect my loved ones, I'll face any danger." - Tanjiro Kamado "The greatest strength comes from the desire to protect those we cherish." - Tanjiro Kamado "When you fight for your family, nothing can stop you." - Tanjiro Kamado "Even in the face of
death, I will protect my family with everything I have." - Tanjiro Kamado "I carry the weight of my family's safety on my shoulders, and I will not fail them." - Tanjiro Kamado Tanjiro Kamado "I carry the weight of my family safety on my shoulders, and I will not fail them." - Tanjiro Kamado "I carry the weight of my family safety on my shoulders, and I will not fail them." - Tanjiro Kamado "I carry the weight of my family safety on my shoulders, and I will not fail them." - Tanjiro Kamado "I carry the weight of my family safety on my shoulders, and I will not fail them." - Tanjiro Kamado "I carry the weight of my family safety on my shoulders, and I will not fail them." - Tanjiro Kamado "I carry the weight of my family safety on my shoulders, and I will not fail them." - Tanjiro Kamado "I carry the weight of my family safety on my shoulders, and I will not fail them." - Tanjiro Kamado "I carry the weight of my family safety on my shoulders, and I will not fail them." - Tanjiro Kamado "I carry the weight of my family safety on my shoulders, and I will not fail them." - Tanjiro Kamado "I carry the weight of my family safety on my shoulders, and I will not fail them." - Tanjiro Kamado "I carry the weight of my family safety on my shoulders, and I will not fail them." - Tanjiro Kamado "I carry the weight of my family safety on my shoulders, and I will not fail them."
incredible adversity teaches us the importance of never giving up, no matter the odds. "Even when the path seems blocked, there is always a way forward." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow." - Tanjiro Kamado "Pain and suffering are what give us the strength to grow and suffering are what give us the strength to
my resolve, not weakens it." - Tanjiro Kamado "If I fall a hundred times, I will rise a hundred times, I will keep fighting for the light." - Tanjiro Kamado "Even when my body is on the verge of collapse, my
heart will not give in." - Tanjiro Kamado "The challenges I face are the steps that lead me to strength." - Tanjiro Kamado "Adversity is not the end—it's the beginning of a new chapter of growth." - Tanjiro Kamado "Adversity is not the end—it's the beginning of a new chapter of growth." - Tanjiro Kamado "Adversity is not the end—it's the beginning of a new chapter of growth." - Tanjiro Kamado "Tanjiro Kamado "T
successes. His journey reminds us that with enough willpower, we can achieve anything we set our minds to, even when the road is toughest. "As long as I breathe, I will continue to fight." - Tanjiro Kamado "It's not just about strength—willpower can change your fate." -
Tanjiro Kamado "I refuse to be broken. My spirit is unshakable." - Tanjiro Kamado "Even if it takes a lifetime, I will not rest until I've fulfilled my promise." - Tanjiro Kamado "When you give everything, even the impossible becomes
possible." - Tanjiro Kamado "It's not the size of the obstacle, but the strength of my resolve." - Tanjiro Kamado "I'll endure anything, as long as I stay true to my purpose." - Tanjiro Kamado "Tanjiro Kamado "I'll endure anything, as long as I stay true to my purpose." - Tanjiro Kamado "I'll endure anything, as long as I stay true to my purpose." - Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifice and Duty Tanjiro Kamado "I'll endure anything sense of sacrifica anything sense of sacrifica anything sense of sacrifica anything sense of sacr
responsibility towards his family, friends, and humanity reminds us of the strength in selflessness and the importance of fulfilling our duties with honor. "I will bear this burden, no matter how heavy it is." - Tanjiro Kamado "I don't need recognition; my duty is to protect
those who cannot protect themselves." - Tanjiro Kamado "A life of sacrifice is the only life I can live." - Tanjiro Kamado "It's not about my life, it's about the lives of others who depend on me." - Tanjiro Kamado "It's not about my life, it's about the lives of others who depend on me." - Tanjiro Kamado "It's not about my life, it's about the lives of others who depend on me." - Tanjiro Kamado "It's not about my life, it's not about
purpose." - Tanjiro Kamado "I can't rest until my duty is fulfilled, no matter the cost." - Tanjiro Kamado "Sometimes, you have to give up your own happiness for the sake of others." - Tanjiro Kamado "I fight not for myself, but for those who need my protection." - Tanjiro Kamado Tanjiro Quotes on Empathy and Understanding Tanjiro's greatest
strength lies in his empathy and understanding of others, even those he battles. His ability to connect with the hearts of people, and demons alike, reminds us that compassion is one of the strongest forces in the world. "I see the pain in your eyes, and I can't ignore it." - Tanjiro Kamado "Even in battle, I feel your sadness. I won't let hatred cloud my
heart." - Tanjiro Kamado "The more I understand your struggle, the more I wish to end your suffering." - Tanjiro Kamado "Even demons were once human. I can't forget that." - Tanjiro Kamado "Your pain is real, and I won't deny it. But I must still stop
you." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "We are not so different, even if we stand on opposite sides." - Tanjiro Kamado "Empathy is the only thing that can truly bridge the gap between us." - Tanjiro Kamado Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "We are not so different, even if we stand on opposite sides." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I will fight you, but I won't lose sight of your humanity." - Tanjiro Kamado "I won't lose sight of your humanity." - Tanjiro Kamado "I won't lose sight of your humanity." - Tanjiro Kamado "I won't lose sight of your humanity." - Tanjiro Kamado "I won't lose sight of your humanity." - Tanjiro Kamado "I won't lose sight of your humanity." - Tanjiro Kamado
Quotes on Courage and Fearlessness Courage is not the absence of fear, but the ability to face it head-on. Tanjiro Kamado exemplifies this principle, demonstrating bravery in the face of overwhelming danger. These quotes reflect his fearless resolve to protect those he loves. "Even when I'm afraid, I must keep moving forward." - Tanjiro Kamado
"There's no time to hesitate. My sword will not waver." - Tanjiro Kamado "Fear is natural, but I won't let it stop me from doing what's right." - Tanjiro Kamado "Courage is doing what you must, even when fear tries to hold you back." - Tanjiro Kamado "I've seen the
worst of what demons can do, but I refuse to let fear control me." - Tanjiro Kamado "I'll keep fighting, even if the fear grips me with every step." - Tanjiro Kamado "My fear is nothing compared to the
lives I must protect." - Tanjiro Kamado Tanjiro Caption to his family and their traditions is at the core of his strength and resilience. His journey is driven by his desire to honor his family and their traditions is at the core of his strength and resilience. His journey is driven by his desire to honor his family and their traditions is at the core of his strength and resilience. His journey is driven by his desire to honor his family and their traditions is at the core of his strength and resilience. His journey is driven by his desire to honor his family and their traditions is at the core of his strength and resilience. His journey is driven by his desire to honor his family and their traditions is at the core of his strength and resilience. His journey is driven by his desire to honor his family and their traditions is at the core of his strength and resilience.
with me; their love gives me power." - Tanjiro Kamado "Everything I do is to honor the memory of those who came before me." - Tanjiro Kamado "The traditions of my family are what ground me, even in times of chaos." - Tanjiro Kamado "I fight not just for myself, but
for my family's honor." - Tanjiro Kamado "No matter how difficult the journey, my family's spirit guides me." - Tanjiro Kamado "My family's sacrifice will not be in vain. I will carry their light forward." - Tanjiro Kamado "I wear the memory of my
family like armor, protecting me from despair." - Tanjiro Kamado "Honoring my family's values keeps me focused, even when the path seems impossible." - Tanjiro's journey, as he constantly strives to improve himself in mind, body, and spirit. These quotes
reflect his relentless pursuit of becoming better, not just for himself but for the sake of those he loves. "Every battle is an opportunity to become stronger, to grow beyond my limits." - Tanjiro Kamado "I must keep improving, not just for me, but for the people who depend on me." - Tanjiro Kamado "The more I learn, the more I realize how much more
there is to improve." - Tanjiro Kamado "Growth isn't just about strength; it's about becoming kinder, wiser, and more resilient." - Tanjiro Kamado "Each step forward is a victory, no matter how small." - Tanjiro Kamado "I won't stay the same; I will evolve into
someone better with each passing day." - Tanjiro Kamado "I can't allow myself to be complacent. There's always room to grow." - Tanjiro Kamado "Even when the journey feels endless, every effort I make brings me closer to who I want to become." - Tanjiro Kamado "Even when the journey feels endless, every effort I make brings me closer to who I want to become." - Tanjiro Kamado "I can't allow myself to be complacent. There's always room to grow." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow myself to be complacent." - Tanjiro Kamado "I can't allow
Kamado Tanjiro Quotes on Fighting for Justice and Truth Tanjiro's unwavering sense of justice is what sets him apart as a true hero. He fights not only for himself but for justice, no matter how powerful the enemy." - Tanjiro Kamado "The truth is
worth fighting for, even if it's painful." - Tanjiro Kamado "No injustice will go unanswered as long as I draw breath." - Tanjiro Kamado "Gustice isn't just about winning; it's about standing up for what's right." - Tanjiro Kamado "Truth is a powerful force, and I
will fight to bring it to light." - Tanjiro Kamado "I can't stand by while injustice reigns. I must act, no matter how difficult." - Tanjiro Kamado "Even in a world filled with evil, I will stand on the side of justice." - Tanjiro Kamado "Even in a world filled with evil, I will stand on the side of justice reigns. I must act, no matter how difficult." - Tanjiro Kamado "I can't stand by while injustice isn't always easy, but it's the only path I know." - Tanjiro Kamado "Fighting for what's right is never a burden; it's a
responsibility I willingly carry." - Tanjiro Kamado Also Read: Huey Freeman Quotes (with Commentary) Final Thoughts Tanjiro's quotes remind you that true strength lies not just in physical power, but in compassion, endurance, and the willingness to fight for what's right. His relentless determination and kindness inspire you to face your own
struggles with courage, always striving to protect your loved ones while growing stronger through hardship. Tanjiro's wisdom encourages you to stay true to your values, regardless of the odds. Relationship respect quotes underline the important role that mutual understanding, trust, and communication play in promoting healthy, lasting connections.
Respect in a relationship is about respecting one another's differences, setting boundaries, and offering support. These quotes inspire couples to build their bond on the basis of honesty, compassion, and kindness, ensuring that both love and respect thrive in harmony. Top Relationship Respect Quotes Respect is the cornerstone of any healthy and
lasting relationship. These quotes emphasize the importance of mutual respect and the role it plays in building trust, love, and harmony between partners. "Respect is one of the greatest expressions of love." - Miguel Angel Ruiz "A great relationship is about two things: first, appreciating the similarities, and second, respecting the differences." -
Stephen Covey "The bond that links your true family is not one of blood, but of respect and joy in each other's life." - Richard Bach "Mutual respect is the foundation of genuine harmony in relationships." - Eleanor Roosevelt "A healthy relationship will never require you to sacrifice your self-respect." - Mark Manson "When you practice gratefulness,
there is a sense of respect toward others." - Dalai Lama "Love without respect is dangerous; it can turn into control and manipulation." - Don Miguel Ruiz "The key to a lasting relationship is mutual respect. Never being too old to
hold hands, and it's about mutual understanding and trust." - James Dobson "Respect each other, even when you're angry. Respect is something that should always be there, no matter the situation." - Bryant McGill Also Read:Fog Quotes (with Commentary) Relationship Respect Quotes on Mutual Understanding Mutual understanding deepens the
connection between two people in a relationship. It allows them to communicate freely, solve problems together, and navigate life's challenges with empathy and compassion. "A great relationship is about two things: first, appreciating the similarities, and second, respecting the differences." - Stephen Covey "The most desired gift of love is not
diamonds or roses, but focused attention and mutual respect." - Marilyn Monroe "Understanding is the first step to acceptance, and only with acceptance can there be true love." - J.K. Rowling "True love is about growing as a couple, learning about each other, and never giving up on each other." - Nicholas Sparks "Love without respect is dangerous;
it can turn into control and manipulation." - Don Miguel Ruiz "The best thing to hold onto in life is each other, but only with respect." - Audrey Hepburn "In relationships, the little things are the big things. It's never being too old to hold hands, and it's about mutual understanding and trust." - James Dobson "The essence of a healthy relationship is
the balance between personal freedom and mutual understanding." - Viktor Frankl "A strong relationship is rooted in respect, not in dependence or expectations." - Henry Cloud "Mutual respect is as essential in a relationship as trust. Without it, even the strongest bonds can crumble." - Gary Chapman Relationship Respect Quotes on Trust and
Honesty Trust and honesty form the backbone of any successful relationship. These quotes emphasize how respect and truthfulness cultivate a deep connection between partners, nurturing trust and building a solid foundation for love. "Honesty is the highest form of intimacy." - Kendra Elliot "A relationship built on trust is one that can weather any
storm." - Oprah Winfrey "Trust is the glue of life. It's the most essential ingredient in effective communication and healthy relationship, no love, no respect." - Mark Manson "The truth
people." - Brene Brown "Trust takes years to build, seconds to break, and forever to repair." - Zig Ziglar Relationship Respect Quotes on Communication is essential for maintaining respect and harmony in relationships. These quotes illustrate how honest dialogue and a willingness to listen foster mutual
understanding and connection between partners. "The most important thing in communication is hearing what isn't said." - Peter Drucker "A relationship without communication is like a car without judgment." - Bell Hooks "Good
Rhimes "In love, it's important to communicate, to understand, and to listen with respect to grow; silence often feeds resentment." - William P. Young "To listen well is as powerful a means of communication as to talk well." - **John Marshall Relationship Respect Quotes on Supporting
Each Other True respect in a relationship is shown through unwavering support for one another. These quotes highlight how being there for your partner in both good and tough times is a vital aspect of love and mutual respect. "The best thing to hold onto in life is each other." - Audrey Hepburn "True love isn't about being inseparable, it's about two
people being supportive and respecting each other's independence." - Steve Maraboli "When someone truly cares about you, they make an effort, not an excuse." - Zig Ziglar "Love is not just looking at each other, it's looking in the same direction." - Antoine de Saint-Exupéry "We are all a little fragile, but in a relationship, it's about helping each
other grow stronger." - Nicholas Sparks "A relationship is a partnership where you uplift each other, rather than tear each other, even on the tough days." - Dale Carnegie "The beauty of true love is when you build each other up and grow together."
Elizabeth Gilbert "Being deeply loved by someone gives you strength, while loving someone deeply gives you courage." - Lao Tzu "A strong relationship Respect Quotes on Boundaries and Space Respecting personal boundaries and
giving space when needed is essential for maintaining a healthy relationship. "Good fences make good neighbors, and healthy boundaries make strong relationships." - Robert Frost "In true love, you must respect each other's space, for
that's where personal growth happens." - Marilyn Monroe "Boundaries are a part of self-care. They are healthy, normal, and necessary." - Doreen Virtue "Respect your boundaries, for it is within the space you create that love can truly flourish." - Esther Perel "The right person will respect your boundaries, not because they have to, but
because they want to." - Tony Gaskins "A loving relationship requires space for two people to grow as individuals while still sharing their lives." - Tina Turner "True love gives you the freedom to be yourself while building a life together." - Paulo Coelho
"Healthy relationships are built on boundaries and understanding the value of giving space." - Dr. Henry Cloud "Sometimes giving someone space is the most loving thing you can do." - Joel Osteen Relationship Respect Quotes on Valuing Differences Respect in relationships often comes from appreciating each other's differences. These quotes
emphasize how valuing individuality and celebrating diversity can strengthen the bond between two people, fostering growth and understanding. "We are all different, which is great because we are all unique. Without diversity, life would be very boring." - Catherine Pulsifer "Love is not about being the same, it's about embracing the differences that
make you stronger together." - Nicholas Sparks "A great relationship isn't about sameness. It's about the difference that complements each other." - Pat Riley "When we value each other's differences, we strengthen the fabric of our relationship." - Desmond Tutu "In true love, you grow together, but remain different enough to keep things exciting.
Leo Buscaglia "Respecting differences is key to sustaining any relationship, for in the contrast, we find harmony." - Dalai Lama "The beauty of a relationship lies in the fact that no two people are the same, and that's what makes love so enriching." - Maya Angelou "True love is not about being identical but about embracing individuality." - Mark
Twain "In relationships, it's not about changing each other, but growing alongside while embracing differences." - Oprah Winfrey "Respect the uniqueness in each other. That's how a relationship, love and respect should go hand in hand. These
quotes focus on the delicate balance between loving someone deeply while showing them the utmost respect, which creates a healthy, thriving partnership. "Love is honest. Love is kind. Love is respectful. Without respect, there is no love." - Ralph Waldo Emerson "In every relationship, the balance between loving someone deeply while showing them the utmost respect, there is no love." - Ralph Waldo Emerson "In every relationship, the balance between love and respect is the foundation of trust.
 - Stephen Covey "Respect is the most important ingredient in any relationship. It's what keeps love alive." - Helen Keller "Love without respect is dangerous. A relationship thrives on the balance of love and respect, where neither takes precedence, but both are equally vital." - Jane Austen
 "When respect is present, love has room to grow and flourish in the healthiest way possible." - Brené Brown "Love and respect are two sides of the same coin in any healthy relationship." - Paulo Coelho "The true measure of a relationship isn't just love, but how much respect you show each other." - Mahatma Gandhi "Respect makes love stronger
and love makes respect more meaningful." - Louisa May Alcott "In a loving relationship, respect is the glue that keeps the bond strong through all obstacles." - Tony Gaskins Relationship Respect Quotes on Forgiveness and Compassion In relationship, respect is the glue that keeps the bond strong through all obstacles." - Tony Gaskins Relationship, respect is the glue that keeps the bond strong through all obstacles." - Tony Gaskins Relationship, respect is the glue that keeps the bond strong through all obstacles." - Tony Gaskins Relationship, respect is the glue that keeps the bond strong through all obstacles."
how respecting each other's imperfections and offering compassion can lead to a stronger, more resilient bond. "Forgiveness is not an occasional act; it is a constant attitude." - Martin Luther King Jr. "Compassion and forgiveness is not an occasional act; it is a constant attitude."
highest, most beautiful form of love. In return, you will receive untold peace and happiness." - Robert Muller "The weak can never forgiveness and compassion in the imperfections." - Dalai Lama "Forgiveness says you are
given another chance to make a new beginning." - Desmond Tutu "Compassion is not a relationship between the healer and the wounded; it's a relationship between equals." - Pema Chödrön "A strong relationship between the healer and the wounded; it's a relationship between equals." - Desmond Tutu "Compassion is not a relationship between the healer and the wounded; it's a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between the healer and the wounded; it's a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relationship between equals." - Desmond Tutu "Compassion is not a relation i
 weight of anger and embrace love once more." - Louise Hay "In every relationship, the ability to forgive is the ability to maintain respect." - Oprah Winfrey Relationship. These quotes highlight the importance of staying devoted and true
even through challenges, as a form of respect for one another. "Loyalty means I am down with you whether you are wrong or right, but I will tell you when you are wrong and help you get it right." - Tupac Shakur "True love stands by each other's side on good days and stands even closer on bad days." - Unknown "Without commitment, you cannot
have depth in anything, whether it's a relationship, a business, or a hobby." - Neil Strauss "Loyalty is the pledge of truth to oneself and others." - Ada Velez-Boardley "Commitment is what transforms a promise into reality." - Abraham Lincoln "Loyalty isn't gray. It's black and white. You're either loyal completely or not loyal at all." - Sharnay Johnson
"Respect is earned, honesty is appreciated, trust is gained, and loyalty is returned." - Zig Ziglar "Commitment in a relationship means staying loyal, devoted, and respectful in both the good times and the bad." - Steve Maraboli "Loyalty is not just a word; it's a way of life in any strong relationship." - Helen Keller "In relationships, loyalty is key. If you
find it, keep it. If you give it, protect it." - Brigham Young Relationship Respect Quotes on Growth and Maturity In any relationship, respect often grows with time and experience. These quotes highlight how personal growth and maturity contribute to a deeper sense of respect between two people, fostering an environment of understanding and
compassion. "Maturity is when you stop making excuses and start making changes." - Roy T. Bennett "Growth in a relationship is about evolving together, learning to respect each other's dreams." - Oprah Winfrey "Maturity comes not with age, but with the acceptance of responsibility and respect for others." -
John C. Maxwell "True respect is born when two people grow together, realizing that no one is perfect, but maturity can make love stronger." - Maya Angelou "As we grow, we learn to respect not only the person we are with but also the person we are becoming." - Dr. Wayne Dyer "Growth in a relationship doesn't happen by chance; it's a choice to
respect and value each other's journey." - Brené Brown "Maturity in a relationship means having the ability to respect and maturity, as we learn that true connection lies in valuing the changes in one another." - Mark Twain "With growth
comes the realization that respect is not demanded but earned, and it builds a stronger relationship." - Stephen Covey "Mature love is composed of respect, trust, and the willingness to grow together, hand in hand." - Leo Buscaglia Relationship is built on
mutual respect and understanding. These quotes reflect how trust, honesty, and respect form the cornerstone of strong, lasting connections between two people. "A strong relationship requires choosing to love each other," - Dave Willis "A relationship built on respect, trust, and understanding has a
foundation that can withstand any storm." - John Wooden "The best relationship are built on a solid foundation of friendship, trust, and respect." - Friedrich Nietzsche "A solid foundation in any relationship is mutual respect." - Friedrich Nietzsche "A solid foundation in any relationship is mutual respect." - Friedrich Nietzsche "A solid foundation in any relationship is mutual respect." - Friedrich Nietzsche "A solid foundation of friendship, trust, and respect." - Friedrich Nietzsche "A solid foundation of a strong relationship is not built
in moments of perfection, but in the willingness to respect and overcome each imperfection." - Mahatma Gandhi "Honesty and respect are built on a foundation of mutual respect and the knowledge that both partners are equals." - Heler
Keller "If you want a strong relationship, start by building a solid foundation of trust and respect." - Zig Ziglar "Without respect and trust, a relationship is like building a house; without a strong foundation of respect, it will fall apart." - Steven
Maraboli Also Read: Bear Quotes (with Commentary) Final Thoughts Relationship respect quotes remind you that love alone is not enough—true strength in a relationship stems from valuing and supporting your partner. By embracing trust, open communication, and understanding, couples can create a space where both people grow together.
Respect lays the groundwork for profound connections, guiding you to develop relationships filled with loyalty, kindness, and lasting commitment. A variety of Sonic characters gathered. From left to right: Team Chaotix (Espio the Crocodile, Charmy Bee), Knuckles the Echidna, Silver the Hedgehog, Amy Rose, Doctor Eggman
Sonic the Hedgehog, Rouge the Bat, Miles "Tails" Prower, Big the Cat, Shadow the Hedgehog rame Sonic the Hedgehog for the Sega Genesis, which pitted a blue anthropomorphic hedgehog named Sonic against a
rotund male human villain named Doctor Eggman (or Doctor Ivo Robotnik). The sequel, Sonic 2, gave Sonic a fox friend named Tails. Sonic CD introduced Amy Rose, a female hedgehog with a persistent crush on Sonic 3 introduced Knuckles the Echidna, Sonic's rival and later friend. All five of these have remained major characters and
appeared in dozens of games. The series has introduced dozens of additional recurring characters such as Eggman such as Eggman
grandfather Gerald Robotnik. The series features three fictional species, in order of appearance: Chao, which have been used as power-ups; and Koco, which when collected grant new abilities for Sonic, among other things. The Sonic games keep a separate
continuity from the Sonic the Hedgehog comics published by Archie Comics and other Sonic media and, as a result, feature a distinct yet overlapping array of many characters. Main article: Sonic the Hedgehog (character) Sonic the Hedgehog (as a
replacement for their existing Alex Kidd mascot, as well as Sega's response to Mario, his first appearance was in the arcade game Rad Mobile as a cameo, before making his official debut in Sonic's greatest ability is his running speed, and he is known as the world's fastest hedgehog.[2] Using the power of the seven Chaos
Emeralds, he becomes Super Sonic and can achieve even greater speeds. Main article: Doctor Eggman Doctor Ivo Robotnik,[b][3] better known by his alias Doctor Eggman,[c][4] is a human mad scientist and the main antagonist of the series. Debuting in the first game of the series, Sonic the Hedgehog, he was shown attempting to collect the Chaos
Emeralds and turn all of the animals inhabiting the land into robots. He is a self-proclaimed or certifiable genius with an IQ of 300.[5][6][7] His fondness for mechas has made him a renowned authority on robotics. Ultimately, Eggman's goal is to conquer the world and create his ultimate utopia, Eggmanland, alternatively known as the Eggman
Empire and Robotnikland.[8] When Sega had petitioned its research and development department to create a character who would replace Alex Kidd as its company mascot, a caricature of U.S. President Theodore Roosevelt was among the proposed designs. It lost to Sonic the Hedgehog, but the design was kept for the basis for Doctor Eggman
instead.[9][10] Main article: Tails (Sonic the Hedgehog) Miles Prower,[d] better known by his nickname, Tails,[e] is a two-tailed fox who is Sonic's best friend and sidekick. His name is a pun on "miles per hour". He can use his tails to propel himself into the air like a helicopter for a limited time. Yasushi Yamaguchi, originally the main artist and zone.
designer for Sega's Sonic Team, designed Tails for an internal competition for a sidekick to Sonic. His first appearance was in Sonic 2 for the Game Gear, where he was kidnapped by Doctor Robotnik for a "hefty" ransom. He was first made playable in the Genesis version of Sonic the Hedgehog 2.[11] Tails has appeared in almost every Sonic game
since his first appearance. Tails starred in two solo spin-off games for the Sega Game Gear in 1995 - Tails' Skypatrol, and Tails Adventure.[12] Frequently portrayed as a sweet-natured[13] and humble fox,[14] Tails used to be picked on because of his twin tails, before he met Sonic.[15] Tails is very clever and has excellent mechanical skills. Voiced
by:[16] English: Jennifer Douillard (1999-2004), Lisa Ortiz (2003-2010), Cindy Robinson (2010-present), Shannon Chan-Kent (Sonic Prime) Japanese: Taeko Kawata Amy Rose[f] is a pink hedgehog and Sonic's self-proclaimed girlfriend, [17] who is an energetic tomboy. [18] Amy was created by Kazuyuki Hoshino for Sonic the Hedgehog CD (1993), [19]
although she appeared in Kenji Terada's Sonic the Hedgehog manga a year before.[20] Hoshino created her in-game graphics, with many staff members contributing ideas to her design. Her headband and trainer shoes reflected Sonic CD director Naoto Ohshima's tastes, and her mannerisms reflected the traits Hoshino looked for in women at the
time.[19] Her fur color was red at first, and her skirt orange.[21] The character had two other names in game previews: Rosy the Rascal[22] and Princess Sally (a character in the Sonic the Hedgehog TV series and comics).[24] courtesy
of designer Yuji Uekawa.[25] In the games, Amy is depicted as driven and competitive. She spends much of her time following Sonic to get his attention or make sure he is safe while demonstrating her affection.[17] Series co-creator Yuji Naka said that Amy was designed "to always chase Sonic", and has made it her life goal to one day marry him.[26]
Not possessing the speed or strength of the other characters, Amy uses a hammer to defend herself instead.[17][27] In Sonic CD, Metal Sonic must rescue her. When he does, Amy kisses him.[23] Amy's first appearance in a Sonic platformer as a playable character was in Sonic Adventure;[24][28] But the first non-flagship and Sonic must rescue her.
Sonic platformer to have her playable in Sonic Drift. she is playable in Sonic Unleashed (2003)[29] and Sonic Unleashed (2006),[30] and appears as a non-player character in games such as Sonic Unleashed (2008).[31] While some journalists have called Amy cute and powerful,[24][32] others find her annoying.[33][34][35][36] Justin Towell of
GamesRadar+ and writers from Mean Machines expressed general displeasure at her introduction in Sonic CD.[36][37] Additionally, some have criticized developers' treatment of Amy as a female character and analyzed her implications on gender representation in video games. The Electronic Gaming Monthly staff found her pink coloring and
tendency to run from danger to be stereotypical and common in Japanese-created female characters in games with male protagonists often resemble those protagonists, but with stereotypically feminine features added
[39] Despite this, Amy is one of the series' most popular characters, coming in fifth place in a Japanese popularity poll in 2006.[40] Her likeness has been used in Sonic Prime (2022–2024).[33][42] Amy is introduced in the live-
action film series in Sonic the Hedgehog 3 (2024), appearing in a mid-credits scene saving Sonic from an army of Metal Sonics.[43] Voiced by:[44] English: Gary Dehan (OVA), Ryan Drummond (2003), Ray Chase (2024)Japanese: Masami Kikuchi (OVA), Jun'ichi Kanemaru (2003, 2024) Metal Sonic[g] is an evil robotic version of Sonic created by Dr
Robotnik. He possesses great strength, including a laser cannon, a jet engine and a force field device he can use to protect himself from projectiles and certain attacks. He usually only communicates with a series of electronic noises. The character first appears in Sonic the Hedgehog CD. He is given orders to go back in time and change the past so
that Dr. Eggman can rule the future. Sonic must race him in Stardust Speedway to free Amy Rose. He is severely wounded when he crashes and falls, but is rejuvenated by Robotnik in Sonic the Hedgehog 4: Episode II, only to be defeated again in a similar style. He returns in Knuckles' Chaotix, where he attempts to obtain the Chaos Rings, but he is
stopped by the Chaotix team. Metal Sonic notably acted as the main antagonist in Sonic Heroes, appearing in a new form as Neo Metal Sonic before transforming into the game's final boss, the Metal Sonic appearance. Metal Sonic appears as a bonus playable
character in Sonic Rivals, reprogrammed to aid Eggman Nega in his attempt to take over the world. He returns as a playable character in Sonic Rivals 2, under orders from Eggman Nega in his attempt to take over the world. He returns as a playable character in Sonic Rivals 2, under orders from Eggman Nega in his attempt to take over the world. He returns as a playable character in Sonic Rivals 2, under orders from Eggman Nega in his attempt to take over the world. He returns as a playable character in Sonic Rivals 2, under orders from Eggman Nega in his attempt to take over the world. He returns as a playable character in Sonic Rivals 2, under orders from Eggman Nega in his attempt to take over the world.
Generations, he appears in his classic form as a rival boss, battling Classic Sonic in Stardust Speedway before ultimately being destroyed. In the 2024 remaster Sonic X Shadow Generations, his Metal Overlord form returns as a boss that Shadow battles. Metal Sonic returns as a boss character in Sonic Boom: Rise of Lyric and Sonic Boom: Shattered
Crystal, and the Sonic story mode of Lego Dimensions. Metal Sonic & Sonic appeared as a playable character in the multiplayer mode of Sonic Adventure 2: Battle, as well as Sonic at the Olympic Winter Games. Collecting all the
emblems in Sonic Adventure DX: Director's Cut unlocks Metal Sonic as a bonus playable character in Sonic is playable. Outside of the games, Metal Sonic appears as the main antagonist in the Sonic the Hedgehog OVA, where
Eggman records Sonic's abilities and uploads them to Metal Sonic, who proceeds in attempting to destroy the world before being tossed into lava by Sonic. He appears in the Sonic Boom episodes, "It Wasn't Me, It Wasn't Me, It Wasn't Me one-Armed Hedgehog" and "Eggman the Video Game Part 2: The End of the World". Multiple Metal Sonics also appear in the
mid-credits scene of Sonic the Hedgehog 3 (2024).[43] GameDaily placed Metal Sonic 13th on their "Top 25 Video Game Robots" list, describing him as Dr. Robotnik's "greatest creation" and praising the strength of his abilities.[45] Main article: Knuckles the Echidna Knuckles the Echidna Knuckles the Echidna and one of Sonic's friendly rivals. First
introduced in the Genesis game Sonic the Hedgehog 3, Knuckles lives on Angel Island, which hovers in the sky due to the power of the Master Emerald. During conception of Sonic the Hedgehog 3, the development team wanted
to create a new rival for Sonic. The final design of Knuckles was the result of dozens of possible designs inspired by numerous different animals.[46] A character with many different abilities and skills, he is physically one of the strongest characters of the Sonic series.[47] His strength and mastery of martial arts, specializing in punches, enables him
to perform feats such as shattering boulders with his fists, while he can trap air underneath his dreadlocks in order to glide for short distances. Fang the Sniper,[i][48] initially known as Nack the Weasel[49] in English localizations, is a purple jerboa[50][51] that first appeared in the Game Gear video game Sonic the Hedgehog: Triple Trouble in 1994
His character is a treasure hunter in search of the Chaos Emeralds; however, he does not know of their true power and merely wants to sell them for profit.[49] He is a slick, [52] sneaky, and mischievous [48] character who will steal the Emeralds for an easier job.[49] Fang tries hard to outwit others, but is held back by his clumsiness and often fails.
illusion during the boss fight with Heavy Magician in Sonic Mania in 2017. In 2023, he was announced to be returning in a main role as a central villain in Sonic Superstars, now under the in-fiction explanation that Fang frequently operates under
different aliases in order to conduct his criminal activities. [54] The Chaotix are a group of initially four characters who debuted in the game Knuckles' Chaotix as the main characters, later forming their own detective agency in Sonic Heroes where only three of them (Vector, Espio and Charmy respectively) returned, after the three were redesigned
and rebooted into essentially new characters. IGN described the characters as "charming" and noted that they were introduced before fans became weary of all the new characters in the series. [55] Voiced by: [56] English: Marc Biagi (2004), Carter Cathcart (2004-2006), Dan Green (2007-2009), Keith Silverstein (2010-present) Japanese: Kenta
Miyake Vector the Crocodile[j] is a large crocodile who is the "head honcho" and brains of the Chaotix Detective Agency.[57] Divided between being both "bossy" and "easy-going", his rough speech and outward appearance mask his clear reasoning and high competence in solving cases.[58] For the right price he will take on most jobs, unless they
involve doing something immoral.[57] Vector has a strong sense of justice and kindness, despite his argumentative nature.[58] He often does unpaid work due to his charitable nature, [57] such as finding a lost child or taking up meager chases for children, leaving the agency constantly short on money. [58] Vector hates having to work for the landlord,
but he enjoys singing, [58] and his trademark accessory is a set of headphones. [57] He is physically formidable to the point of being comparable to Knuckles, [58] with his powerful jaws being his most reliable weapon. [57] Vector was, originally, supposed to be in the sound test of the first Sonic the Hedgehog game as part of a rock band that Sonic was
part of, but the band and the feature itself were removed prior to its release. [59] Vector and the band made a brief appearance in the promotional manga Sonic the Hedgehog Story Comic. Vector then made his official game debut in the 1995 video game Knuckles' Chaotix. And in 2003, he was part of Team Chaotix in Sonic Heroes and is featured in
 Shadow the Hedgehog. Sonic Generations, Sonic Forces and several other games (alongside both Espio and Charmy in said games), In all instalments of Mario & Sonic Free Riders and Team Sonic Racing, and mobile games like Sonic Forces
Speed Battle and Sonic Dash. Vector was also the one of only mainline game characters to appear in the season two episode "Vector Detector". He later made a few cameo appearances such as in the finale. Like the other characters he was redesigned for the series, sporting an arm
tattoo and a leather jacket in place of his traditional headphones. In 2021, he was later added as a playable character in the film franchise in the Sonic Boom. [60] Vector also made a cameo in the film franchise in the Sonic Boom. [61] English: Bill Corkery (2004), David Wills (2005–
2009), Troy Baker (2010-2011), Matthew Mercer (2016-present)[62][apanese: Yuuki Masuda Espio the Chameleon who is a ninja warrior. He is described as the "opinionated number one" of the Chameleon who is a ninja warrior. He is described as the "opinionated number one" of the Chameleon who is a ninja warrior. He is described as the "opinionated number one" of the Chameleon who is a ninja warrior.
opinionated and self-obsessed, [64] he revels in training and self-discipline. [63] He is not concerned by danger, and often yearns to face it in order to use his ninja skills. [63] With his extensive training in ninjutsu and an ability to turn himself invisible, he is able to move around unnoticed. [64] However, a blunder like a sneeze could cause him to
inadvertently become visible. [63] Espio's debut was in the video game Knuckles' Chaotix. In the game, his color subtly changes while he moves to demonstrate the technical capabilities of the Sega 32X console. [65] Espio was incorporated into Sonic Heroes as part of a move to reintroduce neglected characters, and because the development team
considered him to have a unique, interesting personality.[66] He was the designated "speed" character in Sonic Heroes while teammates Vector the Crocodile and Charmy Bee respectively represented "power" and "flight".[67] Espio was added to Shadow the Hedgehog and Sonic Rivals 2 to help "round out our cast of characters", and because
designer Takashi Iizuka appreciated the character's "stealthy agility".[68] Espio appeared as a playable character in the arcade fighting game Sonic at the Olympic Games as the referee in various events and later a playable athlete. Espio also made a cameo in the film franchise
in the film Sonic the Hedgehog 2: The Official Movie Pre-quill comic. Voiced by: [69] English: Emily Corkery (2004), Amy Birnbaum (2003-2009), [70] Colleen O'Shaughnessey (2010-present) Japanese: Yoko Teppouzuka Charmy Bee[1] is a bee who is the "scatter-brained funny-kid" of the Chaotix. [57] He is cheerful, curious, playful, careless, and greatly
energetic, often talking about things no one else cares about.[71] Charmy's childish tomfoolery makes the rest of the detective agency staff look professional, and he is seen by others as a "cute mascot".[57] Despite an innocent,[71] good-natured and light-hearted personality, he uses his stinger on rare occasions where he gets angry.[57][71] In
addition to being a playable character in Sonic Heroes and Shadow the Hedgehog, he made cameos in all the Mario & Sonic at the Olympic Games installments as a referee. Mighty the Armadillo[m] is a black and red armadillo who debuted in the arcade game SegaSonic the Hedgehog[72] and later appeared in the 32X game Knuckles' Chaotix. The
character is described as a traveler who loves nature and desires to see every place. [73] Mighty hates to see every place. [73] Mighty's only appearance as part of the Chaotix was in Knuckles Chaotix, and was absent when the rest of the group
was reintroduced into the series with Sonic Heroes in 2003. His long period of absence was alluded to in Sonic Generations, in which he is shown on a missing persons poster alongside fellow SegaSonic character Ray the Flying Squirrel. Both Mighty and Ray appeared as playable characters in the Sonic Mania expansion Sonic Mania Plus, as well as
appearing in the accompanying web series Sonic Mania Adventures. Ray the Flying Squirrel[n] is a yellow flying squirrel who debuted in the arcade game SegaSonic the Hedgehog. While he can run as fast as Sonic, Ray can also climb trees and glide.[72] His long period of absence was alluded to in Sonic Generations, in which he is shown on a
missing persons poster during the City Escape level alongside fellow SegaSonic characters in the Armadillo. Both Ray and Mighty appeared as playable characters in the Sonic Mania expansion Sonic Man
Wyman (2003-2010, 2016), Kyle Hebert (2010-present), Ian Hanlin (Sonic Prime) Japanese: Shun Yashiro (1998-2000), Takashi Nagasako (2003-present) Big the Cat[o] first appeared in the 1998 Dreamcast game Sonic Adventure, where he was placed to justify the presence of a fishing rod in the game, although he was conceived beforehand. [76] Big
is a large, purple anthropomorphic cat, who is depicted as—while unintelligent—sweet, easygoing, and physically strong.[77][78] In Sonic Adventure, Big's story involves fishing his frog friend Froggy[p] out of various bodies of water after Froggy swallows a Chaos Emerald and part of the tail of Chaos, the game's antagonist. In Sonic Heroes, Big
teams up with Amy Rose and Cream the Rabbit to search for Froggy and a lost Chao called Chocola. He is a minor playable character in other Sonic Glors. Reflecting the story of Sonic Colors. Reflecting the story of Sonic Colors.
Adventure, Big appears in the Sonic X anime and the Sonic the Hedgehog comics. Big has been derided by the video game critics and fans for his obesity, low intelligence, one-dimensional development and uselessness within his games; he has appeared on several lists of the worst video game characters of all time and within the Sonic cast. [79][80]
[81] Due to his poor reception and apparent uselessness, Sonic Team claimed they would be retiring the character from appearing in future games in 2012,[82] although head Takashi Iizuka has since stated that a game starring Big is a possibility.[83] Despite this statement, Big has continued to appear in other titles in a minor capacity, including
Sonic Runners, Lego Dimensions, Team Sonic Racing, and Sonic Frontiers. [84][85] Voiced by: Tomoko Sasaki Chao (/tʃaʊ/)[q] are small creatures with pudding-like bodies that behave much like human infants. Depending on how they are raised, their form and appearance can change considerably. [86] The Chao are descended from the Ancients, an
alien race that brought the Chaos Emeralds to Earth when they crash landed long ago. [87] Takashi lizuka stated in an interview with video game publication 1UP.com that Chao were incorporated into Sonic Adventure "so that new players would be forced to go out, explore the action sections, and find Flickies and things." [88] Professor Chao, a minor
character in Sonic Adventure 2, states that Chao are cute, [89] and enjoy toys [90] and being held or petted. [91] However, they dislike being held while the player spends enough time with a Chao in
the Chao Garden, it eventually develops into a cocoon and hatches from this as an adult. Eventually it develops into a cocoon is gray the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is then reincarnated as an egg; the cycle then restarts and the Chao is the cycle then restarts and the Chao is the cycle than the cycle then restarts and the Chao is the cycle than the cycle tha
and the Chao dies, removing every trace of itself from the game. [86] Chao can breed to produce fertile eggs. [93] Chao were designed as a "relative neutral entity" in this game. However, to remain consistent with the good-evil dichotomy of Sonic Adventure 2, they were designed so that the player could raise them as "Hero Chao" or "Dark Chao".
Chao were given the ability to socialize and interact in Sonic Adventure 2 in order to make the game unique, [94] and to more resemble "a real artificial life form." [95] Chao appeared in Sonic the Hedgehog 3, as mascots of the Chao Garden restaurant in Tokyo, Japan. [96] Chao and the Chao-raising system have received generally positive reviews. In a
review of Sonic Adventure, GameSpot's Peter Bartholow stated that "SA more than has the extras department covered." [98] This enthusiasm was extended to IGN's reviews of Sonic Adventure 2,[99] Sonic Advance,
[100] and Sonic Adventure DX: Director's Cut.[101] GameSpot's Shane Satterfield was critical of the Chao training aspect using the Game Boy Advance is little more than a novelty."[102] However, GameSpy's Shane Bettenhausen
praised the feature in the game, comparing Chao to Tamagotchi digital pets.[103] GameSpot's Frank Provo noted the appeal to "those people who might only enjoy pinball in passing" that Chao brought to Sonic Pinball Party.[104] 1UP.com's Chris Baker called the Chao feature in Sega Superstars "ultimately worthless... but some might find it
amusing."[105] In a review of Sonic Chronicles: The Dark Brotherhood, GameSpot's Shiva Stella praised the level of strategy that the game's Chao system added.[106] James Stephanie Sterling of Destructoid voiced a similar opinion, though she said that Chao had been "rubbish" in previous games.[107] Chaos[r] is a Chao that was mutated by the
Chaos Emeralds, becoming a highly intelligent water-like being that can easily manipulate its body. It acts as a guardian for its species, protects the Master Emerald, and provides clear water around its altar.[108] Without any of the Chaos Emeralds, it is known as "Chaos Zero", but with each one it absorbs, it transforms into a more powerful form,
eventually becoming "Perfect Chaos" with all seven Chaos Emeralds. It first appears in Sonic Adventure, where Dr. Eggman attempts to use it to conquer the world. Chaos tracks down the emeralds, becomes "Perfect Chaos", and floods all of Station Square, but is ultimately defeated by Super Sonic. Iizuka stated that he wanted to create an antagonist
who would have been impossible to create on older hardware. He settled on one relating to liquid and transparent and created Chaos. Iizuka presented the concept to Naka, who was impressed. [109] Chaos was originally intended to have realistic blue scales in his final form, but this was abandoned because of the technological constraints of the
Dreamcast.[110] Chaos would reappear in other games, including as a playable character in the multiplayer modes of Sonic Adventure 2 and Sonic Battle, and as a boss in Sonic Generations with an updated appearance based on its original scaled design concept.[111] Voiced by:[112] English: Lani Minella (2001-2004), Rebecca Honig (2007), Laura
Bailey (2011-2016), Erica Lindbeck (2019-present) a robot Chao with a propeller on its head. Omochao was introduced in Sonic Adventure as part of the Chao Races, and it later appeared in Sonic Adventure 2, where it serves as an in-game manual to teach players how to play the game. It has
filled a similar tutorial role in other games such as Sonic Heroes, Sonic Advance 3, Sonic Generations, and Lego Dimensions.[113][114] The character has made other sporadic appearance is as one of a group of playable chao in Team Sonic Racing.[115] "Omochao" is a pun on "omocha"[t] and
"chao". The E-100 Series is a group of robots created by Doctor Eggman, who uses them in his quest to conquer the world; however, some of their members have since gone rogue. [116] E-100 Alpha, [u] better known as Zero, is the first of the E-100 series and considered the prototype of the line. [117] He was created by Dr. Eggman and ordered to
capture the Chaos Emerald from Amy Rose's Flicky friend, Birdie. He first appeared in Sonic Adventure as the main antagonist in Amy's story, where he repeatedly tries to capture Birdie. At the end of Amy's story, where he repeatedly tries to capture Birdie. At the end of Amy's story, she destroys him. In Sonic Advance 2, he appears in special stages, trying to prevent players from getting the seven Chaos Emeralds.
Voiced by:[118] English: Steve Broadie (1999-2000), Andrew Rannells (Sonic X) Japanese: Joji Nakata (1998-2000), Naoki Imamura (Sonic X) E-102 Gamma[v] also primarily appears in Sonic Adventure. He is a red, bulky robot[119] with a powerful gun built into his arm.[38] Gamma turns against his master after a heartfelt conversation with Amy
Rose, who becomes his friend, and destroys the other E-100 Series robots to free the trapped animals inside them before ultimately doing the same to himself.[120][121][122] He offers shoot-'em-up gameplay to a largely platforming-focused game.[123] Gamma later made a spiritual return in the form of Chaos Gamma, who appeared as a playable
character in Sonic Battle. He has garnered mixed comments from critics. [124] While Xbox World generally commended his story, [125] others criticized the slow and repetitive nature of his gameplay. [126] [127] [128] Voiced by: [129] English: Jon St. John (2003), [130] Jeff Kramer (2005, 2009), Maddie Blaustein (2006–2009), Vic Mignogna (2010–2017)
Aaron LaPlante (2019), Roger Craig Smith (2023-present) Japanese: Taiten Kusunoki E-123 Omega expresses a deep hatred for Eggman due to
the latter locking him up in stasis for an extended period of time. Omega decides to team up with the other two in order to obtain revenge on Eggman and prove that he is the most powerful robot of all.[132] He returns with the same goal in Shadow the Hedgehog, and teams up with Shadow in certain levels to destroy Eggman's robots. During Sonic
the Hedgehog 2006, he is playable after Rouge orders him to support Shadow many years in the future.[133] He also one of the secret unlockable characters in Sonic Colors where he challenges Sonic to perform a mission, and reveals to Sonic the location of
Eggman's base in the Asteroid Coaster world. In Sonic Forces, Omega is severely damaged by Infinite, but is repaired by Tails and becomes a member of the Resistance. Omega has appeared in Mario & Sonic at the Colympic Games
as a rival in the 100m Sprint. Omega appears as a playable racer in Team Sonic Racing. Omega has an array of destructive weapons concealed in his arms, including machine guns, flamethrowers, missile launchers, beam cannons and rocket-propelled drills. He can retract his hands in order to attach a spinning Shadow and Rouge in their place, either
using the two as melee weapons or firing them.[131] Omega has seen mixed reception. Eurogamer staff writer Tom Bramwell called Omega a "lesser" character among the Heroes cast.[136] An Electronic Gaming Monthly preview of Heroes referred to him as an imitation of the T-1000s from the film Terminator 2: Judgment Day.[137] However,
Jeremy Dunham from IGN called Omega a "supreme machine".[138] Main article: Shadow the Hedgehog Shadow the
Adventure 2. According to official profiles, Shadow was created 50 years ago by Professor Gerald Robotnik as the "Ultimate Life Form",[140] which is ageless and immortal.[141] Sharp witted and seemingly always on the edge,[7][142] once he has set himself to a goal, he will do whatever it takes to accomplish it,[7] regardless of any danger.[143]
```

After the trauma of the death of his only friend, Maria Robotnik, Shadow strives to fulfill his purpose and keep the promise he made to her.[7][143] Although his relationship with Sonic seems to have developed from antagonistic to friendly rivalry, animosity from not understanding each other's mindsets still occurs.[144] However, Shadow shares a lot of similarities with Sonic.[143][145] He can perform spin attacks common to Sonic,[140] which are a variation on the tendency for hedgehogs to roll into tight balls for protection. Additionally, with the power of a Chaos Emerald, Shadow can warp time and space with Chaos Control.[140][142][143] Shadow is also able to use a variety of other Chaos powers, such as "Chaos Spear" and "Chaos Blast".[143] Using the power of the seven Chaos Emeralds, Shadow uses his super transformation to transform into Super Shadow[146] and gains new abilities of flight and near invulnerability, with normal abilities of speed and enhanced Chaos powers. Voiced by:[147] English: Lani Minella (2001-2004),

```
Kathleen Delaney (2005-2009), Karen Strassman (2010-present), Kazumi Evans (Sonic Prime) Japanese: Rumi Ochiai Rouge the Bat[y] is a white, anthropomorphic bat who made her first appearance in Sonic Adventure 2 in 2001, and who has been featured in most games since. She has appeared in every mainline game and most spin-off games
alongside Shadow (excluding the Storybook spin-off games). She is depicted as a professional treasure hunter devoted to the pursuit of jewels,[148] calling herself the "World's Greatest Treasure Hunter". She has a tendency to ignore abstract morality or manners for potential profit;[149] her "feminine charm" makes her appear careless, but she is
actually scheming and manipulative. [148] Additionally, she serves as a part-time spy for the government, and is a competent fighter. [148] She battles using kicks, especially her signature "Screw Kick", and she can fly using her wings. [150] Rouge was created by Kazuyuki Hoshino as a "slightly sexy" character, which he noted had not been done in the
series before and required substantial trial and error due to her deforume appearance. Rouge's final design was inspired by the perceived "sexiness" of Latin women, particularly Jennifer Lopez, who had recently become popular in Japan. Her elegant kicking style was developed to differentiate her from Knuckles, whom her abilities mirror.[151]
Despite receiving a polarized reception with critics initially, Rouge is one of the series' most popular character in the franchise, next to Amy Rose.[40] She has been a major character in two television adaptations: Sonic X (2003)
2006) and Sonic Prime (2022-2024). Voiced by: English: Marc Biagi (2001), Mike Pollock (2003-present) Japanese: Chikao Otsuka (2001-2005), Kotaro Nakamura (2024-present), Kōichi Yamadera (live-action films) Professor Gerald Robotnik[z] is the paternal grandfather of Maria Robotnik and Dr. Ivo "Eggman" Robotnik, originally introduced in
Sonic Adventure 2. Fifty years before the main series, he constructed the Space Colony ARK and researched immortality for the United Federation in an attempt to create the "Ultimate Life Form", hoping that it could help cure Maria's illness, leading to the creation of Shadow the Hedgehog.[152] However, the failure of an earlier prototype led the
United Federation to shut down the project and cover up its existence, with the military organization GUN leading a violent raid on the ARK during which Maria was killed. Fueled by anger over his granddaughter's death and becoming resentful of humanity's increasingly callous nature, Gerald converted the ARK into a doomsday weapon and
brainwashed Shadow before being executed, hoping the hedgehog would destroy the world in retribution.[152][153] The stories of Sonic Battle, Shadow the Hedgehog and Shadow Generations have further expanded on the character's backstory and motivations, including his discovery of the Gizoid and his collaboration with the Black Arms aliens to
create Shadow.[152][154][155] Gerald appears in the film Sonic the Hedgehog 3, portrayed by Jim Carrey, who also portrays his grandson. In contrast to the video games, the film version of Gerald is not executed following the shutdown of Project Shadow. He helps Shadow escape from GUN's custody and later recruits his grandson to help them
activate the Eclipse Cannon to supposedly destroy GUN's headquarters. After he reveals his true intentions to destroy the Earth for Maria's death, Ivo works together with Tails and Knuckles to stop him, with Ivo ultimately killing Gerald with Super Sonic's quill, knocking him into an energy field.[153] Voiced by:[156] English: Moriah Angeline (2001)
Rebecca Honig (2005), Stephanie Sheh (2024)[157] apanese: Yuri Shiratori, Aoi Yuuki (live-action films) Maria Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is the cousin of Dr. Ivo "Eggman" Robotnik, and is
from the terminal illness known as "NIDS" (Neuro-Immuno Deficiency Syndrome), which was incurable at the time. Gerald takes on Project Shadow in order to save her life. Soon after Shadow in order to save her life. Soon after Shadow in order to save her life. Soon after Shadow in order to save her life. Soon after Shadow in order to save her life. Soon after Shadow in order to save her life. Soon after Shadow in order to save her life. Soon after Shadow in order to save her life.
dies, she encases Shadow in an escape pod and asks him to believe in humanity. This experience with Maria scars Shadow for life and initially leads him to team up with Sonic and save the earth multiple times.[160] The relationship between Maria
and Shadow is further explored in Shadow Generations and its associated prequel shorts. In the game's story, Shadow is reunited with Maria after she and Gerald are pulled from the past by the Time Eater, and she helps him overcome Black Doom's influence. Though he is tempted to warn them of their fates before they go back, Maria encourages
him to move on and continue to protect humanity.[161][162] Maria's only playable appearance is in Shadow the Hedgehog, where she can be controlled as a partner character by a second player during specific in-game missions. She appears in the film Sonic the Hedgehog 3, portrayed by Alyla Browne.[160] While her relationship with Shadow in the
film is similar to the games, there are a few minor differences with the film version such as her not having a terminal illness and her death being (2004), Rebecca Honig (2003-2009), Michelle Ruff (2010-present) Japanese: Sayaka Aoki (Cream), Ryo
Hirohashi (Cheese) Cream the Rabbit[ab] is a peach-colored rabbit with a constant companion named Cheese, [ac] a blue Chao with a red bow-tie. Their names are based on "cream cheese". [166] She always politely minds her manners [169] about the chao with a red bow-tie. Their names are based on "cream cheese". [168] She always politely minds her manners [169] about the chao with a red bow-tie. Their names are based on "cream cheese". [168] She always politely minds her manners [169] about the chao with a red bow-tie. Their names are based on "cream cheese". [168] She always politely minds her manners [169] about the chao with a red bow-tie. Their names are based on "cream cheese". [168] She always politely minds her manners [169] about the chao with a red bow-tie. Their names are based on "cream cheese". [168] She always politely minds her manners [169] about the chao with a red bow-tie. Their names are based on "cream cheese". [168] She always politely minds her manners [169] about the chao with a red bow-tie. Their names are based on "cream cheese". [168] She always politely minds her manners [169] about the chao with a red bow-tie. Their names are based on "cream cheese". [168] She always politely minds her manners [169] about the chao with a red bow-tie. The chao with a
but sometimes acts childishly.[169] Cream can achieve flight for short periods of time by flapping her two large ears,[168] while Cheese often attacks on Cream's behalf by ramming into her adversaries.[170] Cream first appeared as a playable character in Sonic Advance 2, seeking to rescue her mother from Dr. Eggman.[171] She returned in Sonic
Heroes as part of "Team Rose", working together with Amy Rose and Big the Cat to find Cheese's brother Chocola,[172] and then again for Sonic Advance 3.[173] Since her first trio of games. She is a playable character in the Sonic and the Secret
Rings multiplayer mode, a playable fighter within Sonic Riders. Sonic Riders. Sonic Riders as a major character in the Sonic X anime series. Cream has received mostly negative opinions
from the video game press. Thomas East of Official Nintendo Magazine ranked her as the fifth worst Sonic character, criticizing various aspects of her like her high-pitched voice, repetitious speech in Sonic Heroes, "ridiculous smile", and single eyelash on each eye.[175] Christian Nutt of GameSpy singled her out as one of the negative features of
Sonic Advance 2, calling her "corny" and "dopey-looking".[176] GamesRadar writer James Stephanie Sterling ranked her as their second worst, stating that she "represents perhaps everything that's wrong with Sonic the Hedgehog characters", particularly finding her name to be random.[177] Similarly, Tom Bramwell of Eurogamer exclaimed "oh
God" at her and Cheese's names.[178] David Houghton of GamesRadar ranked her name as one of the 25 worst among all video game characters, seeing a double entendre in the word "cream" and called her "the best new Sonic character since Tails".[180] The character is
also highly regarded in Japan, where she entered the top ten in a 2006 popularity poll.[40] Voiced by:[181] English: Erica Schroeder (2010-2016), Erica Lindbeck (2019-present) Japanese: Nao Takamori Blaze the Cat[ad] is a purple cat princess from an alternate dimension. She has been appointed as guardian of the Sol
Emeralds, her dimension's version of the Chaos Emeralds, [182] making her role similar to that of Knuckles the Echidna. [184] Blaze can control fire,
[182] but wears a cape to conceal it as she was teased about her pyrokinetic abilities when she was young.[183] Using the Sol Emeralds, she transforms into Burning Blaze. Blaze debuted in Sonic Rush as a playable character along with Sonic.[185] She arrives in
Sonic's dimension from another dimension along with the Sol Emeralds. While searching for the Emeralds, she befriends Sonic and Cream and helps them stop Dr. Eggman and Eggman Nega before returning to her dimension. The two
attempt to fix their ruined future world by traveling back in time. Blaze ends up sacrificing her life to seal Iblis, the fiery monster that has destroyed their world, inside herself, but is brought back to life at the end of the game when Sonic Rush Adventure, where
Sonic and Tails are transported to her dimension and help her retrieve the "Jeweled Scepter".[186] Since her first trio of games, she has been relegated to being an extra playable character in the Sonic and the Secret Rings and Sonic and the Black Knight, a playable
racer in Sonic Riders: Zero Gravity, Sonic Free Riders and Team Sonic Racing, and a playable athlete in all five Mario & Sonic at the Olympics games. She appears together with Silver in Sonic Frontiers. Blaze has been mostly well received by critics. IGN remarked upon
seeing her at TGS 2005 that she "easily earned her place in the team" amidst unremarkable secondary characters introduced earlier in the series, [187] but criticized for its resemblance to that of Sonic. [188] Blaze has been called "a nice addition to Sonic's cast'
and "one of the more complex, multifaceted characters in the Sonic canon".[188][189] Voiced by:[190] English: Mike PollockJapanese: Chikao Otsuka (2005-2020) Eggman Nega[ae] is Eggman's descendant from 200 years in the future, first introduced in Sonic Rush as the arch-nemesis of Blaze the Cat and later Silver the Hedgehog.[191] He is known
to cause trouble not only through time travel, but through inter-dimensional travel as well. Although his outward appearance resembles that of Doctor Eggman, his personality is different.[192] He is heartless and calculating, but maintains polite speech and manners.[192] His exact role in the overall series varies; in the Sonic Rush series, he works
alongside the original Eggman as a team to take over both Sonic and Blaze's dimensions.[193] In the Sonic Rivals series, Eggman Nega holds a deadly grudge against Eggman due to the latter's failures ruining the former's reputation. His appearances in the Mario & Sonic series act as a mixture of the two portrayals, as Eggman Nega, while still
disliking Eggman due to being disappointed at his failures, nevertheless still collaborates with him and assists him with his plans. Voiced by:[194] English: Sean Schemmel (2005), Benjamin Diskin (2024) Japanese: Ryūzaburō Ōtomo Black Doom[af] is the leader of the Black Arms, an invading alien force that seeks to conquer the Earth and harvest the
human species as a source of energy.[195] His first appearance is in Shadow the Hedgehog as the main antagonist, where it is revealed that Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created from his blood by Gerald Robotnik.[198] He attempts to control Shadow was created fr
Shadow Generations as the main antagonist. [199][200][201] Having generated a new body since his defeat, he seeks to harness the power of the time anomaly to rebuild his forces and resume their conquest. [202] Though he attempts to turn Shadow into a new host body for himself, [203] he is once again defeated by Shadow. [204] The Babylon
 Rogues are a group of avian thieves. They have only appeared collectively in the Sonic Riders sub-series. Producer Takashi Yuda considered them best-suited for Sonic series racing games and noted in a 2006 interview that Sonic characters are usually designed with one specific storyline in mind.[205] The Babylon Rogues have been the rivals of
Team Sonic. The Rogues have received predominantly negative comments from gaming journalists. Alex Navarro and Joe Dodson of GameSpot separately criticized their clichéd backstory, [206][207] as did Eurogamer's Tom Bramwell. [208] IGN's Jack DeVries specifically called Jet a "jerk" and stated that his voice is annoying, especially in Free Riders.
[209] Voiced by: English: Jason Griffith (2006-2009),[210] Michael Yurchak (2010-present)[211] and nicknamed the "Legendary Wind Master"[213] due to his mastery of Extreme Gear.[214] This mastery comes from his forefathers.[212] His skills
make him a possible match to Sonic the Hedgehog, [214] whom he considers a rival to him. [212] Jet is aware of his duties as leader but must sometimes be helped by his team. [212] He despises losing and those who are faster or more confident than him and fights
using Bashyo Fans.[212] Voiced by: English: Erica Schroeder (2006-2008), Kate Higgins (2010-2016) Japanese: Chie Nakamura Wave the Swallow who is the team's mechanic, as her father was for the previous generation of the Babylon Rogues.[215] Gifted in this craft, [215] she has a superb mechanical knowledge of Extreme
Gear, which surpasses both Miles "Tails" Prower and Dr. Eggman.[216] Because of this knowledge, she is full of confidence.[217] She hates thick-headed or stupid people and notices everything, but her advice tends to be understandable only to her.[217] Although she looks on Jet the Hawk as an "unreliable younger brother" and can be stubborn, she
follows his leadership.[217] Voiced by: English: Dan Green (2006-2008), Travis Willingham (2010)Japanese: Kenji Nomura Storm the Albatross[ai] is a hulking albatross who is described as the muscle of the Babylon Rogues and Jet the Hawk's "right hand man".[218] The strength of his loyalty to Jet is greater than any other and he hates rivals to the
team.[219] When he is angry, he becomes destructive,[219] and the raw power of his physical strength makes up for his lower intelligence[218] and he hates having to wait.[219] Voiced by:[221] English: Pete Capella (2006-2009), Quinton Flynn (2010-2017), Bryce
Papenbrook (2019-present) Japanese: Daisuke Ono Silver the Hedgehog from 200 years in the future of the main timeline. He first appeared in the 2006 Sonic the Hedgehog, who they were tricked
into believing is the cause of their world being destroyed in the future. Silver's primary ability is telekinesis; [222] he is able to levitate objects and use them as projectiles to either defeat enemies or interact with his environment. [223] Like Sonic and Shadow, he transforms into his "super form" by using the power of the seven Chaos Emeralds. Silver's
creation was inspired by the game's early development stages, where the development team was making huge levels with multiple paths through them and decided they wanted to include a new character with unique abilities for an alternate way to play through the levels. [222] The design team development stages, where the development team was making huge levels with multiple paths through them and decided they wanted to include a new character with unique abilities for an alternate way to play through them and decided they wanted to include a new character with unique abilities for an alternate way to play through them and decided they wanted to include a new character with unique abilities for an alternate way to play through them and decided they wanted to include a new character.
[222] At one point he was to actually be an orange mink named Venice (named after the city of the same name), but the developers ultimately decided for his fur, but they
soon moved away from that in color, in favor of a white-gray one. [222] While developing the character models and textures, they focused on using the hardware to develop the textures rather than just use white-gray, which lead to Silver's color and name. [222] Additionally, Silver's backstory was inspired by Trunks from the 1984-1995 manga Dragon
Ball, who made a similar journey to the past to kill two androids that would eradicate most of humanity in his own time; the script for Sonic the Hedgehog (2006), he has mainly appeared in the Sonic series' spinoffs, multiplayer
games, and small cameo roles. He is one of the playable characters in Sonic Rivals and Soni
 Sonic series beginning with Mario & Sonic at the Olympic Winter Games. He appears in Sonic Generations as a sub-boss in the stages Crisis City (console version) and Tropical Resort (3DS version). Additionally, Silver was one of a few Sega characters to make a cameo in Super Smash Bros. Brawl, in the background of Sonic's Green Hill Zone stage,
[226] and as a trophy and sticker.[227] Voiced by:[228][229] English: Chris Collet (SA-55, Sonic Unleashed), Kirk Thornton (Orbot), Wataru Takagi (Cubot) Orbot[ak] (/'o:rbpt/) is a red robotic assistant of Dr. Eggman. He generally assists in monitoring Eggman's
data and facilitating his schemes, though he can be lazy and often makes sarcastic remarks pointing out general flaws in Eggman's plans. While an earlier version of the character appears with his finalized name and design beginning in Sonic Colors, alongside a
similar yellow robot named Cubot[al] (/'kju:bpt/).[231] Conversely to the intelligent Orbot, Cubot is rather slow, not witty, and frequently makes mistakes. He suffers from a defect in Sonic Colors that causes him to randomly speak with different accents.[232] The two have continued to appear as assistants to Dr. Eggman in subsequent titles, such as
Sonic Generations, Sonic Lost World and Sonic Forces. The duo made a cameo in Mario & Sonic at the London Party, copying stickers for the participants. [233] The duo appeared in Mario & Sonic at the Sochi 2014 Olympic Winter Games as the hosts of the Action and Answer Tour
and in the Sonic Boom animated series. Digital Spy praised their inclusion in the glot of Sonic Colors, especially Cubot for his humorous observations and self-awareness about the grassy, lush planet called Planet Wisp.[235][236] The
mother of all Wisps is a much larger, pink one named Mother Wisp.[237] She created Planet Wisp and rails cannot understand,[239] though Tails builds a translation device in the game Sonic Colors.[240] Their Japanese and English name comes from Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common language that Sonic and Tails translation of all Wisps speak a common langua
word in their language; [241] other characters in the game refer to them as "aliens". [242] [243] Wisps are composed of an energy force called "Hyper-go-ons", [244] which they can use to phase into the body of playable protagonist Sonic and give him temporary elemental powers. [235] [245] They come in numerous breeds, each carrying one of many
elemental powers known as "Color Powers".[235] When Sonic collects a Wisp, he can use its power once at will; however, he can only carry one at a time.[246] There are numerous types of Wisps, each with its own special ability. Colors introduced ten types between the Wii and Nintendo DS versions of the game; some only appear in one version. For
example, Purple Wisps, whose "Frenzy" ability turns Sonic into a difficult-to-control demon that can chomp through obstacles, is exclusive to the Wii version, [247] but Violet Wisps, which scale up Sonic's density to black hole-like levels and causes him to absorb enemies, obstacles, and rings, appear only in the DS version. [248] However, others appear
in both versions, such as Yellow Wisps, which allow Sonic to drill underground and find otherwise inaccessible areas. [247] Sonic Lost World introduced more types of Wisps, which bounce Sonic across paths of musical notes by having the player tap them on the Wii U's touch screen,
[250] and Black Wisps, which turn Sonic into a bomb that can roll over enemies and explode. [251] The Colors manual describes each type of Wisps, which allow Sonic to bounce off surfaces, are scatterbrained and energetic, while Orange Wisps, which blast him rapidly into the air,
have fluctuating and explosive emotions.[252] In Sonic Colors, Eggman builds an amusement park spanning the Wisps from Orbot and Cubot.[243][253][254] Suspicious, Sonic and Tails investigate and rescue two Wisps from Orbot and Cubot.[243][255][256] One of them, a talkative male White Wisp named
Yacker, tags along with Sonic and Tails during the game. [257] It turns out that Eggman is converting Wisps to a corrupted, purple (Wii version) or violet (DS version) state to fuel a mind control ray and control the universe. [258][259][260] Sonic frees Wisps from their confines in each level, [261] then uses several of them to defeat Eggman at the end
of the game. [262] However, Eggman's mind control cannon malfunctions and creates a black hole, which sucks Sonic in until the Wisps combine their corrupted form, thanks Sonic and Tails, [264] and leaves. [265] The DS version
features Mother Wisp as a post-game boss, as she was corrupted by the corrupted Wisps' Hyper-go-ons. [266] [267] Wisps have also appeared in the level "Planet Wisps were added to Colors to "expand and strengthen the platform action gameplay" without
forcing the player to switch to other playable characters. [270] Another goal was to encourage players to revisit already-played levels; Sonic Team accomplished this by adding segments requiring certain types of Wisps to levels preceding their first appearances. [271] Iizuka has said that he now considers them a staple in the Sonic series. [272] Critics
have given mixed opinions toward Wisps and their integration into Sonic gameplay. IGN's Arthur Gies called them "the big addition" to Sonic Colors, outshining its polished physics and controls. [235] Dave McComb of film magazine Empire called them "cutesy" and "strange", [273] while John Meyer of Wired found them "cuddly" and Dale North of
Destructoid called them "a cute little alien race".[274][275] Randy Nelson from Joystiq called them "plush" and speculated that they could easily lend their image to profitable merchandise.[274][275] Randy Nelson from Joystiq called them "plush" and speculated that they could easily lend their image to profitable merchandise.[274][275] Randy Nelson from Joystiq called them "plush" and speculated that they could easily lend their image to profitable merchandise.[274][275] Randy Nelson from Joystiq called them "plush" and speculated that they could easily lend their image to profitable merchandise.[274][275] Randy Nelson from Joystiq called them "plush" and speculated that they could easily lend their image to profitable merchandise.[276] Positive attention has been directed at the variety of Wisps available in Sonic Colors and Lost World and at the variety of gameplay styles they brought to the
titles: for example, Gies stated that "almost all of them add interesting quirks to Sonic's basic abilities." [235] Reviewing the Nintendo DS version of Colors, Tim Turi from Game Informer stated that "each adds an interesting new gameplay mechanic" to the game. [248] Gies and Turi also praised the ability to revisit old levels with Wisps unlocked
afterwards.[235][248] Nintendo Power's Steve Thomason identified them as "a truly interesting addition to the Sonic formula" amidst a series of missteps, and praised their "cleverly designed" variety.[247] Computer and Video Games writer Chris Scullion described Wisps in Lost World as "familiar power-ups that emulate mechanics in Mario's Wii
adventures" as part of a larger, ambivalent point about the game being derivative of Super Mario Galaxy.[277] However, control and pacing aspects of the Wisps in general, as well as of individual types, have been criticized: for example, Turi opined that "for almost every useful ability there is a complete dud" and bemoaned the Wii controls.[278]
Justin Speer from GameTrailers thought similarly and added that the Wisps "don't really feel like they belong".[279] Hardcore Gamer Magazine's review of Lost World stated that none of the Wisps make satisfying use of the Wii U's gamepad.[280] Chris Shilling of Eurogamer found them to "lead to clumsy touchscreen or gyro interludes that kill a
 level's pacing."[281] Voiced by: English: Travis Willingham (Zavok (2013-2017)), Patrick Seitz (Zomom, Zavok (2019-present)), Liam O'Brien (Zazz (2013-2020)), Kirk Thornton (Master Zik), Stephanie Sheh (Zeena), Sam Riegel (Zor) Japanese: Joji Nakata (Zavok), Yutaka Aoyama (Zazz), Chafurin (Zomom), Mugihito (Master Zik), Yumi Toma (Zeena)
Yuki Tai (Zor) The Deadly Six[an] are a group of six Zeti, a species that has the ability to manipulate magnetic fields. [282] Their exact origins are unknown, but prior to the events of Sonic Lost World, Dr. Eggman takes control of the group in order to capture animals to create Badniks. [283] He controls them and their powers with an item known as
the Cacophonic Conch, [284] which causes them great pain when he blows into it. However, when Sonic subconsciously kicks the Conch away from Eggman, they use his to reluctantly team up with Eggman, they use his to reluctantly team up with Eggman, they use his to reluctantly team up with Eggman, they use his to reluct and stop them. After turning on Eggman, they use his to reluct and stop them.
machine which was designed to extract the life out of the Earth and give it to themselves, making them stronger. [285] While Sonic Lost World is the only game to feature all six members, individual members of the group have reappeared in subsequent games such as Sonic Forces: Speed Battle, the Mario & Sonic series, and Sonic Racing:
CrossWorlds. The members of the Deadly Six are Zavok, [ao] a muscular, red-colored Zeti who is always ready for a fight; [287] Zomom, [aq] a gluttonous and dimwitted yellow-colored Zeti who is always seen eating; Master Zik, [ar] an elderly, blue-colored Zeti, the founder of the
young white haired girl.[290] She was introduced in Sonic Frontiers, in which Eggman attempts to use her to investigate the ruins of the Ancients, an alien race that brought the Chaos Emeralds to Earth.[87] Upon learning the portal could release the End, a malevolent entity sealed by the Ancients, Sage traps Eggman in Cyber Space for his
 protection. As the End manipulates Sonic into aiding in its release, Sage opposes him with the Ancients' robotic weapons. Though she treats Sonic coldly at first due to her programming by Eggman, she gradually develops a respect for him. Similarly, as he spends more time with Sage, Eggman begins to see her as more than an artificial being, coming
 to regard her as his daughter.[291] In the game's default ending, Sage sacrifices herself to help Sonic defeat the End, but is revived by Eggman using the release of Frontiers, Sage made a cameo appearance in The Murder of Sonic the
Hedgehog[294] and is set to appear as a playable character in Sonic Racing: CrossWorlds.[295] Sally Acorn (voiced by Kath Soucie[296]) is a red-haired brown chipmunk who appears as a major character in the 1993 Sonic the Hedgehog animated series and later in the Archie Comics series.[297][298] She has also made minor cameos in the Sonic
chicken-like Scratch and the idiotic, mole-type Grounder are part of an organization formed by Robotnik named the "Super Special Sonic Search and Smash Squad", which aims to capture and exterminate Sonic; their infighting over who will be the one to take him down often leads them to ruin at the hands of the hedgehog, who takes advantage of
from Sonic the Hedgehog 2, while Scratch is loosely based on the Clucker enemy from the same game. [305] Scratch, Grounder, and Coconuts have received mixed reception; while the Adventures of Sonic the Hedgehog series proved polarizing to critics, [302] the Badniks themselves have gone on to earn a cult following. [306] The trio also make
appearances in Sonic Spinball, the Sonic the Hedgehog comic series by Archie, and the Adventures-based game Dr. Robotnik's Mean Bean Machine for the Sega Genesis/Mega Drive and Game Gear, where they serve as bosses for the player to fight against.[307] Main article: Honey (Fighting Vipers) Honey the Cat[av] is an orange cat wearing a red
Sonic comics.[311][312] Christopher Thorndyke (voiced by Sanae Kobayashi in Japanese and Suzanne Goldish in English), usually called Chris, is the main human protagonist of the Sonic X animated series. He encounters and befriends Sonic shortly after his arrival in Chris' world and invites him and his friends to stay in his home, joining them on
their adventures to find the Chaos Emeralds and stop Eggman's robots. The character has been divisive among fans. [306] Writing for THEM Anime Reviews, Tim Jones called Chris an "uninspired" and "bland" protagonist. [33] Sticks the Badger [aw] (voiced by Nika Futterman in English and Aoi Yuki in Japanese [313]) is an orange and brown badger
first introduced in the animated Sonic Boom television series. She is recognizable by her wild behavior and paranoia, having lived in the wilderness alone for most of her life. Nonetheless, she is portrayed as wanting to strengthen her newfound friendship with Sonic, Amy, Tails and Knuckles.[314] She fights with wooden weaponry, mostly
boomerangs, and has developed impressive athletic abilities due to living in the wild. Sticks appears in all of the Sonic Boom video games, appearing in a non-playable role in Rise of Lyric and as a playable character in Shattered Crystal, Fire & Ice, and Sonic Dash 2. She is described as "infantile" by Scott Thompson of IGN[315] and an "unlikeable
as a close friend of Amy Rose.[318] Thomas Michael "Tom" Wachowski (/wəˈkaʊski/) (portrayed by James Marsden) and his wife Madeleine "Maddie" (portrayed by Tika Sumpter) are the two main human protagonists in the live-action Sonic film series by Paramount Pictures and its spin-offs. Tom is the sheriff of Green Hills, Montana, while Maddie is
the local veterinarian. The two were first introduced in Sonic the Hedgehog, where they become adoptive parents to Sonic and aid him in his guest to stop Robotnik. [319][320] They subsequently appear in the second and third film, taking on similar parental roles for Tails and Knuckles. [321] Both also made appearances in the spin-off IDW Publishing
Sonic the Hedgehog 2: The Official Movie Pre-Quill comic, while Maddie appears in the first episode of the live-action spin-off show, Knuckles.[322] Tom was also a playable skin in the Sonic the Hedgehog Minecraft DLC, with Maddie making a cameo appearance. [323] Both also made appearances in the promotional Sega Genesis game cartridge for
Sonic the Hedgehog 3 in the 'Characters' section.[324] Agent Stone (portrayed by Lee Majdoub) is a secondary human antagonist featured in the live-action Sonic film series by Paramount Pictures. Stone was initially written as a minor character for Robotnik to
talk to in order to further exposition within the story, but actor Jim Carrey's improvisation on set prompted Majdoub to portray the character as a sycophantic subordinate to Robotnik.[325][326] Stone reappears in the second film, where he is shown running the Mean Bean Coffee Café in Green Hills prior to Robotnik's return to Earth and later helps
the Doctor control the Giant Eggman Robot during the final battle,[327][328] and also returns in the third film with a larger role, shown to have been looking after Robotnik during the time between the two films.[329] Stone also appears in the spin-off Sonic the Hedgehog 2: The Official Movie Pre-Quill comic,[330] and in the promotional SEGA
Genesis game cartridge for Sonic the Hedgehog 3 in the 'Characters' section.[324] Agent Stone has been well-received by the Sonic fandom, who have frequently depicted him in fan art and fan fiction, often while shipping him with Robotnik.[325][331][332] Majdoub has positively acknowledged the fandom response to the character,[325][332] as
have franchise writers Pat Casey and Josh Miller, who expanded Stone's role in subsequent films as a result of the character's positive audience reception.[333] ^ Japanese: リニック・ザ・ヘッジホッグ, Hepburn: Robotonikku へ Japanese: ドクター・エッグマン, Hepburn: Dokutā Egguman
Japanese: マイルス・パウアー, Hepburn: Mairusu Pauā ^ Japanese: テイルス, Hepburn: Teirusu ^ Japanese: エミー・ローズ, Hepburn: Emī Rōzu ^ Japanese: ナックルズ・ザ・エキドゥナ, Hepburn: Nakkurusu Za Ekiduna ^ Japanese: ファング・ザ・スナイパ, Hepburn: Fangu Za Sunaipā ^ Japanese: ベク
ター・ザ・クロコダイル, Hepburn: Bekutā Za Kurokodairu ^ Japanese: エスピオ・ザ・カメレオン, Hepburn: Esupio Za Kamereon ^ Japanese: マイティー・ザ・アルマジロ, Hepburn: Maitī Za Arumajiro ^ Japanese: フライングリスをレイ, Hepburn: Furaingurisu o rei ^ Japanese: ビッグ・ザ・キャット, Hepburn: Puraingurisu o rei ^ Japanese: ビッグ・ザ・キャット, Hepburn: Maitī Za Arumajiro ^ Japanese: フライングリスをレイ, Hepburn: Furaingurisu o rei ^ Japanese: ビッグ・ザ・キャット, Hepburn: Puraingurisu o rei ^ Japanese: ロライングリスをレイ, Hepburn: Furaingurisu o rei ^ Japanese: ビッグ・ザ・キャット, Hepburn: Puraingurisu o rei ^ Japanese: ロライングリスをレイ, Hepburn: Furaingurisu o rei ^ Japanese: ビッグ・ザ・キャット, Hepburn: Puraingurisu o rei ^ Japanese: ロライングリスをレイ, Hepburn: Puraingurisu o rei ^ Japanese: ビッグ・ザ・キャット, Hepburn: Puraingurisu o rei ^ Japanese: ロライングリスをレイ, Hepburn: Puraingurisu o rei ^ Japanese: ビッグ・ザ・キャット, Hepburn: Puraingurisu o rei ^ Japanese: ロライングリスをレイ, Hepburn: Puraingurisu o rei ^ Japanese: ローラー・ビー, Hepburn: Puraingurisu o rei ^ Japanese: ローラー・ビー
Biggu za Kyatto ^ Japanese: カエルくん, Hepburn: Kaeru-kun ^ Japanese: チャオ ^ Japanese: チャオ ^ Japanese: カオス, Hepburn: Kaosu ^ Japanese: オモチャオ ^ 玩具; toy ^ Japanese: オメガ, Hepburn: Omega ^ Japanese: シャドウ・ザ・ヘッジホッグ, Hepburn: Shadō Za
Hejjihoggu ^ Japanese: ルージュ・ザ・バット, Hepburn: Rūju Za Batto ^ Japanese: プロフェッサー・ジェラルド・ロボトニック, Hepburn: Purofessā Jerarudo Robotonikku ^ Japanese: フリーム・ザ・ラビット, Hepburn: Kurīmu Za Rabitto ^ Japanese: チーズ, Hepburn: Chīzu ^ Japanese: ブレイズ
ザ・キャット, Hepburn: Bureizu Za Kyatto ^ Japanese: エッグマン・ネガ, Hepburn: Egguman Nega ^ Japanese: ブラックドゥーム, Hepburn: Burakku Dūmu ^ Japanese: ジェット・ザ・ホーク, Hepburn: Burakku Dūmu ^ Japanese: ジェット・ザ・オーク, Hepburn: Butōmu Za Arubatorosu
Japanese: シルバー・ザ・ヘッジホッグ, Hepburn: Shirubā Za Hejjihoggu ^ Japanese: オーボット, Hepburn: Ōbotto ^ Japanese: キューボット, Hepburn: Kyūbotto ^ Japanese: ウィスプ, Hepburn: Kyūbotto ^ Japanese: ウィスプ, Hepburn: Wisupu ^ 六鬼衆, Rokkishū; lit. "Six Demons" ^ ザボック, Zabokku ^ ザズ, Zazu ^ ゾモン, Zomon ^ マスタージーク, Masutā Jīku ^ ジーナ, Jīna ^ ゾア, Zoa ^ Japanese
セージ, Hepburn: Sēji ^ Japanese: ハニー・ザ・キャット, Hepburn: Hanī Za Kyatto ^ Japanese: スティックス・ザ・バジャー, Hepburn: Sutikkusu Za Bajā ^ Kent, Steven (2001). "Chapter 23". The Ultimate History of Video Games: The Story Behind the Craze that Touched our Lives and Changed the World. Roseville, California: Prima Publishing. p. 428.
ISBN 0-7615-3643-4. the "t" in Sonic the Hedgehog is capitalized not lower case. Sega marketing wizard Al Nilsen had the "The" registered as Sonic's middle name. Amy's profile from the Sonic Adventure instruction manual, pp.
31 ^ Sega (2001). Sonic Adventure 2 instruction manual, pp. 9 ^ Sega (2004). Sonic Heroes instruction manual, pp. 14 ^ a b c d Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of America." Sega of America. "Eggman's official character profile from Sega of Amer
manual, pp. 8 ^ "Sega Visions Interview with Yuji Naka". October 1992. Archived from the original on July 7, 2013. Retrieved June 28, 2007. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved June 28, 2007. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved June 28, 2007. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved June 28, 2007. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved June 28, 2007. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved June 28, 2007. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved June 28, 2007. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved June 28, 2007. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved July 25, 2013. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved July 25, 2013. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved July 25, 2013. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved July 25, 2013. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved July 25, 2013. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved July 25, 2013. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved July 25, 2013. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved July 25, 2013. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved July 25, 2013. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 7, 2013. Retrieved July 25, 2013. ^ "Dr. Robotnik is number 11". IGN. Archived from the original on July 25, 2013. ^ "Dr. Robotnik is number 25, 2013. ^ "D
Archived from the original on November 7, 2013. Retrieved July 25, 2013. ^ "The Great Games Experiment". Archived from the original on February 22, 2010. ^ Sega (2004). Sonic Heroes instruction manual, pp. 7 ^ Sonic Team. "Tails's official character profile". Sega Corporation. Archived
from the original on October 13, 2007. Retrieved September 20, 2007. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective
characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ a b c Sega (1999). "Characters: Amy Rose". Sonic the Hedgehog CD (Sega CD) Japanese instruction booklet, pg. 6. ^ a b Stuart, Keith (2014). "Interview with Kazuyuki Hoshino, Art Director"
Sega Mega Drive/Genesis: Collected Works. Read-Only Memory. pp. 289-290. ISBN 978-0-9575768-1-0. ^ Kenji Terada (w). "エイミー姫をすくえ!" Sonic the Comic, no. 5, p. 18 (July 1, 1993). ^ "Sonic CD: Next Month!". MegaTech. EMAP. September 1993. ^ a b "Sega Drive/Genesis: Collected Works. Read-Only Memory. pp. 289-290. ISBN 978-0-9575768-1-0. ^ Kenji Terada (w). "エイミー姫をすくえ!" Sonic the Hedgehog (June 25, 1992). Shogakukan. ^ a b "NewsZone: Sonic Booms!" Sonic the Hedgehog (June 26, 1993). ^ "Sonic CD: Next Month!". MegaTech. EMAP. September 1993. ^ a b "Sega Drive/Genesis: Collected Works. Read-Only Memory. pp. 289-290. ISBN 978-0-9575768-1-0. ^ Kenji Terada (w). "エイミー姫をすくえ!" Sonic the Hedgehog (June 25, 1992). Shogakukan. ^ a b "NewsZone: Sonic Booms!" Sonic the Hedgehog (June 25, 1992). Shogakukan. ^ a b "NewsZone: Sonic Booms!" Sonic the Hedgehog (June 26, 1992). Shogakukan. ^ a b "NewsZone: Sonic Booms!" Sonic the Hedgehog (June 26, 1992). Shogakukan. ^ a b "NewsZone: Sonic Booms!" Sonic the Hedgehog (June 26, 1992). Shogakukan. ^ a b "NewsZone: Sonic Booms!" Sonic the Hedgehog (June 26, 1992). Shogakukan. ^ a b "NewsZone: Sonic Booms!" Sonic the Hedgehog (June 26, 1992). Shogakukan. ^ a b "NewsZone: Sonic Booms!" Sonic the Hedgehog (June 26, 1992). Shogakukan. ^ a b "NewsZone: Sonic Booms!" Sonic the Hedgehog (June 26, 1992). Shogakukan. ^ a b "NewsZone: Sonic Booms!" Sonic the Hedgehog (June 26, 1992). Shogakukan. ^ a b "NewsZone: Sonic Booms!" Sonic the Hedgehog (June 26, 1992). Shogakukan. ^ a b "NewsZone: Sonic Booms!" Sonic Booms!
Game Feature: Sonic CD". Sega Visions. December 1993 - January 1994. pp. 30-31. ^ a b c "Sonic's Back! It's the Dreamcast game we've all been waiting for!". Sega Saturn Magazine. No. 36. October 1998. p. 18. ^ Cook & Becker (April 17, 2017). "How Sega moved Sonic from 2D to 3D". Polygon. Archived from the original on July 5, 2017. Retrieved
February 17, 2019. ^ "Sega.com/Sonic Central Interview with Yuji Naka". Sega. June 14, 2003. Retrieved February 25, 2014. [dead link] Alt URL Archived from the original on December 20, 2011. Retrieved March 24, 2009. ^
Thorpe, Nick (December 28, 2018). "The Making of: Sonic Adventure". Retro Gamer. Archived from the original on January 2, 2019. Retrieved January 2, 2019. Retrieved January 25, 2019. "Sonic Heroes". IGN. Archived from the original on March 24, 2018. Retrieved March 2, 2018. ^ Gerstmann, Jeff (November 21, 2019). "Sonic Heroes". IGN. Archived from the original on March 24, 2018. Retrieved March 2, 2018. ^ Gerstmann, Jeff (November 21, 2019). "Sonic Heroes". IGN. Archived from the original on March 24, 2018. Retrieved March 2, 2018. ^ Gerstmann, Jeff (November 21, 2019). "Sonic Heroes". IGN. Archived from the original on March 24, 2018. Retrieved March 2, 2018. ^ Gerstmann, Jeff (November 21, 2018). "Sonic Heroes". IGN. Archived from the original on March 24, 2018. Retrieved March 2, 2018. ^ Gerstmann, Jeff (November 21, 2018). "Sonic Heroes". IGN. Archived from the original on March 24, 2018. Retrieved March 2, 2018. ^ Gerstmann, Jeff (November 21, 2018). "Sonic Heroes". IGN. Archived from the original on March 24, 2018. Retrieved March 2, 2018. ^ Gerstmann, Jeff (November 21, 2018). "Sonic Heroes". IGN. Archived from the original on March 24, 2018. Retrieved March 2, 2018. ^ Gerstmann, Jeff (November 21, 2018). "Sonic Heroes". IGN. Archived from the original on March 24, 2018. Retrieved March 2, 2018. ^ Gerstmann, Jeff (November 21, 2018). The original on March 24, 2018. Retrieved March 2, 2018. ^ Gerstmann, Jeff (November 21, 2018). The original on March 24, 2018. ^ Gerstmann, Jeff (November 21, 2018). The original on March 24, 2018. ^ Gerstmann, Jeff (November 21, 2018). The original on March 24, 2018. ^ Gerstmann, Jeff (November 21, 2018). ^ Gerstmann, Jeff (Novem
2006). "Sonic the Hedgehog Review". GameSpot. CBS Interactive. Archived from the original on June 20, 2016. Retrieved March 21, 2017. ^ Sonic Team (November 18, 2008). Sonic Unleashed. Sega. ^ Huhtala, Alex (October 1999). "SONIC: It's been a long time coming, but we've been very". Computer and Video Games (215): 60. ^ a b c Jones, Tim
"THEM Anime Reviews 4.0 - Sonic X". THEM Anime. Archived from the original on October 30, 2013. Retrieved February 28, 2014. Sterling, Jim (June 23, 2012). "The
10 worst Sonic friends". GamesRadar. Archived from the original on October 29, 2013. Retrieved February 28, 2014. ^ a b Towell, Justin (April 16, 2008). "Sonic's 2D classics re-reviewed". GamesRadar. Archived from the original on November 7, 2013. Retrieved April 3, 2009. ^ "SONIC 3". Mean Machines. EMAP. March 1994. p. 44. ^ a b "The Great
Blue Hope". Electronic Gaming Monthly. No. 112. November 1998. p. 194. ^ Trépanier-Jobin, Gabrielle; Bonenfant, Maude (June 2017). "Bridging Game Studies and Feminist Theories". Kinephanos: Journal of Media Studies and Feminist Theories". Kinephanos: Journal of Media Studies and Popular Culture (Special issue: Gender Issues in Video Games): 24-53. ^ a b c Sonic Team. "Japanese Sonic character
popularity poll". Sega of Japan. Archived from the original on November 7, 2006. Retrieved July 14, 2006. ^ Fahey, Mike (August 6, 2010). "First 4 Figures Gives You A Little Sonic And Friends". Kotaku. Archived from the original on March 4, 2014. Retrieved February 26, 2014. ^ Corriea, Alexa Ray (February 6, 2014). "Why Sega handed Sonic over
to Western studios and gave him a scarf". Polygon. Archived from the original on October 6, 2014. Astrieved February 27, 2014. ^ a b Moreau, Jordan (December 21, 2024). "'Sonic 3' Post-Credits Scene Explained: Who Are Those Video Game Characters? Does [SPOILER] Die? What's Next in 'Sonic 4'?". Variety. Retrieved December 22, 2024. ^
 "Metal Sonic Voices". Behind The Voice Actors. Retrieved August 27, 2024. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) '
Buffa, Chris (February 6, 2009). Top 25 Video Game Robots Archived April 26, 2009, at the Wayback Machine. GameDaily. Retrieved on February 9, 2009 ^ "Secrets of Sonic Team: Interview with Roger Hector, former Director of Sega Technical Institute". Archived from the original on January 14, 2007. Retrieved February 28, 2008. ^ "Sonic City"
Archived from the original on February 25, 2008. Retrieved March 4, 2008. ^ a b c Sega (1994). "Characters". Sonic & Tails 2 Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters". Sonic the Hedgehog: Triple Trouble Manual. Sega. pp 30 ^ a b c Sega (1994). "Characters".
Fang's creator, Touma (August 24, 2017). "I designed him as a jerboa. However, he was presented as a weasel overseas.". Archived from the original on September 8, 2017. Retrieved January 27, 2018. ^ Sega. "Fang's official character profile from Sonic Central". Sega of America. Archived from the original on February 17, 2009. Retrieved January 27, 2018.
23, 2008. ^ Shea, Brian (June 8, 2023). "Sonic Superstars Is A Modernized 2D Adventure With Four-Player Co-Op". Game Informer. Archived from the original on June 8, 2023. Retrieved June 8, 2023. Activeted June 8, 2023. Retrieved June 8, 2023. Capterial on June 8, 2023. Activeted June 8, 2023. Sonic the Hedgehog [@sonic hedgehog] (September 25, 2023). "Sonic Superstars Is A Modernized 2D Adventure With Four-Player Co-Op". Game Informer. Archived from the original on June 8, 2023. Activeted June 8, 2023. The Informer Informer Informer Informer. Archived from the original on June 8, 2023. The Informer 
scope out an unfamiliar island, unaware of the dangers ahead..." (Tweet) - via Twitter. ^ "Knuckles Chaotix Review". March 2008. Archived from the original on May 30, 2022. Retrieved August 2, 2022. A green check mark
indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ a b c d e f g h Sega (2003). "Team Chaotix". Sonic Heroes Manual. Sega. pp 13 ^ a b c d e "Sonic Heroes Manual".
Channel". Characters: Vector. Sega. Archived from the original on July 9, 2008. Retrieved July 10, 2008. Archived from the original on June 19, 2006. Retrieved October 23, 2006. Telepiscolor from the original on June 19, 2008. Retrieved From the original on June 19, 2008. Retrieved October 23, 2006. Telepiscolor from the original on June 19, 2008. Telepiscolor from the original on June 19, 2008. Telepiscolor from the original on July 9, 2008. Retrieved July 10, 2008. Telepiscolor from the original on June 19, 2008. Telepiscolor from the original on July 9, 2008. Telepiscolor from the original on Jul
characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ @ninjacoachz (March 18, 2016). "@matthewmercer Are you voicing Espio in Mario & Sonic Rio 2016 Olympics?" (Tweet). Retrieved August 13, 2016 - via Twitter. Matthewmercer [@matthewmercer] (March 18, 2016). "@matthewmercer Are you voicing Espio in Mario & Sonic Rio 2016 Olympics?" (Tweet). Retrieved August 13, 2016 - via Twitter. Matthewmercer Are you voicing Espio in Mario & Sonic Rio 2016 Olympics?" (Tweet).
Good ear! :)" (Tweet). Retrieved August 13, 2016 - via Twitter. ^ a b c d e "Sonic Channel". Characters: Espio. Sega. Archived from the original on February 7, 2009. Retrieved July 10, 2008. ^ a b c Sega (2003). "Team Chaotix". Sonic Heroes Manual. Sega. pp 12 ^ "Sonic Heroes". Xbox World (2). Future Publishing: 36. ^ "Afterthoughts: Sonic
Heroes". 1UP.com. Archived from the original on July 17, 2012. Retrieved May 9, 2010. ^ Dunham, Jeremy (December 4, 2003). "Sonic Heroes Profiles: Team Chaotix". IGN. Archived from the original on May 31, 2009. Retrieved May 6, 2010. ^ "Fast talking". PlayStation.com. February 12, 2007. Archived from the original on August 7, 2011.
Retrieved June 9, 2010. ^ "Charmy Bee Voices". Behind The Voice Actors. Archived from the original on October 28, 2023. Retrieved August 2, 2021. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other
reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ "Everything Geek Podcast Special Guest Interview- Amy Birnbaum". YouTube. December 19, 2021. Archived from the original on March 18
2009. Retrieved July 10, 2008. ^ a b "Sonic The Hedgehog Arcade - Videogame by Sega of Japan". The International Arcade Museum (in English and Japanese). Killer List of Video Games. 1995–2012. Archived from the original on April 27, 2013. Retrieved May 28, 2012. The game play is somewhat similar to Marble Madness. ^ a b c Sega (2003)
"Characters". Knuckles' Chaotix Japanese Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. ^ "Big the Cat Voices". Behind The Voice Actors. Retrieved August 27, 2024. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and
their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ Betker, Gerjet (July 20, 2011). "Die Sonic-Fans nie wieder enttäuschen!" (in German). Gamers Global. Archived from the original on March 1, 2012. Retrieved February 2, 2014. ^ ビッグ・ザ・キャット (in Japanese). Sega
Archived from the original on December 5, 2013. Retrieved February 21, 2014. ^ Sonic Heroes (GameCube) instruction manual, p. 11. ^ 1UP Staff. "Least Popular Character Tournament". 1UP.com. Archived from the original on March 19, 2013. Retrieved February 2, 2014. { cite web}}: CS1 maint: numeric names: authors list (link) ^ "The best and
worst Sonic characters". Official Nintendo Magazine. May 29, 2013. Archived from the original on October 29, 2014. ^ Sterling, Jim (January 19, 2011). "The 10 worst Sonic friends". GamesRadar. Archived from the original on November 1, 2013. Retrieved February 2, 2014. ^ Sonic Talk #9: Sonic 4 Episode II After Party
characters like Shadow, or if there was any possibility of spinoffs. The focus isn't on taking characters and building around them, but on the game itself. Obviously, if there was a game in which we could use the characters in the best way, we might consider it. For Big the Cat, if it's a fishing game, it's a possibility. ^ Thomason, Steve. "New Blue".
Nintendo Power. No. V213. pp. 32-36. ^ Zwiezen, Zack (March 16, 2019). "Sega Reveals New Sonic Show And Shares More Details About Team Sonic Racing". Kotaku. Archived from the original on August 1, 2003. Retrieved July 23, 2019. ^ a b "CHAO Laboratory". Sega/Sonic Team. Archived from the original on August 1, 2003. Retrieved July 23, 2019. ^ a b "CHAO Laboratory". Sega/Sonic Team. Archived from the original on August 1, 2003. Retrieved July 23, 2019. ^ a b "CHAO Laboratory".
with the Chaos Emeralds. A small number of their descendants escape to a place called Mystic Ruins and build a temple to the Master Emerald. Over the Chao.] ^ "Afterthoughts: Sonic Heroes". 1UP.com. Archived from the original on July 17, 2012. Retrieved January 24, 2010. ^
Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao are small, cute and mysterious creatures who live in the Chao garden. Everyone loves Chao: Toys are the prizes you get for winning Chao Races or Chao Karate
tournaments. Chao loves toys, so raise your Chao to win a grand prize! ^ Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. ^ "Chaos". Official Dreamcast Magazine. No. 1. September 1999. p. 114. ^ Evans-Thirlwell, Edwin (August 24, 2017). "Why did 3D Sonic struggle?". Eurogamer.net. Retrieved October
24, 2021. ^ IGN Staff (June 4, 2001). "Interview With Sonic Adventure 2 Director Takashi Iizuka". IGN. Retrieved December 30, 2009. ^ Torres, Ricardo (July 2, 2001). "Sonic the Hedgehog 3 finally adds Chao in some shape or form to
the movie franchise". Automation. Retrieved August 29, 2024. A Bartholow, Peter (December 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. Archived from the original on June 17, 2012. Retrieved January 24, 2010. September 8, 1999. Retrieved December 30, 2009. Sonic Adventure Review for Dreamcast".
2002). "Sonic Adventure 2 Battle Review for GameCube". GameSpot. Archived from the original on November 6, 2012. Retrieved December 30, 2009. ^ "Reviews: Sonic Adventure 2: Battle (GCN)". GameSpot. Archived from the original on November 6, 2012. Retrieved December 30, 2009. ^ "Reviews: Sonic Adventure 2: Battle Review for GameSpot. Archived from the original on June 3, 2011. Retrieved January 12, 2010. ^ Provo, Frank (June 25, 2003). "Sonic Pinball Party Review for GameSpot. Archived from the original on June 3, 2011. Retrieved January 12, 2010. ^ Provo, Frank (June 25, 2003). "Sonic Pinball Party Review for GameSpot. Archived from the original on June 3, 2011. Retrieved January 12, 2010. ^ Provo, Frank (June 25, 2003). "Sonic Pinball Party Review for GameSpot. Archived from the original on June 3, 2011. Retrieved January 12, 2010. ^ Provo, Frank (June 25, 2003). "Sonic Pinball Party Review for GameSpot. Archived from the original on June 3, 2011. Retrieved January 12, 2010. ^ Provo, Frank (June 25, 2003). "Sonic Pinball Party Review for GameSpot. Archived from the original on June 3, 2011. Retrieved January 12, 2010. ^ Provo, Frank (June 25, 2003). "Sonic Pinball Party Review for GameSpot. Archived from the original on June 3, 2011. Retrieved January 12, 2010. ^ Provo, Frank (June 25, 2003). "Sonic Pinball Party Review for GameSpot. Archived from the original on June 3, 2011. Retrieved January 12, 2011. Retrieved January 13, 2011. Retrieved January 14, 2011. Re
Boy Advance". GameSpot. Archived from the original on May 12, 2011. Retrieved January 20, 2010. Stella, Shiva (October 10, 2008). "Sonic Chronicles: The Dark Brotherhood Review for
DS". GameSpot. Archived from the original on October 20, 2011. Retrieved February 2, 2010. ^ "Chaos's profile". Sonic Channel (in Japanese). sonic. Sega.jp.
Archived from the original on January 24, 2007. A sonic Generations Official Strategy Guide. BradyGames. November 1, 2011. p. 206. ISBN 978-0744013429. Sonic Generations Modern Era Trailer Posted". Anime News
                                                                                                                           "Omochao Voices". Behind The Voice Actors. Archived from the original on May 23, 2022. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their
 Network. Archived from the original on March 23, 2016. Retrieved October 10, 2011. ^
respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ "Sonic Heroes Update". GameSpot. January 13, 2004. Retrieved March 25, 2025. ^ Potvin, James (June 8, 2022). "10 Most Helpful NPCs In Sonic The Hedgehog Games". ScreenRant. Retrieved March 25, 2025. ^ Romano, Sal
(March 16, 2019). "Team Sonic Racing 'Customization' trailer, gameplay, and screenshots; two-part animated shorts series announced". Gematsu. Retrieved March 25, 2025. ^ Sonic Adventure (Dreamcast) instruction manual, pp. 26-27. ^ "ソニックチャンネル/キャラクターデータ/ガンマ". August 22, 2008. Archived from the original on August
22, 2008. {{cite web}}: CS1 maint: bot: original URL status unknown (link) ^ "E-102 Gamma Voices". Behind The Voice Actors. Archived from the original on October 28, 2023. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their
respective characters found in its credits or other reliable sources of information.{{cite web}}: CS1 maint: postscript (link) ^ キャラクターデータ (in Japanese). Sega. Archived from the original on September 15, 2012. Retrieved March 31, 2014. ^ Sonic Team (September 9, 1999). Sonic Adventure. Sega. Gamma: Dr. Robotnik... Enemy... Master
registration... Deleted... ^ Sonic Team (September 9, 1999). Sonic Adventure. Sega. Amy: We'll meet again, my robot friend! ^ Sonic Team (September 9, 1999). Sonic Adventure. Sega. Gamma: E-105 Zeta rescue complete. Units remaining: Gamma... Beta... ^ Knight, Rich (July 17, 2012). "The 25 Coolest Robots in Video Games". Complex. Archived
from the original on April 7, 2013. Retrieved March 27, 2014. ^ Buchanan, Levi (February 20, 2009). "Where Did
Sonic Go Wrong?". IGN. Archived from the original on August 31, 2011. Retrieved May 30, 2010. ^ Roberts, Jem (September 1999). "Sonic Adventure". Worth Playing. Archived from the original on March 8, 2014. Retrieved May 1,
2014. ^ "E-123 Omega Voices". Behind The Voice Actors. Archived from the original on January 29, 2023. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of
information. {{cite web}}: CS1 maint: postscript (link) ^ "Video Games". Jon St. John. Archived from the original on August 22, 2008. ^ Sega (2004). "Team Dark". Sonic Heroes Manual. Sega. The last and most
powerful of Dr. Eggman's E-Series robots ... Omega decided to take revenge for his imprisonment, and to prove once and for all that he is the strongest. ^ Sega. Sonic the Hedgehog 2006 (PS3, Xbox 360). Sega. Level/area: Tropical Jungle. E-123 Omega: Situation understood. What would you like me to do? Rouge the Bat: Take this, and deliver it to
Shadow. E-123 Omega: [...] New mission: Shadow Support. External access no longer permitted. Confirmed. Rouge the Bat: I'm counting on you. ^ NGamer Staff. "DS Previews: Sonic Chronicles: The Dark Brotherhood". Archived from the original on August 28, 2009. Retrieved June 9, 2008. Fiddling with the item menus revealed that new character
Shade will be playable, as will E-123 Omega, the clanking bot star of Sonic Heroes and Shadow The Hedgehog. ^ "HD Gameplay Video - HD Game Trailers - Video Reviews - Video Gamer.com". Archived from the original on September 27, 2012. Retrieved October 14, 2009. ^ Bramwell, Tom (February 13, 2004). "Sonic Heroes Review". Eurogamer.com".
Archived from the original on August 28, 2011. Retrieved March 28, 2014. ^ "Sonic's Boom". Electronic Gaming Monthly. No. 169. August 2003. p. 102. ^ Dunham, Jeremy (December 2, 2003). "Sonic Heroes Profiles: Team Dark". IGN. Archived from the original on April 7, 2014. Retrieved March 28, 2014. ^ "Sonic Chronicles: The Dark".
Brotherhood", Sega.com, Archived from the original on August 17, 2008, Retrieved August 18, 2008, a b c Sega (2004), "Characters". Archived from the original on February 17, 2009, Retrieved December 3, 2007, a b Sega (2004), "Team Dark". Sonic Central/about/characters".
Heroes Instruction Manual. Sega. pp. 8 ^ a b c d e "Sonic channel/character/character/character/character/characters". Shadow the Hedgehog
Instruction Manual. Sega. pp. 7 ^ Sega / Backbone Entertainment. Sonic Rivals (Sony PSP). Sega. Level/area: Card Collection, #147. Super Shadow (2005) ^ "Rouge the Bat Voices". Behind The Voice Actors. Archived from the original on January 29, 2023. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a
screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ a b c Sega (2004). Sonic Heroes instruction manual, pp. 9 ^ "Sonic Central/about/characters". Archived from the original on February 17, 2009.
Retrieved July 7, 2007. ^ "Sonic Channel Official Profile for Rouge the Bat". Archived from the original on August 14, 2001. Retrieved December 6, 2024. ^ a b c Shepard, Kenneth (September 4, 2024). "Every Question You
Have About Shadow The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ a b Shepard, Kenneth (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog 3 Trailer". Kotaku. Retrieved October 7, 2024. ^ a b Shepard, Kenneth (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ a b Shepard, Kenneth (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ a b Shepard, Kenneth (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ a b Shepard, Kenneth (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ a b Shepard, Kenneth (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ a b Shepard, Kenneth (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ a b Shepard, Kenneth (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ a b Shepard, Kenneth (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ a b Shepard, Kenneth (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered (August 27, 2024). "18 Takeaways From The First Sonic The Hedgehog, Answered (August 27, 2024). 
Retrieved October 7, 2024. ^ Zollner, Amelia (June 6, 2024). "Update: Sonic X Shadow Generations Release Date and Box Art Revealed". IGN. Retrieved October 7, 2024. ^ "Maria Voices". Behind The Voice Actors. Archived from the original on January 28, 2023. Retrieved January 28, 2023. A green check mark indicates that a role has been
confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ Doolan, Liam (May 16, 2024). "Sonic X Shadow Generations: Dark Beginnings Animated Short Announced". Nintendo Life
Hookshot Media. Archived from the original on May 19, 2024. Retrieved May 19, 2024. Retrieved May 19, 2024. Sonic Team. Sonic 
was very special. All that love for someone who was gone when I was! Right! There! But I have to wonder. Back then, was she anything like Sage is now? ^ a b Shepard, Kenneth (February 5, 2024). "Sonic Fans Are Stoked To Probably Watch A Child Die In The New Movie". Kotaku. Retrieved October 7, 2024. ^ Hagues, Alana (September 24, 2024).
"Maria & Mephiles Feature In New Sonic X Shadow Generations Trailer". Nintendo Life. Retrieved October 7, 2024. A Reynolds, Ollie (October 3, 2024). "Sonic X Shadow Generations: Dark Beginnings Episode 2 Is Out Now". Nintendo Life. Retrieved October 3, 2024). "Sonic X Shadow Generations Trailer". Wintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 2 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 2 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 2 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 2 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 3 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 3 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 3 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 3 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 3 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 3 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 3 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 3 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 3 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 3 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 3 Is Out Now". Nintendo Life. Retrieved October 3, 2024. Shadow Generations: Dark Beginnings Episode 3 Is Out Now". Nintendo Life. Retrieved October 3 Is Out Now". Nintendo Life. Retrieved October 3 Is Out Now". Nintendo Life. Retrieved October 3 I
critique of the military". The Mary Sue. Retrieved January 18, 2025. ^ "Cream the Rabbit Voices". Behind The Voice Actors, Archived from the original on December 20, 2022. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their
respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ "Cheese Voices". Behind The Voice Actors. Archived from the original on December 20, 2022. Retrieved June 25, 2025. A green check mark indicates that a role has been confirmed using a screenshot (or collage of
screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ "Sonic Central interview: Yuji Naka on Sonic's Past, Present, Future". Archived from the original on May 26, 2010. Retrieved July 7, 2008. ^ "Yuji Naka on Sonic's Past, Present, Future".
Present, and Future". SEGA. Archived from the original on May 26, 2010. Retrieved September 12, 2010. ^ a b "Characters". Sonic Heroes Manual. Sega. 2002. p. 3. ^ "Characters". Sonic Heroes Manual. Sega. 2003. p. 11. ^ a b "Characters". Sonic Heroes Manual. Sega. 2007. p. 3. ^ "Characters". Sonic Heroes Manual. Sega. 2008. Retrieved July 9, 2008. Retrieved July 9, 2008. Retrieved September 12, 2010. ^ a b "Characters". Sonic Heroes Manual. Sega. 2007. p. 3. ^ "Characters". Sonic Heroes Manual. Sega. 2008. Retrieved July 9, 2008. Retrieved July 9, 2008. Retrieved September 12, 2010. ^ a b "Characters".
10, 2008. ^ Craig, Harris (September 24, 2002). "Sonic Advance 2". IGN. Archived from the original on January 24, 2009. Retrieved March 10, 2008. ^ Casamassina, Matt (December 5, 2003). "Sonic Advance 3 Game Boy Advance 3 Game Boy Advance 3 Game Boy Advance 3 Game Boy Advance 2". IGN. Archived from the original on January 24, 2009. Retrieved March 10, 2008. ^ Casamassina, Matt (December 5, 2003). "Sonic Advance 2". IGN. Archived from the original on January 24, 2009. Retrieved March 10, 2008. ^ Casamassina, Matt (December 5, 2003). "Sonic Advance 3 Game Boy Advance 2". IGN. Archived from the original on January 24, 2009. Retrieved March 10, 2008. ^ Casamassina, Matt (December 5, 2003). "Sonic Advance 3 Game Boy Advance 3 Game
Review Index, Sonic Advance 3 Reviews". 1UP.com. May 27, 2004. Archived from the original on May 19, 2006. Retrieved April 12, 2008. ^ Bryan (November 2008). "Sonic Chronicles: The Dark Brotherhood: The Time Has Come". Game Informer. No. 187. p. 130. ^ "The best and worst Sonic characters". Official Nintendo Magazine. Archived from the
original on October 30, 2013. ^ Nutt, Christian. "Sonic Advance 2 (GBA)". GameSpy. Archived from the original on October 29, 2013. Retrieved March 23, 2014. ^ Sterling, Jim (June 23, 2014. ^ Bramwell, Tom (April 4, 2003).
"Sonic Advance 2 Review". Eurogamer. Archived from the original on May 8, 2013. Retrieved March 23, 2014. ^ Houghton, David (October 22, 2013). "The 25 most gloriously stupid character names in video games". Archived from the original on March 5, 2016. Retrieved April 29, 2014. ^ "Sonic Heroes". Xbox World. No. 2. Future
Publishing. January 2004. p. 35. ^ "Blaze the Cat Voices". Behind The Voice Actors. Archived from the original on November 30, 2022. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a screenshots) of a title's list of voice actors and their respective characters found in its credits or
other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ a b "Sonic Rush Adventure". Characters: Blaze. Sega. Archived from the original on December 4, 2008. Retrieved October 23, 2008. ^ a b "Sonic Rush Adventure".
2008. ^ a b Sega (2005). "Story: Characters". Sonic Rush Review from the original on December 2, 2010. ^ "Sonic Rush Review from 1UP.com". 1UP.com. Archived from the original on December 2, 2008. Archived from the original on December 2, 2010. ^ "Sonic Rush Review from 1UP.com". 1UP.com. Archived from the original on December 2, 2010. ^ "Sonic Rush Review from 1UP.com".
original on April 26, 2006. Retrieved April 11, 2010. { cite web}}: CS1 maint: numeric names: authors list (link) a b Sewart, Greg (November 15, 2009). "New Trailer for Sonic and the Black Knight (and Blaze the Cat)".
Joystiq. Archived from the original on April 22, 2009. Retrieved April 13, 2010. The Voice Actors. Archived from the original on October 27, 2022. Retrieved August 2, 2022. Retrieved April 13, 2010. The Voice Actors and Indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and
their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ "Sonic Rush Review". GameSpot.com. November 14, 2005. Archived from the original on May 22, 2012. Retrieved July 25, 2013. ^ a b Sega (2005). "Story & Characters". Sonic Rush Manual. Sega. pp 6 ^ "Sonic Rush
(DS) Review". Nintendo Life. May 31, 2006. Archived from the original on April 1, 2012. Retrieved July 25, 2013. * "Black Doom Voices". Behind The Voice Actors. Retrieved December 7, 2024. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective
characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ Sega Studio USA. Shadow the Hedgehog. Black Doom: Humans are a great energy source for us... they will be well-kept. ^ Sega Studio USA. Shadow the Hedgehog. Black Doom: The professor was in development of the ultimate life
force but he needed my help. So we made a deal... I helped him and he promised to deliver me the SEVEN Chaos Emeralds. That's right... You are a part of me... do you feel that? I can control you... Sega Studio USA. Shadow the Hedgehog. Black Doom: That's right... You are a part of me... do you feel that? I can control you... Sega Studio USA. Shadow the Hedgehog. Black Doom: That's right... You are a part of me... do you feel that? I can control you... Sega Studio USA. Shadow the Hedgehog. Black Doom: That's right... You are a part of me... do you feel that? I can control you... Sega Studio USA. Shadow the Hedgehog. Black Doom: That's right... You are a part of me... do you feel that? I can control you... Sega Studio USA. Shadow the Hedgehog. Black Doom: That's right... You are a part of me... do you feel that? I can control you... Sega Studio USA. Shadow the Hedgehog. Black Doom: That's right... You are a part of me... do you feel that? I can control you... Sega Studio USA. Shadow the Hedgehog. Black Doom: That's right... You are a part of me... do you feel that? I can control you... Sega Studio USA. Shadow the Hedgehog. Black Doom: That's right... You are a part of me... do you feel that? I can control you... Sega Studio USA. Shadow the Hedgehog. Black Doom: That's right... You are a part of me... do you feel that? I can control you... Sega Studio USA. Shadow the Hedgehog. Black Doom: That's right... You are a part of me... do you feel that? I can control you... Sega Studio USA. Shadow the Hedgehog. Black Doom: That's right... You are a part of me... do you feel that? I can control you... Sega Studio USA. Shadow the Hedgehog. Black Doom: That's right... You are a part of me... do you feel that 
the Hedgehog. Black Doom: Im...impossible! I am the supreme being that rules this universe! I am the immortal life form! I am the ultimate power! Gaaaah! / Shadow: This is the end of you, and the end to my cursed past. ^ Hubbard, Yasmine (September 8, 2024). "I'm Shocked That Sonic x Shadow Generations Revived Black Doom". Siliconera.
Retrieved December 6, 2024. ^ Tu, Trumann (August 10, 2024). "Sonic X Shadow Generations Shows Off a Returning Villain's New Look". Game Rant. Retrieved December 6, 2024. ^ Oloman, Jordan (August 29, 2024). "Shadow the Hedgehog's dad wants the ultimate life-form to be evil again". Polygon. Retrieved December 6, 2024. ^ Sonic Team.
Shadow Generations. Scene: "Between Light and Dark". Gerald: He has grown a new body, and used the nebulous nature of time in White Space to accelerate his plans for revenge. ^ Sonic Team. Shadow Generations. Scene: "The Final Battle". Black Doom: Come. Face me. I shall claim you—mind, body and soul—and become the perfect being.
Sonic Team. Shadow Generations. Scene: "Shadow...! You...! Gaaaah!" ^ Theobald, Phil (January 27, 2006). "Sega Talks Sonic Riders Part Two". GameSpy. Archived from the original on April 7, 2014. Retrieved April 2, 2014. ^ Navarro, Alex (March 1, 2006).
"Sonic Riders". GameSpot. Archived from the original on February 16, 2007. Retrieved April 2, 2014. Dodson, Joe (January 18, 2018. Retrieved April 2, 2014. Pramwell, Tom (March 17, 2006). "Sonic Riders Review". Eurogamer. Archived from the
original on September 8, 2011. Retrieved April 2, 2014. ^ DeVries, Jack (November 1, 2010). "Sonic Free Riders Kinect Review". IGN. Archived from the original on March 24, 2016. Retrieved August 23, 2019. ^ "Michael Yurchak - voiceover".
Archived from the original on January 28, 2023. Retrieved January 28, 2023. ^ a b c d e f "Sonic Channel". Characters: Jet. Sega. Archived from the original on July 8, 2008. Retrieved July 9, 2008. ^ Sega (2006). "Characters". Sonic Riders Manual. Sega. pp 7 ^ a b "Sonic Riders official website". Characters: Jet. Sega. Archived from the original on
May 16, 2008. Retrieved July 9, 2008. ^ a b "Sonic Riders official website". Characters: Wave. Sega. Archived from the original on July 8, 2008. Retrieved July 9, 2008. ^ a b c "Sonic Riders Manual. Sega. pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Sega. Pp 8 ^ a b c "Sonic Riders Manual. Se
a b c Sega (2006). "Characters". Sonic Riders Manual. Sega. pp 9 ^ a b c "Sonic Riders official website". Characters: Storm. Sega. Archived from the original on May 16, 2008. Retrieved July 9, 2008. ^ "Sonic Riders official website". Characters: Storm. Sega. Archived from the original on May 16, 2008. Retrieved July 9, 2008. ^ "Sonic Riders official website".
The Voice Actors. Archived from the original on August 21, 2022. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}}: CS1 maint
```

```
postscript (link) ^ a b c d e f g Amaike, Yoshinari (September 26, 2006). "Creating Silver the Hedgehog". IGN. Archived from the original on November 14, 2011. Archived from the original on February 18, 2018. Retrieved July 25, 2013.
DidYouKnowGaming? (April 9, 2016). "Sonic 06 - Did You Know Gaming? Feat. WeeklyTubeShow". Archived from the original on May 28, 2017. Retrieved August 28, 2016 - via YouTube. ^ "Sonic 06 - Did You Know Gaming? Feat. WeeklyTubeShow". Archived from the original on May 28, 2017. Retrieved August 28, 2017. Retrieved August 28, 2018 - via YouTube. ^ "Sonic Riders: Zero Gravity!". Archived from the original on May 28, 2017. Retrieved August 28, 2018 - via YouTube. ^ "Sonic Riders: Zero Gravity!".
U". Archived from the original on September 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on January 29, 2023. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed
using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}}: CS1 maint: postscript (link) ^ "Cubot Voices". Behind The Voice Actors. Archived from the original on January 29, 2023. Retrieved August 2, 2022A green check mark
indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ Flynn, Ian (December 8, 2021). Sonic the Hedgehog Encyclo-speed-ia. Dark Horse Books. p. 205.
ISBN 978-1506719276. SA-55: Dr. Eggman's robotic assistant, whose line delivery is as dry as its wit. While the paint job is different, this sassy droid is clearly the precursor to Orbot. ^ a b Laughlin, Andrew (November 23, 2010). "'Sonic Colors' (Wii) - Gaming Review". Digital Spy. Archived from the original on August 30, 2011. Retrieved July 25,
2013. ^ "Sega Emits a Spectrum of Sonic Colours Information". Nintendo Life. September 12, 2010. Archived from the original on December 2, 2013. Retrieved July 25, 2013. Archived from the original on December 2, 2013.
Retrieved July 25, 2013. ^ Credits - Sonic Colors ^ a b c d e f Gies, Arthur (November 8, 2010). "Sonic Colors Wii Review: Color us impressed". IGN. Archived from the original on August 21, 2017. Retrieved March 24, 2014. ^ a b Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails (translating Mother Wisp's speech): "I was so worried to be colored from the original on August 21, 2017. Retrieved March 24, 2014. ^ a b Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails (translating Mother Wisp's speech): "I was so worried to be colored from the original on August 21, 2017. Retrieved March 24, 2014. ^ a b Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails (translating Mother Wisp's speech): "I was so worried to be colored from the original on August 21, 2017. Retrieved March 24, 2014. ^ a b Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails (translating Mother Wisp's speech): "I was so worried to be colored from the original on August 21, 2017. Retrieved March 24, 2014. ^ a b Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails (translating Mother Wisp's speech): "I was so worried to be colored from the original on August 21, 2017. Retrieved March 24, 2014. ^ a b Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails (translating Mother Wisp's speech): "I was so worried to be colored from the original or the o
when our planets were pulled apart from one another." ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails (translating Mother Wisp." ^ Sonic Team (November 16, 2010). Sonic Team
even made the planet we live on." ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Tails: I wish I knew what you were saying, little guy. Or gal. Or whatever you are. ^ Sonic Team (November 16, 2010). Sonic Team (November 16, 2010).
(November 16, 2010). Sonic Colors (Wii). Sega. Tails: He's from a race of beings called "Wisps." ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Level/area: Tropical Resort. Cubot: Yee-haw! Git along
li'l aliens! ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Tails: So anyway, these aliens are made up of a REALLY powerful energy source called Hyper-go-ons. It's inside of them ... It's their life source. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Tails: Whoa! He phased right into your body, Sonic! Are you all right? ^
Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: He also says only one colored Wisp will fit into the gauge at once, so to use its power again, you need to free another one. ^ a b c Turi, Tim (November 9, 2010). "Sonic Colors: Dimps Crafts."
Another Amazing 2D Sonic Game". Game Informer. Archived from the original on May 27, 2012. Retrieved March 24, 2014. Cocke, Taylor (September 23, 2013). "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. Retrieved March 25, 2014. Cocke, Taylor (September 23, 2013). "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. Cocke, Taylor (September 23, 2013). "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. Cocke, Taylor (September 23, 2014). Cocke, Taylor (September 23, 2014). "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. Cocke, Taylor (September 23, 2014). "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. Cocke, Taylor (September 23, 2014). "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. Cocke, Taylor (September 23, 2014). "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. "Sonic: Lost World: Why S
World review: Spin cycle (Wii U)". Joystiq. Archived from the original on March 25, 2014. Skrebels, Joe (September 8, 2014. Retrieved March 27, 2014. Sonic Colors (Wii) instruction manual Archived September 13
2014, at the Wayback Machine, pp. 11-13. Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Eggman (over intercom): Welcome to Eggman's Incredible Interstellar Amusement Park, where you can enjoy five planets for the price of one!
amusement park has been constructed entirely out of a sense of remorse for my past. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Sonic: I'm not sure what's goin' on, but I'm sure of
what I'm gonna do! ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Tails: Okay, he said his name is Yacker. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Eggman: Me? I did nothing at all. Unless shooting him with my mind control beam that runs on alien energy counts as doing something to him. ^ Sonic Team
(November 16, 2010). Sonic Colors (Wii). Sega. Eggman: And then I won't just control one little punk, but the whole universe. Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Eggman: And then I won't just control one little punk, but the whole universe. Sonic Team (November 16, 2010). Sonic Team (November 16, 2010).
Sega. Sonic: Think I'll go check them out, and maybe save some aliens. Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Level/area: Cutscene after final boss. Sonic: Think I'll go check them out, and maybe save some aliens.
end well. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Level/area: Cutscene after final boss. Tails: Uh, he said, "thank you for saving us." ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Level/area: Cutscene after final boss. Tails: Oh great. He says, "goodbye, my friends. I have to go." Just when I got this thing working. ^ Sonic Team (November 16, 2010).
Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). So
old tricks". Official Nintendo Magazine. Archived from the original on October 8, 2014. Retrieved March 27, 2014. ^ "Sonic Colors" Sonic the Hedgehog, no. 219 (November 1, 2010). Archived from the original on March 26, 2014. Retrieved March 25, 2014. ^ "Sonic Colors" Sonic Colors" Sonic Team Talks Sonic Colors" Sonic Colors" Sonic Team Talks Sonic Colors" Sonic Team Talks Sonic Colors (November 1, 2010).
Gies, Arthur (June 16, 2010). "E3 2010: Sonic Colors Preview". IGN. Archived from the original on March 26, 2014. Retrieved March 25, 2014. Archived from the original on March 31, 2016. Retrieved March 25, 2014.
2014. ^ McComb, Dave. "Sonic Colors". Empire. Archived from the original on October 19, 2013. Retrieved May 5, 2014. ^ Mix Meyer, John (November 18, 2010). "Sonic Colors". Empire. Archived from the original on October 19, 2013. Retrieved May 5, 2014. ^ Mix Meyer, John (November 18, 2010). "E3 10: Preview: Sonic Colors". Destructoid.
Archived from the original on May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Archived from the original orig
original on October 7, 2014. Retrieved May 5, 2014. ^ Turi, Tim (November 9, 2010). "Sonic Colors: Sonic Drops The Ball Juggling The Second And Third Dimensions". Game Informer. Archived from the original on September 22, 2017. Retrieved March 24, 2014. ^ Speer, Justin (October 18, 2013). "Sonic Lost World - Review". GameTrailers. Archived
from the original on September 24, 2015. Retrieved March 24, 2014. ^ "Review: Sonic Lost World". Hardcore Gamer Magazine. October 18, 2013. "Sonic Lost World review". Eurogamer. Archived from the original on April 28, 2016.
Retrieved March 24, 2014. Sonic Team (October 29, 2013). Sonic Lost World. Sega. Eggman: The Zeti have an innate ability to manipulate magnetic fields. Sonic Team (October 29, 2013). Sonic Lost World. Sega. Eggman: My Cacophonic Team (October 29, 2013). Sonic Team (October 29, 2013).
Conch was the only thing keeping those six maniacs in check. Sonic Team (October 29, 2013). Sonic Lost World. Sega. Zavok: I must commend you on your invention though. We get stronger and stronger as we leech the life from your dying world. Sega. Zavok: I must commend you on your invention though. We get stronger and stronger as we leech the life from your dying world.
description (Zavok): Zavok is the strongest of the sinister Zeti and the leader of the Deadly Six. ^ Sonic Team (October 29, 2013). Sonic Lost World. Sega. Description: Wise old
Master Zik founded the Deadly Six many years ago. Sega (November 1, 2019). Mario & Sonic at the Olympic Games Tokyo 2020. Sega. Trivia card (Zavok): Who mentored Zavok--the leader of Dr. Eggman's Deadly Six--in martial arts? Master Zik.
Retrieved February 15, 2025. ^ Greif, Zackari (November 15, 2025. ^ Greif, Zackari (November 15, 2025. ^ Pooley, Jack (December 14, 2024). "Sonic Frontiers' True Ending Explained". Game Rant. Retrieved February 15, 2025. ^ Pooley, Jack (December 14, 2024). "10 Real
Endings Hidden In DLC". WhatCulture. Retrieved April 9, 2025. ^ McEvoy, Sophie (April 7, 2023). "8 Easter Eggs You Might Have Missed In The Murder Of Sonic The Hedgehog". Game Rant. Retrieved April 9, 2025. ^ Nightingale, Ed (February 12, 2025). "Sega reveals Sonic Racing: Crossworlds, follow up to Team Sonic Racing".
Eurogamer.net. Retrieved February 13, 2025. ^ Searle, Tyler (December 16, 2022). "From 'Looney Tunes' to 'Captain Planet': The 10 Most Iconic Characters Voiced by Kath Soucie". Collider. Archived from the original on December 19, 2022. Retrieved August 23, 2024. ^ Harkin, Christopher Michael (May 22, 2022). "7 Characters Who Should Debut Iconic Characters Voiced by Kath Soucie".
In The Sonic The Hedgehog 3 Movie". Game Rant. Archived from the original on September 28, 2022. Retrieved September 28, 2022. Retrieved September 28, 2022. ^ a b Blackburn, Steven (May 29, 2022). "Sonic's Comic Series is Actually a Critique of Democracy (No Really)". ScreenRant. Archived from the original on September 28, 2022. Retrieved September 28, 2022. ^ a b Blackburn, Steven (May 29, 2022). "Sonic's Comic Series is Actually a Critique of Democracy (No Really)".
(September 2, 2022). "Sonic The Hedgehog's 10 Closest Friends, Ranked". CBR. Archived from the original on September 28, 2022. Retrieved September 28, 2022.
    "Adventures of Sonic the Hedgehog (1993)". Behind The Voice Actors. Archived from the original on June 7, 2017. Retrieved September 10, 2024. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other
reliable sources of information. {{cite web}}: CS1 maint: postscript (link) a b Capel, Christopher (February 13, 2021). "Sonic Prime: 10 Characters We Need To See In The Sonic The Hedgehog Netflix Series". ScreenRant. Archived from the original on February 18, 2021. Retrieved September 10, 2024. A Loveridge, Lynzee (May 11, 2019). "The List
- 8 Sonic The Hedgehog Cartoons That Are Probably Better Than The Movie". Anime News Network. Archived from the original on May 11, 2019. Retrieved September 10, 2024. A Beckwith, Michael (February 28, 2020). "Sonic The Hedgehog Movie: four missed fan service opportunities". Metro.co.uk. Archived from the original on September 21,
2020. Retrieved September 10, 2024. Flynn, Ian. Sonic the Hedgehog Encyclo-speed-ia. Dark Horse Comics. ISBN 978-1-5067-1927-6. a b Plant, Gaz (October 18, 2014. Retrieved July 16, 2014. Retrieved July 16, 2014. Sterling, James (June 25, 2011). "The
irrefutable, undeniable, official top ten Sonic games". Destructoid. Archived from the original on October 16, 2021. Retrieved September 10, 2024. Sonic the Hedgehog Encyclo-speed-ia. Dark Horse Books. p. 20. ISBN 9781506719276. Mielke, James (March 31, 2006). "The Last Arcade Crusaders". 1UP.com. p. 2.
Archived from the original on June 4, 2011. Retrieved April 29, 2025. ^ Murayama, Tohru. Vol.15 *ハニー・ザ・キャット* [Vol.15 *Honey the Cat*]. sega.jp (in Japanese). Archived from the original on December 30, 2012. Retrieved May 4, 2025. ^ Sinha, Ravi (May 27, 2021). "Lost Judgment Will Have Fully Playable Version of Sonic the Fighters".
GamingBolt. Retrieved April 29, 2025. ^ Johnson, Alexandra (December 25, 2024). "Sonic The Hedgehog: 9 Characters Sega Should Bring Back". TheGamer. Retrieved April 29, 2025. ^ "Sticks the Jungle Badger Voices". Behind The Voice Actors. Archived from the original on January 29, 2023. Retrieved August 2, 2022. A green check mark indicates
that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ Parker, Kellie (May 29, 2014). "Introducing Sticks to the Sonic Boom Franchise". Sega Blog. Sega. Archived
from the original on June 2, 2014. Retrieved February 27, 2016. ^ Cunningham, Becky (November 17, 2014). "Sonic Boom: Shattered Crystal Review". GamesRadar. Future plc. Archived from the original on March 24, 2016. ^ Cunningham, Becky (November 17, 2014). "Sonic Boom: Shattered Crystal Review". GamesRadar. Future plc. Archived from the original on March 24, 2016. ^ Cunningham, Becky (November 17, 2014). "Sonic Boom: Shattered Crystal Review". GamesRadar. Future plc. Archived from the original on March 24, 2016. ^ Cunningham, Becky (November 17, 2014). "Sonic Boom: Shattered Crystal Review". GamesRadar. Future plc. Archived from the original on March 24, 2016. ^ Cunningham, Becky (November 17, 2014). "Sonic Boom: Shattered Crystal Review". GamesRadar. Future plc. Archived from the original on March 24, 2016. ^ Cunningham, Becky (November 17, 2014). "Sonic Boom: Shattered Crystal Review". GamesRadar. Future plc. Archived from the original on March 24, 2016. ^ Cunningham, Becky (November 17, 2014). "Sonic Boom: Shattered Crystal Review". GamesRadar. Future plc. Archived from the original on March 24, 2016. ^ Cunningham, Becky (November 17, 2014). "Sonic Boom: Shattered Crystal Review". GamesRadar. Future plc. Archived from the original on March 24, 2016. ^ Cunningham, Becky (November 17, 2014). "Sonic Boom: Shattered Crystal Review (November 18, 2014). "Sonic Boom: Shattered Cr
the original on March 24, 2016. Retrieved February 27, 2016. Archived From the original on March 24, 2016. Retrieved February 27, 2016. Archived From the original on March 24, 2016. Retrieved February 27, 2016. Archived From the original on March 24, 2016. Retrieved February 27, 2016.
Friends". The Gamer. Valuet Inc. Archived from the original on November 23, 2022. Retrieved November 23, 2022. A Kroll, Justin (July 7, 2018). "James Marsden to Star in 'Sonic the Hedgehog' Movie (EXCLUSIVE)". Variety. Archived from the original on May 31, 2018. Retrieved May 29, 2024. A Kroll, Justin (July 7, 2018). "Tika Sumpter Lands"
 Female Lead in 'Sonic the Hedgehog' Movie (EXCLUSIVE)". Variety. Archived from the original on June 12, 2018. Retrieved August 12, 2018. Achived from the original on February 2, 2024. Retrieved February 2, 2018. Retrieved August 12, 2018. Achived from the original on February 2, 2024. Retrieved February 2, 2018. Achived from the original on February 2, 2024. Retrieved February 2, 2018.
2024. ^ Kroll, Justin (February 15, 2022). "Sonic The Hedgehog Universe Continues To Grow As Sega And Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A 'Knuckles' Spin-Off Series In The Works At Paramount Film As Well As A
Doolan, Liam (April 8, 2022). "Minecraft's Sonic DLC Gets A Free Update - Adds New Zone, Movie Skins And More". NintendoLife. Archived from the original on May 29, 2024. A b Valentine, Rebekah (November 22, 2024). "Paramount Made a Sega Genesis Cartridge Just to Tease a Sonic the Hedgehog 3 Trailer Next
Week". IGN. ^ a b c Park, Gene (February 21, 2020). "Lee Majdoub, 'Sonic the Hedgehog's' breakout star, talks 'shipping' and diversity in the country's biggest movie". The Washington Post. Archived from the original on March 6, 2020. ^ Gheciu, Alex Nino (December 20, 2024). "'Sonic 3' star Lee Majdoub, 'Sonic the Hedgehog's' breakout star, talks 'shipping' and diversity in the country's biggest movie". The Washington Post. Archived from the original on March 6, 2020. ^ Gheciu, Alex Nino (December 20, 2024). "'Sonic 3' star Lee Majdoub, 'Sonic the Hedgehog's' breakout star, talks 'shipping' and diversity in the country's biggest movie". The Washington Post. Archived from the original on March 6, 2020. ^ Gheciu, Alex Nino (December 20, 2024). "'Sonic 3' star Lee Majdoub, 'Sonic the Hedgehog's' breakout star, talks 'shipping' and diversity in the country's biggest movie".
a breakout role". Toronto Star. Retrieved January 4, 2025. ^ "Sonic the Hedgehog 2 confirms return of fan favourite". Digital Spy. September 30, 2021. Retrieved January 4, 2025. ^ Lawrence, Briana (April 8, 2022). "Agent Stone Pining After Robotnik Is Even More Obvious in 'Sonic 2'". The Mary Sue. Retrieved January 4, 2025. ^ Deckelmeier, Joe;
Hullender, Tatiana (December 21, 2024). "Sonic The Hedgehog 3's Lee Majdoub Explains How Agent Stone Becomes A Third Wheel In His Dynamic With Robotnik". ScreenRant. Retrieved January 4, 2025. ^ Campbell, Victoria (May 4, 2022). "10 Questions The Sonic Pre-Quill Comic Answers". CBR. Retrieved January 4, 2025. ^ Lawrence, Briana
(April 8, 2022). "Agent Stone Pining After Robotnik Is Even More Obvious in 'Sonic 2'". The Mary Sue. Retrieved January 4, 2025. ^ a b Treese, Tyler (May 23, 2022). "Sonic the Hedgehog 2 Interview: Lee Majdoub on Agent Stone's Evolution and Fandom". Coming Soon.net - Movie Trailers, TV & Streaming News, and More. Retrieved January 4, 2025.
 ^ Treese, Tyler (December 1, 2022). "Violent Night Interview: Writers Pat Casey & Josh Miller on Keeping Santa Heroic". ComingSoon.net - Movie Trailers, TV & Streaming News, and More. Retrieved January 4, 2025. Page for Fast Friends Forever marketing campaign on the Sonic the Hedgehog website, which contains character profiles Character
profiles on Sonic Channel (in Japanese) Character profiles on Sonic Central (archived) Portal: Video games Retrieved from " Shadow the Hedgehog is among the most complex characters in the Sonic the Hedgehog series. His quotes often show themes of identity, power, and the battle between light and darkness within himself. Whether grappling
with trust, pursuing redemption, or facing his past, Shadow's words reveal the depths of a character torn between revenge and a search for meaning. Top Shadow the Hedgehog Quotes Shadow the Hedgehog is a character torn between revenge and a search for meaning. Top Shadow the Hedgehog is a character torn between revenge and a search for meaning.
and moments of profound determination. "I am the ultimate life form, Shadow the Hedgehog "I determine my own destiny. No one decides my path but me." - Shadow the Hedgehog "I've been
waiting a long time for this... Let's settle this, once and for all." - Shadow the Hedgehog "Even if the world is full of lies, there's something worth fighting for." - Shadow the Hedgehog "Nothing can stop me now. I'll finish this, once and for all." -
Shadow the Hedgehog "Those who stand in my way shall face my true power." - Shadow the Hedgehog "I don't remember much, but I know that I can't let things end this way." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it may be." - Shadow the Hedgehog "I will find the truth... no matter how painful it
the Hedgehog Quotes about Purpose and Identity Shadow's journey is not just about power, but also about discovering his purpose and defining his place in the world. "I am who I am because of the choices I've made, not because of my past.
- Shadow the Hedgehog "My purpose isn't just in power, it's in finding out why I exist." - Shadow the Hedgehog "The past haunts me, but it won't define me. I'll make my own path." - Shadow the Hedgehog "What am I fighting for? That's the answer I must
find on my own." - Shadow the Hedgehog "In the darkness of doubt, I will find the light of purpose." - Shadow the Hedgehog "The only thing that matters is what I choose to do from here." - Shadow the Hedgehog "My identity is my own, shaped by what
I've faced and what I've overcome." - Shadow the Hedgehog Shadow t
fierce ambition and his relentless pursuit of mastery over his circumstances. "Chaos Control isn't just a technique; it's the ultimate proof of power." - Shadow the Hedgehog "I ti means achieving my goal, I'll use every ounce of power I possess." -
Shadow the Hedgehog "Power without purpose is meaningless, but I know what I must do." - Shadow the Hedgehog "My strength isn't a gift, it's something I've had to claim." - Shadow the Hedgehog "I won't be a pawn in someone else's
game. My power is mine alone." - Shadow the Hedgehog "Even in the face of chaos, I will always be in control of my actions." - Shadow the Hedgehog "Strength isn't just about force, it's about staying true to what I believe." - Shadow the
Hedgehog Shadow the Hedgehog Quotes about Loneliness and Isolation Shadow's journey is one marked by solitude and internal struggles. These quotes reflect the loneliness he feels and the isolation that often defines his path, showcasing the depth of his character's emotional turmoil. "No one understands what it's like to be truly alone in this
world." - Shadow the Hedgehog "Even surrounded by people, I am still a shadow, walking this path alone." - Shadow the Hedgehog "Loneliness is the price I've made." - Shadow the Hedgehog "Being the ultimate life form doesn't mean I'm not
human enough to feel the emptiness." - Shadow the Hedgehog "I've spent too long searching for a place I belong, only to find I must walk this path alone.
- Shadow the Hedgehog "It's easier to be alone than to trust others when you've been betrayed before." - Shadow the Hedgehog Shadow the Hedgehog Guotes about Revenge and Justice Shadow the Hedgehog's quotes often convey his inner turmoil
between vengeance and a sense of justice. He is a character shaped by betrayal and loss, determined to right the wrongs done to him or those he cared about, regardless of the cost. "Justice isn't about forgiveness; it's about making them pay for what they've done." - Shadow the Hedgehog "I'll make them remember what they took from me, and
they'll pay for it in full." - Shadow the Hedgehog "There's no peace until I've settled the score." - Shadow the Hedgehog "I'm not seeking revenge; I'm delivering justice." - Shadow the Hedgehog "They'll learn that my pain is their punishment." - Shadow
the Hedgehog "I won't rest until those who've wronged me face the consequences." - Shadow the Hedgehog "You can't hide from justice, and you can't escape from me." - Shadow the Hedgehog "The past may haunt me, but I'll make sure it haunts them more." - Shadow the
Hedgehog Shadow the Hedgehog Quotes about Sacrifice and Redemption Shadow is driven by a desire for redemption, a longing to atone for past mistakes or failures. These quotes reflect his struggle to reconcile his actions and find a way to make amends for what he perceives as his sins. "If redemption means giving up everything, then I'll make
that sacrifice." - Shadow the Hedgehog "I wasn't created to destroy, but I'll destroy myself if it means saving others." - Shadow the Hedgehog "There's no redemption without sacrifice, and I've got plenty to atone for." - Shadow the Hedgehog "There's no redemption without sacrifice, and I've got plenty to atone for." - Shadow the Hedgehog "There's no redemption without sacrifice, and I've got plenty to atone for." - Shadow the Hedgehog "There's no redemption without sacrifice, and I've got plenty to atone for." - Shadow the Hedgehog "There's no redemption without sacrifice, and I've got plenty to atone for." - Shadow the Hedgehog "There's no redemption without sacrifice, and I've got plenty to atone for." - Shadow the Hedgehog "There's no redemption without sacrifice, and I've got plenty to atone for." - Shadow the Hedgehog "There's no redemption without sacrifice, and I've got plenty to atone for." - Shadow the Hedgehog "There's no redemption without sacrifice, and I've got plenty to atone for." - Shadow the Hedgehog "There's no redemption without sacrifice, and I've got plenty to atone for." - Shadow the Hedgehog "There's no redemption without sacrifice, and I've got plenty to atone for." - Shadow the Hedgehog "There's no redemption without sacrifice, and I've got plenty to atone for." - Shadow the Hedgehog "There's no redemption without sacrification with the Hedgehog "There's no redemption with the
find peace is to face the darkness within myself." - Shadow the Hedgehog "Redemption isn't about changing the past, but about finding a way to move forward." - Shadow the Hedgehog "If I can't undo what I've done, then I'll make sure no one else
has to suffer." - Shadow the Hedgehog "To find redemption, I must be willing to lose everything, even myself." - Shadow the Hedgehog Shadow the Hedgehog Shadow the Hedgehog "To find redemption, I must be willing to lose everything, even myself." - Shadow the Hedgehog Shadow the Hedgehog Shadow the Hedgehog "To find redemption, I must be willing to lose everything, even myself." - Shadow the Hedgehog Shadow the Hedgehog "To find redemption, I must be willing to lose everything, even myself." - Shadow the Hedgehog "To find redemption, I must be willing to lose everything, even myself." - Shadow the Hedgehog "To find redemption, I must be willing to lose everything, even myself." - Shadow the Hedgehog "To find redemption, I must be willing to lose everything, even myself." - Shadow the Hedgehog "To find redemption, I must be willing to lose everything to lose
with trust and betrayal, shaped by moments where those closest to him have let him down. These quotes reflect his disillusionment with those who have broken his trust and the pain it leaves behind. "Trust is fragile, and once it's broken, there's no repairing it." - Shadow the Hedgehog "The moment you trust someone, they find a way to let you
down." - Shadow the Hedgehog "Betrayal isn't just an act; it's a scar that never truly heals." - Shadow the Hedgehog "I've been burned too many times to let my
 Hedgehog Shadow the Hedgehog Quotes about Determination and Willpower Shadow's willpower and determination are central to his character. He fights against obstacles with unwavering resolve, refusing to back down from any challenge, no matter the cost or difficulty. "My will is stronger than any obstacle that stands in my way." - Shadow the
Hedgehog "No matter how hard it gets, giving up isn't in my nature." - Shadow the Hedgehog "I've come too far to let anything break my spirit now." - Shadow the Hedgehog "Pain and struggle only make me stronger." - Shadow the Hedgehog "I've got one
goal, and nothing will keep me from reaching it." - Shadow the Hedgehog "Even when all hope seems lost, my willpower keeps me moving forward." - Shadow the Hedgehog "Even when all hope seems lost, my willpower keeps me moving forward." - Shadow the Hedgehog "Even when all hope seems lost, my willpower keeps me moving forward." - Shadow the Hedgehog "Even when all hope seems lost, my willpower keeps me moving forward." - Shadow the Hedgehog "Even when all hope seems lost, my willpower keeps me moving forward." - Shadow the Hedgehog "Even when all hope seems lost, my willpower keeps me moving forward." - Shadow the Hedgehog "Even when all hope seems lost, my willpower keeps me moving forward." - Shadow the Hedgehog "Even when all hope seems lost, my willpower keeps me moving forward." - Shadow the Hedgehog "Even when all hope seems lost, my willpower keeps me moving forward." - Shadow the Hedgehog "Even when all hope seems lost, my willpower keeps me moving forward." - Shadow the Hedgehog "Even when all hope seems lost, my willpower keeps me moving forward." - Shadow the Hedgehog "Even when all hope seems lost, my willpower keeps me moving forward." - Shadow the Hedgehog "Even when all hope seems lost, my will hope seems lost, m
Hedgehog "I don't need anyone's approval; I'll find my path through sheer force of will." - Shadow the Hedgehog Quotes about Strength and unwavering resilience. Despite the obstacles he faces, he embodies determination, never allowing
circumstances to break his spirit. These quotes capture his steadfastness and enduring inner power. "Strength isn't about never falling; it's about getting back up every time you do." - Shadow the Hedgehog "No matter how dark things get, I find a way to keep moving forward." - Shadow the Hedgehog "I won't be defeated by pain or hardship; they
only make me stronger." - Shadow the Hedgehog "Even when hope seems out of reach, I refuse to give in to despair." - Shadow the Hedgehog "My resilience is my weapon against everything the world throws at me." - Shadow the Hedgehog "Strength
comes from enduring the worst and still having the courage to fight." - Shadow the Hedgehog "I've been through more than most, but I'm still standing tall." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing forward." - Shadow the Hedgehog "Even when the world feels like it's against me, I'll keep pushing feels like it's ag
strength." - Shadow the Hedgehog Shadow the He
"Memories are the echoes of the past, but they guide my actions in the present." - Shadow the Hedgehog "It's not about living forever, but what you leave behind when you're gone." - Shadow the Hedgehog "The past may be gone, but the memories linger or
like shadows in the dark." - Shadow the Hedgehog "Every action I take is a step toward the legacy I want to leave." - Shadow the Hedgehog "What matters is not how long we live, but how we live and what we stand for." - Shadow the Hedgehog "I'm not seeking
recognition, just the chance to make a difference." - Shadow the Hedgehog "My memories are painful, but they fuel my resolve to change the future." - Shadow the Hedgehog Quotes about Darkness and Light Shadow the Hedgehog is a
character deeply entrenched in the battle between darkness and light, both externally and internally. His journey often highlights the duality within, as he wrestles with his own identity, purpose, and what it means to transcend the shadows. "Darkness may be my companion, but it won't define who I am." - Shadow the Hedgehog "Light isn't the
absence of shadows, it's the will to face them." - Shadow the Hedgehog "Even in the darkest moments, a glimmer of light can be found if you search deep enough." - Shadow the Hedgehog "I've lived in the shadows, but it's the light that gives my path
meaning." - Shadow the Hedgehog "My past is a shadow, but my future is the light I create." - Shadow the Hedgehog "The shadow the Hedgehog "The shadow the Hedgehog "The shadow the Hedgehog "To understand light, you must embrace the
shadows without letting them consume you." - Shadow the Hedgehog S
questioning what it means to be truly free. These quotes capture his struggle to forge his own path while dealing with the fate imposed upon him. "Destiny is just another word for the chains of fate." - Shadow the Hedgehog "I won't let
destiny decide my path; I create my own future." - Shadow the Hedgehog "They may think they can control my destiny, but I have the power to break free." - Shadow the Hedgehog "Every choice is a step away from the chains of fate and
towards true freedom." - Shadow the Hedgehog "I refuse to be a puppet to someone else's destiny." - Shadow the Hedgehog "The future isn't written in stone; I'll carve out my own freedom." - Shadow the Hedgehog "Freedom comes when you no longe:
fear breaking away from your past." - Shadow the Hedgehog Also Read: Glitter Quotes (with Commentary) Final Thoughts Shadow the Hedgehog's quotes provide a peek into the mind of a character who represents both darkness and strength. They explore his journey of self-discovery, his determination to create his path, and the significance of his
They encourage you to let go of past pains, embrace positivity, and seek happiness from within, rather than being devoured by external struggles. Top Unhappy People Quotes Unhappiness and the mindset that leads
individuals to live unfulfilled lives. "The only disability in life is a bad attitude." - Scott Hamilton "Most people are about as happy as they make up their minds to be." - Abraham Lincoln "Unhappiness is not knowing what we want to be
happy, practice compassion." - Dalai Lama "Happiness is not something ready-made. It comes from your own actions." - Unknown "Some people create their own storms, then get upset when it rains." - Unknown "Your life is a reflection of your own actions."
thoughts. If you change your thinking, you change your life." - Brian Tracy "People are unhappy when they get something too easily. You have to sweat - that's the only moral they know." - Dany Laferrière "No one is in charge of your happiness except you." - Unknown Also Read: Quotes About Guardian Angels (with Commentary) Unhappy People
Quotes on Negativity and Its Impact Negativity and Its Impact Negativity has a way of clouding perspective, making it harder for people to find joy in life. These quotes shed light on how dwelling on negativity affects not only the unhappy person but also those around them, reminding us to rise above such energy. "You cannot have a positive life and a negative mind." - Joyce
Meyer "Unhappy people often paint a bleak picture of the world, but it's their own colors they're using." - David Lynch "Nothing is more miserable, think about yourself. If you want to be happy, think
about others." - Sakyong Mipham "Some people are only happy when they're unhappy." - Dennis Prager "The more you dwell on negativity, the more it fuels your unhappiness." - Tony Robbins "The happiest people don't have the best of everything; they just make the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may knock on your door, but you don't have the best of everything." - Unknown "Negativity may k
have to invite it in." - Joel Osteen "You can't hang out with negative people and expect to live a positive life." - Joel Osteen Unhappy People Quotes on Resentment and Bitterness are toxic emotions that can consume an individual, leaving them perpetually unhappy. These quotes explore how holding onto negative feelings
can prevent growth and personal happiness. "Resentment is like drinking poison and then hoping it will kill your enemies." - Nelson Mandela "Bitterness is a paralytic. Love is a much more vicious motivator." - Sherlock Holmes (BBC) "Resentment is an emotion that multiplies the more you feed it. Starve it and watch yourself grow free." - Dodie
Smith "Anger, resentment, and jealousy don't change the heart of others - it only changes yours." - Shannon L. Alder "Bitterness imprisons life; love releases it." - Harry Emerson Fosdick "Resentment is not about others; it's about freeing yourself
from a prison you built." - Anonymous "Holding onto resentment is like letting someone you despise live rent-free in your head." - Ann Landers "Bitterness is the coward's revenge on the world for having been hurt." - Zora Neale Hurston "Resentment is often the shadow of unfulfilled desires." - Gregory David Roberts Unhappy People Quotes on Envyy
and Comparison Envy and constant comparison rob people of contentment and inner peace. These quotes highlight how comparing oneself to others leads to dissatisfaction and unhappiness. "Comparison is the thief of joy." - Theodore Roosevelt "Envy is the art of counting the other fellow's blessings instead of your own." - Harold Coffin "The worst
part of success is trying to find someone who is happy for you." - Bette Midler "Envy comes from people's ignorance of, or lack of belief in, their own gifts." - Jean Vanier "Jealousy is when you count someone else's blessings instead of your own." - Unknown "Don't compare your life to others. There's no comparison between the sun and the moon
They shine when it's their time." - Unknown "Envy is the enemy of personal peace and contentment." - Unknown "Envy is the ulcer of the soul." - Socrates "Comparison ruins the joy of being who you are." - Unknown "Envy is the ulcer of the soul." - Socrates "Comparison ruins the joy of being who you are." - Unknown "Envy is the envious die not once, but as oft as the envied win applause." - Baltasar Gracian Unhappy People Quotes on Finding Peace Amids
Chaos In the midst of life's chaos, finding peace is crucial for happiness. These quotes offer wisdom on how to navigate turmoil while maintaining inner calm, despite the negativity that may surround us. "Peace cannot be kept by force; it can only be achieved by understanding." - Albert Einstein "The greatest weapon against stress is our ability to
choose one thought over another." - William James "Do not let the behavior of others destroy your inner peace one by trying to escape your problems, but by confronting them with courage." - J. Donald Walters "Nothing can bring you peace but yourself.
- Ralph Waldo Emerson "Within you, there is a stillness and a sanctuary to which you can retreat at any time and be yourself." - Hermann Hesse "Sometimes peace comes not from being in a place without noise, trouble, or hard work, but in the midst of those things, finding calm in your heart." - Unknown "When we are no longer able to change a
situation, we are challenged to change ourselves." - Viktor E. Frankl "In the midst of movement and chaos, keep stillness inside of you." - Deepak Chopra Unhappy often seek solace in others who share their discontent. These quotes examine how misery can
spread if not addressed, and how to rise above it. "Misery loves company, but company does not reciprocate the feeling." - Addison Mizner "People who are constantly unhappy try to bring others down, because seeing others happy makes them feel worse." - Unknown "Beware of those who only bring misery to your life; their unhappiness is
contagious." - Unknown "Misery loves company, but it's no reason to invite it in." - Unknown "When people are miserable, they need to find something or someone to blame." - James Baldwin "Unhappy people will always find fault, whether in you or in themselves." - Unknown "Misery not only loves company, but it demands it." - Henry Rollins "Don'
let the misery of others taint your own happiness." - Steve Maraboli "Misery thrives on attention, and unhappy people are always seeking someone to share their woes." - Unknown Unhappy People Quotes on Letting Go of Past Hurts Letting go of past hurts is essential for finding
peace and happiness. These quotes remind us that holding on to pain only prevents us from healing, while letting go can bring us much-needed freedom and emotional release. "The more anger towards the past you carry in your heart, the less capable you are of loving in the present." - Barbara De Angelis "Letting go gives us freedom, and freedom is
the only condition for happiness." - Thich Nhat Hanh "Forgive others, not because they deserve peace." - Jonathan Lockwood Huie "Holding on to anger is like drinking poison and expecting the other person to die." - Buddha "The beautiful journey of today can only begin when we learn to let go of yesterday."
Steve Maraboli "You can't start the next chapter of your life if you keep re-reading the last one." - Unknown "Sometimes you have to let go of the past to create space for better things to enter your life." - Roy T. Bennett "Letting go means to come to the realization that some people are a part of your history, but not a part of your destiny." - Steve
Maraboli "Healing is an art. It takes time, it takes time, it takes love." - Maza Dohta "The past can hurt, but the way I see it, you can either run from it or learn from it." - Rafiki (The Lion King) Unhappy People Quotes on Overcoming Unhappy nest it takes love." - Maza Dohta "The past can hurt, but the way I see it, you can either run from it." - Rafiki (The Lion King) Unhappy People Quotes on Overcoming Unhappiness Overcoming Unhappy nest can hurt, but the way I see it, you can either run from it." - Rafiki (The Lion King) Unhappy nest can hurt, but the way I see it, you can either run from it." - Rafiki (The Lion King) Unhappy nest can hurt, but the way I see it, you can either run from it." - Rafiki (The Lion King) Unhappy nest can hurt, but the way I see it, you can either run from it." - Rafiki (The Lion King) Unhappy nest can hurt, but the way I see it, you can either run from it." - Rafiki (The Lion King) Unhappy nest can hurt, but the way I see it, you can either run from it." - Rafiki (The Lion King) Unhappy nest can hurt, but the way I see it, you can either run from it." - Rafiki (The Lion King) Unhappy nest can hurt, but the way I see it, you can either run from it." - Rafiki (The Lion King) Unhappy nest can have a see it.
quotes encourage us to confront our sadness, take control of our emotions, and move forward with a renewed sense of purpose. "Happiness is not the absence of problems, it's the ability to deal with them." - Steve Maraboli "We either make ourselves miserable or we make ourselves strong. The amount of work is the same." - Carlos Castaneda
 "Nothing is permanent in this wicked world—not even our troubles." - Charlie Chaplin "Sometimes your joy is the source of your smile, but sometimes your forgive." - John Green "Happiness is not something ready made. It comes from your
own actions." - Dalai Lama "Don't let the sadness of your past and the fear of your future ruin the happiness of your present." - Unknown "You don't have to control you, but how you react to it that matters." - Epictetus "Sometimes the hardest part
isn't letting go but rather learning to start over." - Nicole Sobon Unhappy People Quotes on Embracing positivity is one of the most powerful ways to combat unhappiness. These quotes remind us that choosing optimism, gratitude, and hope can help us overcome even the darkest moments, transforming our lives with a more
uplifting perspective. "Once you replace negative thoughts with positive ones, you'll start having positive results." - Willie Nelson "Keep your face always toward the sunshine—and shadows will fall behind you." - Walt Whitman "In order to carry a positive action, we must develop here a positive vision." - Dalai Lama "A positive attitude gives you
power over your circumstances instead of your circumstances instead of your circumstances having power over you." - Joyce Meyer "Happiness is not by chance, but by choice." - Jim Rohn "If you want to fly, give up everything that makes a big difference." - Winston Churchill "Your mind is a powerful thing. When you fill it
with positive thoughts, your life will start to change." - Unknown "Pessimism leads to weakness, optimism to power." - William James "Stay positive. Better days are on their way." - Unknown "Pessimism leads to weakness, optimism to power." - William James "Stay positive. Better days are on their way." - Unknown "Pessimism leads to weakness, optimism to power." - William James "Stay positive. Better days are on their way." - Unknown Unhappy People Quotes on Breaking Free from Toxicity Breaking free from toxic environments and relationships is essential for personal growth and well-
being. These quotes emphasize the importance of removing negativity from our lives and surrounding ourselves with supportive, positive influences. "Let go of those who bring you down and surround yourself with those who bring out the best in you." - Unknown "You don't have to stay in a place where you feel unappreciated and disrespected."
Unknown "Toxic people will pollute everything around them." - Steve Maraboli "You can't change someone who doesn't see an issue with their actions." - Unknown "Sometimes you have to let go of toxic people in your life is a big step in loving
yourself." - Hussein Nishah "Stop letting people who do so little for you control so much of your mind, feelings, and emotions." - Will Smith "Removing toxic people from your life is a healthy act of self-care." - Unknown "You deserve to be surrounded by people who make you feel good about yourself." - Unknown "Cutting people out of your life is a healthy act of self-care." - Unknown "You deserve to be surrounded by people who make you feel good about yourself." - Unknown "You deserve to be surrounded by people who make you feel good about yourself." - Unknown "You deserve to be surrounded by people who make you feel good about yourself." - Unknown "You deserve to be surrounded by people who make you feel good about yourself." - Unknown "You deserve to be surrounded by people who make you feel good about yourself." - Unknown "You deserve to be surrounded by people who make you feel good about yourself." - Unknown "You deserve to be surrounded by people who make you feel good about yourself." - Unknown "You deserve to be surrounded by people who make you feel good about yourself." - Unknown "You deserve to be surrounded by people who make you feel good about yourself." - Unknown "You deserve to be surrounded by people who make you feel good about yourself." - Unknown "You deserve to be surrounded by people who make you feel good about your feel good abo
doesn't mean you hate them; it simply means you respect yourself." - Unknown Unhappy People Quotes on Inner Turmoil is a battle that many unhappy people face, but it is through the process of healing Inner turmoil is a battle that many unhappy people face, but it is through the process of healing Inner turmoil and Healing Inner turmoil is a battle that many unhappy people face, but it is through the process of healing Inner turmoil and Healing Inner turmoil is a battle that many unhappy people face, but it is through the process of healing Inner turmoil and Healing Inner turmoil is a battle that many unhappy people face, but it is through the process of healing Inner turmoil and Healing Inner turmoil is a battle that many unhappy people face, but it is through the process of healing Inner turmoil and Healing Inner turmoil and Healing Inner turmoil is a battle that many unhappy people face, but it is through the process of healing Inner turmoil and Healing Inner turmoil and Healing Inner turmoil is a battle that many unhappy people face, but it is through the process of healing Inner turmoil and Healing Inner turmoil an
inner growth. "Healing takes time, and asking for help is a courageous step." - Mariska Hargitay "The soul always knows what to do to heal itself. The challenge is to silence the mind." - Caroline Myss "Out of suffering have emerged the strongest souls; the most massive characters are seared with scars." - Khalil Gibran "You have to get to a point
where your mood doesn't shift based on the insignificant actions of someone else." - Unknown "Healing doesn't mean the damage never existed. It means the damage no longer controls your life." - Akshay Dubey "You can't go back and change the beginning, but you can start where you are and change the ending." - C.S. Lewis "Healing is an art. It
takes time, it takes practice, it takes practice, it takes love." - Maya Angelou "Wounds are the place where light enters you." - Rumi "It's not the load that breaks you down, it's the way you carry it." - Lou Holtz Unhappy People Quotes on Finding Happiness Within Happiness is not
something that comes from external sources but is cultivated from within. These quotes emphasize the power of self-acceptance and inner joy, reminding us that true happiness is not something ready-made. It comes from your own actions." - Dalai Lama "The more you praise and celebrate your life, the more there is
in life to celebrate." - Oprah Winfrey "For every minute you are angry you lose sixty seconds of happiness." - Ralph Waldo Emerson "The happiness is the key to happiness is the key to success." - Albert Schweitzer "Happiness is a state of mind. It's just
according to the way you look at things." - Walt Disney "Happiness is not the absence of problems, it's the ability to deal with them." - Steve Maraboli "To be happy, you must be your energy, and inspires your hopes." - Andrew
Carnegie "Happiness is an inside job. Don't assign anyone else that much power over your life." - Mandy Hale Also Read: Morgan Harper Nichols Quotes (with) Final Thoughts Unhappy people quotes remind you that real happiness comes from within and cannot be found through comparison or holding onto negative emotions They inspire you to
break free from unhealthy cycles, focus on internal healing, and choose an attitude of peace and positivity. By understanding the origins of unhappiness, you can work toward building a more fulfilled and cheerful life. A variety of Sonic characters gathered. From left to right: Team Chaotix (Espio the Chameleon, Vector the Crocodile, Charmy Bee),
Knuckles the Echidna, Silver the Hedgehog, Amy Rose, Doctor Eggman, Sonic the Hedgehog, Rouge the Bat, Miles "Tails" Prower, Big the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, Cream the Rabbit, and Blaze the Cat. The Sonic the Hedgehog, Cheese the Chao, 
which pitted a blue anthropomorphic hedgehog named Sonic against a rotund male human villain named Doctor Eggman (or Doctor Ivo Robotnik). The sequel, Sonic 2, gave Sonic a fox friend named Tails. Sonic CD introduced Amy Rose, a female hedgehog with a persistent crush on Sonic. Sonic 3 introduced Knuckles the Echidna, Sonic's rival and
later friend. All five of these have remained major characters and appeared in dozens of games. The series has introduced dozens of additional recurring characters such as Shadow the Hedgehog and Cream the Rabbit to robots created by Eggman such as Metal Sonic and E-
123 Omega, as well as human characters such as Eggman's grandfather Gerald Robotnik. The series features three fictional species, in order of appearance: Chao, which have usually functioned as digital pets and minor gameplay and plot elements; Wisps, which have been used as power-ups; and Koco, which when collected grant new abilities for
Sonic, among other things. The Sonic games keep a separate continuity from the Sonic the Hedgehog comics published by Archie Comics and other Sonic the Hedgehog (character) Sonic the Hedgehog[a][1] is a blue anthropomorphic hedgehog and
the main protagonist of the series. Developed as a replacement for their existing Alex Kidd mascot, as well as Sega's response to Mario, his first appearance was in the arcade game Rad Mobile as a cameo, before making his official debut in Sonic the Hedgehog (1991). Sonic's greatest ability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed, and he is known as the world's fastestability is his running speed as the world's f
hedgehog.[2] Using the power of the seven Chaos Emeralds, he becomes Super Sonic and can achieve even greater speeds. Main article: Doctor Eggman, [c][4] is a human mad scientist and the main antagonist of the series. Debuting in the first game of the series, Sonic the
Hedgehog, he was shown attempting to collect the Chaos Emeralds and turn all of the animals inhabiting the land into robots. He is a self-proclaimed or certifiable genius with an IQ of 300.[5][6][7] His fondness for mechas has made him a renowned authority on robotics. Ultimately, Eggman's goal is to conquer the world and create his ultimate
utopia, Eggmanland, alternatively known as the Eggman Empire and Robotnikland.[8] When Sega had petitioned its research and development department to create a character who would replace Alex Kidd as its company mascot, a caricature of U.S. President Theodore Roosevelt was among the proposed designs. It lost to Sonic the Hedgehog, but
Yasushi Yamaguchi, originally the main artist and zone designer for Sega's Sonic Team, designed Tails for an internal competition for a sidekick to Sonic. His first appearance was in Sonic 2 for the Game Gear, where he was kidnapped by Doctor Robotnik for a "hefty" ransom. He was first made playable in the Genesis version of Sonic the Hedgehog 2
[11] Tails has appeared in almost every Sonic game since his first appearance. Tails starred in two solo spin-off games for the Sega Game Gear in 1995 - Tails is very Sonic game since his first appearance. Tails starred in two solo spin-off games for the Sega Game Gear in 1995 - Tails is very Sonic game since his first appearance. Tails starred in two solo spin-off games for the Sega Game Gear in 1995 - Tails is very Sonic game since his first appearance.
Hoshino for Sonic the Hedgehog CD (1993),[19] although she appeared in Kenji Terada's Sonic the Hedgehog manga a year before [20] Hoshino created her in-game graphics, with many staff members contributing ideas to her design. Her headband and trainer shoes reflected Sonic CD director Naoto Ohshima's tastes, and her mannerisms reflected
the traits Hoshino looked for in women at the time.[19] Her fur color was red at first, and her skirt orange.[21] The character in the Sonic the Hedgehog TV series and comics).[21][23] Amy received her present design, with a red dress and knee-high leather
boots, in Sonic Adventure (1998),[24] courtesy of designer Yuji Uekawa.[25] In the games, Amy is depicted as driven and competitive. She spends much of her time following Sonic to get his attention or make sure he is safe while demonstrating her affection.[17] Series co-creator Yuji Naka said that Amy was designed "to always chase Sonic", and has
made it her life goal to one day marry him.[26] Not possessing the speed or strength of the other characters, Amy uses a hammer to defend herself instead.[17][27] In Sonic CD, Metal Sonic kidnaps Amy and Sonic must rescue her. When he does, Amy kisses him.[23] Amy's first appearance in a Sonic platformer as a playable character was in Sonic
Adventure;[24][28] But the first non-flagship Sonic platformer to have her playable is Sonic Unleashed (2003)[29] and Sonic the Hedgehog (2006),[30] and appears as a non-player character in games such as Sonic Unleashed (2008).[31] While some journalists have called Amy cute and powerful,[24][32] others find her
annoying.[33][34][35][36] Justin Towell of GamesRadar+ and writers from Mean Machines expressed general displeasure at her introduction in Sonic CD.[36][37] Additionally, some have criticized developers' treatment of Amy as a female character and analyzed her implications on gender representation in video games. The Electronic Gaming
Monthly staff found her pink coloring and tendency to run from danger to be stereotypical and common in Japanese-created female characters in games with male protagonists often resemble those protagonists, but
with stereotypically feminine features added.[39] Despite this, Amy is one of the series' most popular characters, coming in fifth place in a Japanese popularity poll in 2006.[40] Her likeness has been used in Sonic Prime (2022-
2024).[33][42] Amy is introduced in the live-action film series in Sonic the Hedgehog 3 (2024), appearing in a mid-credits scene saving Sonic from an army of Metal Sonics.[43] Voiced by:[44] English: Gary Dehan (OVA), Ryan Drummond (2003), Ray Chase (2024)Japanese: Masami Kikuchi (OVA), Jun'ichi Kanemaru (2003, 2024) Metal Sonics[g] is an
evil robotic version of Sonic created by Dr. Robotnik. He possesses great strength, including a laser cannon, a jet engine and a force field device he can use to protect himself from projectiles and certain attacks. He usually only communicates with a series of electronic noises. The character first appears in Sonic the Hedgehog CD. He is given orders
to go back in time and change the past so that Dr. Eggman can rule the future. Sonic must race him in Stardust Speedway to free Amy Rose. He is severely wounded when he crashes and falls, but is rejuvenated by Robotnik in Sonic the Hedgehog 4: Episode II, only to be defeated again in a similar style. He returns in Knuckles' Chaotix, where he
attempts to obtain the Chaos Rings, but he is stopped by the Chaotix team. Metal Sonic notably acted as the main antagonist in Sonic Heroes, appearing in a new form as Neo Metal Sonic before transforming into the game's final boss, the Metal Overlord. Upon being defeated by Super Sonic, Tails, and Knuckles, he reverts to his traditional
appearance. Metal Sonic appears as a bonus playable character in Sonic Rivals, reprogrammed to aid Eggman Nega in his attempt to take over the world. He returns as a playable character in Sonic Rivals, reprogrammed to aid Eggman Nega in his attempt to take over the world. He returns as a playable character in Sonic Rivals, reprogrammed to aid Eggman Nega in his attempt to take over the world.
final opponent in the game's story mode. In Sonic Generations, he appears in his classic form as a rival boss, battling Classic Sonic in Stardust Speedway before ultimately being destroyed. In the 2024 remaster Sonic X Shadow Generations, his Metal Overlord form returns as a boss that Shadow battles. Metal Sonic returns as a boss character in
Sonic Boom: Rise of Lyric and Sonic Boom: Shattered Crystal, and the Sonic Sonic & Sega All-Stars Racing, Sonic & All-Stars Racing, Sonic & Sonic Stars Racing, Sonic Stars Racing, Sonic & Sonic Stars Racing, Sonic Stars Racing, Sonic Stars Racing, Sonic Stars Racing, Sonic & Sonic Stars Racing, Sonic 
Sonic at the Olympic Winter Games. Collecting all the emblems in Sonic Adventure DX: Director's Cut unlocks Metal Sonic as a bonus playable character in Sonic as a bonus playable. Outside of the games, Metal Sonic as a bonus playable character in Sonic as a bonus playable.
antagonist in the Sonic the Hedgehog OVA, where Eggman records Sonic's abilities and uploads them to Metal Sonic, who proceeds in attempting to destroy the world before being tossed into lava by Sonic. He appears in the Sonic Boom episodes, "It Wasn't Me, It Wasn't Me
World". Multiple Metal Sonics also appear in the mid-credits scene of Sonic the Hedgehog 3 (2024).[43] GameDaily placed Metal Sonic 13th on their "Top 25 Video Game Robots" list, describing him as Dr. Robotnik's "greatest creation" and praising the strength of his abilities.[45] Main article: Knuckles the Echidna Knuckles the Echidna [h] is a red
echidna and one of Sonic's friendly rivals. First introduced in the Genesis game Sonic the Hedgehog 3, Knuckles lives on Angel Island, which hovers in the sky due to the power of the Master Emerald. During conception of Sonic
the Hedgehog 3, the development team wanted to create a new rival for Sonic. The final design of Knuckles was the result of dozens of possible designs inspired by numerous different animals.[46] A character with many different abilities and skills, he is physically one of the strongest characters of the Sonic series.[47] His strength and mastery of
martial arts, specializing in punches, enables him to perform feats such as shattering boulders with his first, while he can trap air underneath his dreadlocks in order to glide for short distances. Fang the Sniper,[i][48] initially known as Nack the Weasel[49] in English localizations, is a purple jerboa[50][51] that first appeared in the Game Gear video
game Sonic the Hedgehog: Triple Trouble in 1994. His character is a treasure hunter in search of the Chaos Emeralds; however, he does not know of their true power and merely wants to sell them for profit.[49] He is a slick, [52] sneaky, and mischievous[48] character who will steal the Emeralds for an easier job.[49] Fang tries hard to outwit others,
but is held back by his clumsiness and often fails.[48] Outside of Triple Trouble, Fang has had playable roles in Sonic Xtreme. He did not have any significant roles for over two decades however, though he did make a cameo appearance on an in-game
poster in 2011's Sonic Generations, and as an illusion during the boss fight with Heavy Magician in Sonic Superstars, now under the name "Fang the Hunter";[53] a tie-in comic released by Sega prior to the game's launch offered the in-fiction
explanation that Fang frequently operates under different aliases in order to conduct his criminal activities. [54] The Chaotix are a group of initially four characters, later forming their own detective agency in Sonic Heroes where only three of them (Vector, Espio and Charmy
respectively) returned, after the three were redesigned and rebooted into essentially new characters in the series.[55] Voiced by:[56] English: Marc Biagi (2004), Carter Cathcart (2004-2006), Dan Green (2007-2009).
Keith Silverstein (2010-present) Japanese: Kenta Miyake Vector the Crocodile ji is a large crocodile who is the "head honcho" and brains of the Chaotix Detective Agency [57] Divided between being both "bossy" and "easy-going", his rough speech and outward appearance mask his clear reasoning and high competence in solving cases. [58] For the
right price he will take on most jobs, unless they involve doing something immoral.[57] Vector has a strong sense of justice and kindness, despite his argumentative nature,[58] He often does unpaid work due to his charitable nature, [58] He often does unpaid work due to his charitable nature, [57] such as finding a lost child or taking up meager chases for children, leaving the agency constantly short on money
[58] Vector hates having to work for the landlord, but he enjoys singing, [58] and his trademark accessory is a set of headphones. [57] He is physically formidable to the point of being comparable to Knuckles, [58] with his powerful jaws being his most reliable weapon.
Hedgehog game as part of a rock band that Sonic was part of, but the band and the feature itself were removed prior to its release. [59] Vector and the band made a brief appearance in the promotional manga Sonic the Hedgehog Story Comic. Vector then made his official game debut in the 1995 video game Knuckles' Chaotix. And in 2003, he was
part of Team Chaotix in Sonic Heroes and is featured in Shadow the Hedgehog, Sonic Generations, Sonic Forces and several other games). In all instalments of Mario & Sonic Free Riders and
Team Sonic Racing, and mobile games like Sonic Forces: Speed Battle and Sonic Dash. Vector was also the one of only mainline game characters to appear in the Sonic Boom franchise, making his debut into the sub-franchise in the season two episode "Vector Detector". He later made a few cameo appearances such as in the finale. Like the other
characters he was redesigned for the series, sporting an arm tattoo and a leather jacket in place of his traditional headphones. In 2021, he was later added as a playable character in the film franchise in the Sonic the Hedgehog 2: The Official Movie Pre-guill comic.
Voiced by:[61] English: Bill Corkery (2004), David Wills (2005-2009), Troy Baker (2010-2011), Matthew Mercer (2016-present)[62] apanese: Yuuki Masuda Espio the Chameleon (2016-present)[62] apanese: Yuuki Masuda Espio
being quiet and laid back.[64] Confident in his skills,[63] opinionated and self-obsessed,[64] he revels in training and self-discipline.[63] He is not concerned by danger, and often yearns to face it in order to use his ninja skills.[63] With his extensive training in ninjutsu and an ability to turn himself invisible, he is able to move around unnoticed.[64]
However, a blunder like a sneeze could cause him to inadvertently become visible. [63] Espio's debut was in the video game Knuckles' Chaotix. In the game, his color subtly changes while he moves to demonstrate the technical capabilities of the Sega 32X console. [65] Espio was incorporated into Sonic Heroes as part of a move to reintroduce
neglected characters, and because the development team considered him to have a unique, interesting personality.[66] He was the designated "speed" character in Sonic Heroes while teammates Vector the Crocodile and Charmy Bee respectively represented "power" and "flight".[67] Espio was added to Shadow the Hedgehog and Sonic Rivals 2 to
help "round out our cast of characters", and because designer Takashi lizuka appreciated the character in the arcade fighting game Sonic the Fighters, and has also appeared as a playable character in the arcade fighting game Sonic at the Olympic Games as the referee in various events and later a playable
athlete. Espio also made a cameo in the film franchise in the film Sonic the Hedgehog 2: The Official Movie Pre-guill comic, Voiced by:[69] English: Emily Corkery (2004), Amy Birnbaum (2003-2009),[70] Colleen O'Shaughnessey (2010-present)] apanese: Yoko Teppouzuka Charmy Bee[1] is a bee who is the "scatter-brained funny-kid" of the Chaotix.
[57] He is cheerful, curious, playful, careless, and greatly energetic, often talking about things no one else cares about.[71] Charmy's childish tomfoolery makes the rest of the detective agency staff look professional, and he is seen by others as a "cute mascot".[57] Despite an innocent,[71] good-natured and light-hearted personality, he uses his
stinger on rare occasions where he gets angry.[57][71] In addition to being a playable character in Sonic the Hedgehog, he made cameos in all the Mario & Sonic at the Olympic Games installments as a referee. Mighty the Armadillo[m] is a black and red armadillo who debuted in the arcade game SegaSonic the Hedgehog[72] and
later appeared in the 32X game Knuckles' Chaotix. The character is described as a traveler who loves nature and desires to see every place. [73] He prefers to be gentle but is capable of fighting back when needed. [73] Mighty's only appearance as part of the Chaotix was in
Knuckles Chaotix, and was absent when the rest of the group was reintroduced into the series with Sonic Heroes in 2003. His long period of absence was alluded to in Sonic Generations, in which he is shown on a missing persons poster alongside fellow SegaSonic character Ray the Flying Squirrel. Both Mighty and Ray appeared as playable
was alluded to in Sonic Generations, in which he is shown on a missing persons poster during the City Escape level alongside fellow SegaSonic Character Mighty the Armadillo. Both Ray and Mighty appeared as playable characters in the Sonic Mania expansion Sonic Mania Plus, as well as appearing in the accompanying web series Sonic Mania
Adventures. Voiced by:[75] English: Jon St. John (1998-2004), Oliver Wyman (2003-2010, 2016), Kyle Hebert (2010-present) Big the Cat[o] first appeared in the 1998 Dreamcast game Sonic Adventure, where he was placed to justify the presence of a
fishing rod in the game, although he was conceived beforehand. [76] Big is a large, purple anthropomorphic cat, who is depicted as—while unintelligent—sweet, easygoing, and physically strong. [77] [78] In Sonic Adventure, Big's story involves fishing his frog friend Froggy [p] out of various bodies of water after Froggy swallows a Chaos Emerald and
part of the tail of Chaos, the game's antagonist. In Sonic Heroes, Big teams up with Amy Rose and Cream the Rabbit to search for Froggy and a lost Chao called Chocola. He is a minor playable character in other Sonic games, like Sonic Chronicles: The Dark Brotherhood and Sonic & Sega All-Stars Racing, and a non-player character in games such as
the Nintendo DS version of Sonic Colors. Reflecting the story of Adventure, Big appears in the Sonic the Hedgehog comics. Big has been derided by the video game critics and fans for his obesity, low intelligence, one-dimensional development and uselessness within his games; he has appeared on several lists of the worst video
game characters of all time and within the Sonic cast. [79][80][81] Due to his poor reception and apparent uselessness, Sonic Team claimed they would be retiring the character from appearing in future games in 2012, [82] although head Takashi Iizuka has since stated that a game starring Big is a possibility. [83] Despite this statement, Big has
continued to appear in other titles in a minor capacity, including Sonic Runners, Lego Dimensions, Team Sonic Frontiers. [84][85] Voiced by: Tomoko Sasaki Chao (/tʃaʊ/)[q] are small creatures with pudding-like bodies that behave much like human infants. Depending on how they are raised, their form and appearance can change
considerably.[86] The Chao are descended from the Ancients, an alien race that brought the Chaos Emeralds to Earth when they crash landed long ago.[87] Takashi Iizuka stated in an interview with video game publication 1UP.com that Chao were incorporated into Sonic Adventure "so that new players would be forced to go out, explore the action
sections, and find Flickies and things. "[88] Professor Chao, a minor character in Sonic Adventure 2, states that Chao are cute, [89] and enjoy toys [90] and being held or petted. [91] However, they dislike being held or petted. [91] However, they dislike being held or petted.
Chao Gardens. When the player spends enough time with a Chao in the Chao Garden, it eventually develops into a cocoon and hatches from this as an adult. Eventually it develops into another cocoon. If the Chao remembers the
player. If, however, it has been treated poorly, the cocoon is gray and the Chao dies, removing every trace of itself from the game. However, to remain consistent with the good-evil dichotomy of Sonic Adventure 2, they were designed so
that the player could raise them as "Hero Chao" or "Dark Chao" or "Dark Chao". Chao were given the ability to socialize and interact in Sonic the Hedgehog 3, as mascots of the Chao Garden restaurant in Tokyo, Japan. [96] Chao and the
```

```
Chao-raising system have received generally positive reviews. In a review of Sonic Adventure, GameSpot's Peter Bartholow stated that "SA more than has the extras department covered."[98] This enthusiasm was
extended to IGN's reviews of Sonic Adventure 2,[99] Sonic Adventure 2: Battle, stating that "there's little in the way of interactivity" and that "the Chao training aspect using the Game Boy Advance is little more
than a novelty."[102] However, GameSpy's Shane Bettenhausen praised the feature in the game, comparing Chao to Tamagotchi digital pets.[103] GameSpot's Frank Provo noted the appeal to "those people who might only enjoy pinball in passing" that Chao brought to Sonic Pinball Party.[104] 1UP.com's Chris Baker called the Chao feature in Sega
Superstars "ultimately worthless... but some might find it amusing."[105] In a review of Sonic Chronicles: The Dark Brotherhood, GameSpot's Shiva Stella praised the level of strategy that the game's Chao system added.[106] James Stephanie Stephan
games.[107] Chaos[r] is a Chao that was mutated by the Chaos Emeralds, becoming a highly intelligent water-like being that can easily manipulate its body. It acts as a guardian for its species, protects the Master Emerald, and provides clear water around its altar.[108] Without any of the Chaos Emeralds, it is known as "Chaos Zero", but with each
one it absorbs, it transforms into a more powerful form, eventually becoming "Perfect Chaos" with all seven Chaos Emeralds. It first appears in Sonic Adventure, where Dr. Eggman attempts to use it to conquer the world. Chaos tracks down the emeralds, becomes "Perfect Chaos", and floods all of Station Square, but is ultimately defeated by Super
Sonic. Iizuka stated that he wanted to create an antagonist who would have been impossible to create an antagonist who was impressed. [109] Chaos was originally intended to have realistic blue scales in his final form, but this was
abandoned because of the technological constraints of the Dreamcast.[110] Chaos would reappear in other games, including as a playable character in the multiplayer modes of Sonic Adventure 2 and Sonic Battle, and as a boss in Sonic Generations with an updated appearance based on its original scaled design concept.[111] Voiced by:[112] English
Lani Minella (2001-2004), Rebecca Honig (2007), Laura Bailey (2011-2016), Erica Lindbeck (2019-present) Japanese: Etsuko Kozakura Omochao was introduced in Sonic Adventure as part of the Chao Races, and it later appeared in Sonic Adventure 2, where it serves as an in-
game manual to teach players how to play the game. It has filled a similar tutorial role in other games such as Sonic Heroes, Sonic Advance 3, Sonic Generations, and Lego Dimensions.[113][114] The character has made other sporadic appearances throughout the series; its only playable appearance is as one of a group of playable chao in Team Sonic
Racing.[115] "Omochao" is a pun on "omocha" [t] and "chao". The E-100 Series is a group of robots created by Doctor Eggman, who uses them in his quest to conquer the world; however, some of their members have since gone rogue.[116] E-100 Alpha,[u] better known as Zero, is the first of the E-100 series and considered the prototype of the line.
[117] He was created by Dr. Eggman and ordered to capture the Chaos Emerald from Amy Rose's Flicky friend, Birdie. He first appeared in Sonic Adventure as the main antagonist in Amy's story, where he repeatedly tries to capture Birdie. At the end of Amy's story, she destroys him. In Sonic Advance 2, he appears in special stages, trying to prevent
players from getting the seven Chaos Emeralds. Voiced by: [118] English: Steve Broadie (1999-2000), Andrew Rannells (Sonic X) Japanese: Joji Nakata (1998-2000), Naoki Imamura (Sonic X) Japanese: Joji Nakata (1998-2000), Naoki Imamura (Sonic X) Japanese: Joji Nakata (1998-2000), Andrew Rannells (Sonic X) Japanese: Joji Nakata (1998-2000), Naoki Imamura (Sonic X) Japanese: Japane
master after a heartfelt conversation with Amy Rose, who becomes his friend, and destroys the other E-100 Series robots to free the trapped animals inside them before ultimately doing the same to himself.[120][121][122] He offers shoot-'em-up gameplay to a largely platforming-focused game.[123] Gamma later made a spiritual return in the form of
Chaos Gamma, who appeared as a playable character in Sonic Battle. He has garnered mixed comments from criticized the slow and repetitive nature of his gameplay.[126][127][128] Voiced by:[129] English: John (2003),[130] Jeff Kramer (2005, 2009), Maddie
 Blaustein (2006-2009), Vic Mignogna (2010-2017), Aaron LaPlante (2019), Roger Craig Smith (2023-present) Japanese: Taiten Kusunoki E-123 Omega (with Shadow, until Rouge the Bat releases Shadow from his stasis pod, accidentally reactivating Omega. [131]
Omega expresses a deep hatred for Eggman due to the latter locking him up in stasis for an extended period of time. Omega decides to team up with the same goal in Shadow the Hedgehog, and teams up with Shadow in
certain levels to destroy Eggman's robots. During Sonic the Hedgehog 2006, he is playable after Rouge orders him to support Shadow many years in the future.[133] He is also one of the secret unlockable characters in Sonic Chronicles: The Dark Brotherhood.[134] He also appeared in the DS version of Sonic Colors where he challenges Sonic to
perform a mission, and reveals to Sonic the location of Eggman's base in the Asteroid Coaster world. In Sonic Forces, Omega is severely damaged by Infinite, but is repaired by Tails and becomes a member of the Resistance. Omega has appeared in Mario & Sonic at the Olympic Winter Games as a rival in speed skating and intense short track[135]
and in Mario & Sonic at the London 2012 Olympic Games as a rival in the 100m Sprint. Omega appears as a playable racer in Team Sonic Racing. Omega has an array of destructive weapons concealed in his arms, including machine guns, flamethrowers, missile launchers, beam cannons and rocket-propelled drills. He can retract his hands in order to
attach a spinning Shadow and Rouge in their place, either using the two as melee weapons or firing them.[131] Omega has seen mixed reception. Eurogamer staff writer Tom Bramwell called Omega a "lesser" character among the Heroes cast.[136] An Electronic Gaming Monthly preview of Heroes referred to him as an imitation of the T-1000s from
the film Terminator 2: Judgment Day.[137] However, Jeremy Dunham from IGN called Omega a "supreme machine".[138] Main article: Shadow the Hedgehog Shadow the Hedgehog
those of Sonic.[139] His first appearance is in Sonic Adventure 2. According to official profiles, Shadow was created 50 years ago by Professor Gerald Robotnik as the "Ultimate Life Form",[140] which is ageless and immortal.[141] Sharp witted and seemingly always on the edge,[7][142] once he has set himself to a goal, he will do whatever it takes to
accomplish it,[7] regardless of any danger.[143] After the trauma of the death of his only friend, Maria Robotnik, Shadow strives to fulfill his purpose and keep the promise he made to her.[7][143] Although his relationship with Sonic seems to have developed from antagonistic to friendly rivalry, animosity from not understanding each other's mindsets
still occurs.[144] However, Shadow shares a lot of similarities with Sonic.[143][145] He can perform spin attacks common to Sonic,[140] which are a variation on the tendency for hedgehogs to roll into tight balls for protection. Additionally, with the power of a Chaos Emerald, Shadow can warp time and space with Chaos Control.[140][142][143]
Shadow is also able to use a variety of other Chaos powers, such as "Chaos Spear" and "Chaos Blast".[143] Using the power of the seven Chaos Emeralds, Shadow uses his super transformation to transform into Super Shadow[146] and gains new abilities of flight and near invulnerability, with normal abilities of speed and enhanced Chaos powers
Voiced by:[147] English: Lani Minella (2001-2004), Kathleen Delaney (2005-2009), Karen Strassman (2010-present), Kazumi Evans (Sonic Prime) Japanese: Rumi Ochiai Rouge the Bat[y] is a white, anthropomorphic bat who made her first appearance in Sonic Adventure 2 in 2001, and who has been featured in most games since. She has appeared in
every mainline game and most spin-off games alongside Shadow (excluding the Storybook spin-off games). She is depicted as a professional treasure Hunter. She has a tendency to ignore abstract morality or manners for potential profit;[149] her "feminine
charm" makes her appear careless, but she is actually scheming and manipulative.[148] Additionally, she serves as a part-time spy for the government, and is a competent fighter.[148] She battles using kicks, especially her signature "Screw Kick", and she can fly using her wings.[150] Rouge was created by Kazuyuki Hoshino as a "slightly sexy"
character, which he noted had not been done in the series before and required substantial trial and error due to her deforume appearance. Rouge's final design was inspired by the perceived "sexiness" of Latin women, particularly Jennifer Lopez, who had recently become popular in Japan. Her elegant kicking style was developed to differentiate her
from Knuckles, whom her abilities mirror.[151] Despite receiving a polarized reception with critics initially, Rouge is one of the series' most popular female character in the franchise, next to Amy Rose.[40] She has been a major character
in two television adaptations: Sonic X (2003-2006) and Sonic Prime (2022-2024). Voiced by: English: Marc Biagi (2001), Mike Pollock (2003-present), Kōichi Yamadera (live-action films) Professor Gerald Robotnik[z] is the paternal grandfather of Maria Robotnik and Dr. Ivo
 "Eggman" Robotnik, originally introduced in Sonic Adventure 2. Fifty years before the main series, he constructed the Space Colony ARK and researched immortality for the United Federation of Shadow the Hedgehog.[152] However
the failure of an earlier prototype led the United Federation to shut down the project and cover up its existence, with the military organization GUN leading a violent raid on the ARK during which Maria was killed. Fueled by anger over his granddaughter's death and becoming resentful of humanity's increasingly callous nature, Gerald converted the
ARK into a doomsday weapon and brainwashed Shadow before being executed, hoping the hedgehog and Shadow Generations have further expanded on the character's backstory and motivations, including his discovery of the Gizoid and his
collaboration with the Black Arms aliens to create Shadow.[152][154][155] Gerald appears in the film Sonic the Hedgehog 3, portrayed by Jim Carrey, who also portrays his grandson. In contrast to the video games, the film version of Gerald is not executed following the shutdown of Project Shadow. He helps Shadow escape from GUN's custody and
later recruits his grandson to help them activate the Eclipse Cannon to supposedly destroy GUN's headquarters. After he reveals his true intentions to destroy the Earth for Maria's death, Ivo works together with Tails and Knuckles to stop him, with Ivo ultimately killing Gerald with Super Sonic's quill, knocking him into an energy field.[153] Voiced
by:[156] English: Moriah Angeline (2001), Rebecca Honiq (2005), Stephanie Sheh (2024)[157][apanese: Yuri Shiratori, Aoi Yuuki (live-action films) Maria Robotnik[aa] is a character that appears mostly in flashbacks in Sonic Adventure 2 and Shadow the Hedgehog. She is the granddaughter of Professor Gerald Robotnik, and is the cousin of Dr. Ivo
 "Eggman" Robotnik.[158][159] Maria suffers from the terminal illness known as "NIDS" (Neuro-Immuno Deficiency Syndrome), which was incurable at the time. Gerald takes on Project Shadow in order to save her life. Soon after Shadow is created, the two form a familial bond, though it is short-lived as the government organization "GUN" soon raids
the ARK, fatally shooting Maria. Before she dies, she encases Shadow for life and initially leads him to destroy the world, but ultimately his determination to keep his promise to her leads him to team up with Sonic and save the earth multiple
times.[160] The relationship between Maria and Shadow is further explored in Shadow Generations and its associated prequel shorts. In the game's story, Shadow is reunited with Maria after she and Gerald are pulled from the past by the Time Eater, and she helps him overcome Black Doom's influence. Though he is tempted to warn them of their
fates before they go back, Maria encourages him to move on and continue to protect humanity. [161][162] Maria's only playable appearance is in Shadow the Hedgehog, where she can be controlled as a partner character by a second player during specific in-game missions. She appears in the film Sonic the Hedgehog, where she can be controlled as a partner character by a second player during specific in-game missions. She appears in the film Sonic the Hedgehog, where she can be controlled as a partner character by a second player during specific in-game missions.
[160] While her relationship with Shadow in the film is similar to the games, there are a few minor differences with the film version such as her not having a terminal illness and her death being caused by a GUN agent triggering an explosion.[163] Voiced by:[164][165] English: Sarah Wulfeck (2004), Rebecca Honig (2003-2009), Michelle Ruff (2010-2009), Michelle Ruff (201
present) Japanese: Sayaka Aoki (Cream), Ryo Hirohashi (Cheese) Cream the Rabbit a peach-colored rabbit with a constant companion named Cheese, [ac] a blue Chao with a red bow-tie. Their names are based on "cream cheese", [166][167] Cream is portrayed as being naive because of being brought up like a princess by her mother, Vanilla.
[168] She always politely minds her manners[169] but sometimes acts childishly.[169] Cream can achieve flight for short periods of time by flapping her two large ears,[168] while Cheese often attacks on Cream's behalf by ramming into her adversaries.[170] Cream first appeared as a playable character in Sonic Advance 2, seeking to rescue her
mother from Dr. Eggman.[171] She returned in Sonic Heroes as part of "Team Rose", working together with Amy Rose and Big the Cat to find Cheese's brother Chocola,[172] and then again for Sonic Advance 3.[173] Since her first trio of games, she has been relegated to being an extra playable character in Sonic spinoffs and multiplayer games. She
is a playable character in the Sonic and the Secret Rings multiplayer mode, a playable fighter within Sonic Riders. Secret unlockable party member in Sonic Riders. She also appears as a major character in the Sonic X anime
series. Cream has received mostly negative opinions from the video game press. Thomas East of Official Nintendo Magazine ranked her as the fifth worst Sonic character, criticizing various aspects of her like her high-pitched voice, repetitious speech in Sonic Heroes, "ridiculous smile", and single eyelash on each eye.[175] Christian Nutt of GameSpy
singled her out as one of the negative features of Sonic Advance 2, calling her "corny" and "dopey-looking".[176] GamesRadar writer James Stephanie Sterling ranked her as their second worst, stating that she "represents perhaps everything that's wrong with Sonic the Hedgehog characters", particularly finding her name to be random.[177]
Similarly, Tom Bramwell of Eurogamer exclaimed "oh God" at her and Cheese's names.[178] David Houghton of GamesRadar ranked her "the bes
new Sonic character since Tails".[180] The character is also highly regarded in Japan, where she entered the top ten in a 2006 popularity poll.[40] Voiced by:[181] English: Erica Schroeder (2005-2009), Laura Bailey (2010-2016), Erica Lindbeck (2019-present) Japanese: Nao Takamori Blaze the Cat[ad] is a purple cat princess from an alternate
dimension. She has been appointed as guardian of the Sol Emeralds, her dimension's version of the Chaos Emeralds, [184] She is sometimes "bogged down" by her own strict discipline and devotion to her position,
making her appear withdrawn.[184] Blaze can control fire,[182] but wears a cape to conceal it as she was teased about her pyrokinetic abilities when she was young.[183] Using the Sol Emeralds, she transforms into Burning Blaze. Blaze debuted in Sonic Rush as
a playable character along with Sonic.[185] She arrives in Sonic's dimension along with the Sol Emeralds. While searching for the Emeralds. While searching for the Emeralds. She arrives in Sonic and Cream and helps them stop Dr. Eggman and Eggman Nega before returning to her dimension. She reappears in Sonic the Hedgehog as Silver the Hedgehog's
friend during the future of Sonic's dimension. The two attempt to fix their ruined future world by traveling back in time. Blaze ends up sacrificing her life to seal Iblis, the fiery monster that has destroyed Iblis in his own time period. She appeared again
as the main character in Sonic Rush Adventure, where Sonic and Tails are transported to her dimension and help her retrieve the "Jeweled Scepter".[186] Since her first trio of games, she has been relegated to being an extra playable character in Sonic spinoffs and multiplayer games. She is an unlockable multiplayer character in the Sonic and the
Secret Rings and Sonic and the Black Knight, a playable racer in Sonic Riders: Zero Gravity, Sonic Free Riders and Team Sonic Rocing, and a playable athlete in all five Mario & Sonic at the Olympics games. She appears together with Silver in Sonic Rocing, and a playable athlete in all five Mario & Sonic Rocing, and a playable racer in Sonic Rocing, and a playable racer in
mostly well received by critics. IGN remarked upon seeing her at TGS 2005 that she "easily earned her place in the team" amidst unremarkable secondary characters. Her gameplay has been praised as "fast-moving and fun" as opposed to slower characters introduced earlier in the series,[187] but criticized for its resemblance to that of Sonic.[188]
Blaze has been called "a nice addition to Sonic's cast" and "one of the more complex, multifaceted characters in the Sonic canon".[188][189] Voiced by:[190] English: Mike PollockJapanese: Chikao Otsuka (2005-2020) Eggman Nega[ae] is Eggman's descendant from 200 years in the future, first introduced in Sonic Rush as the arch-nemesis of Blaze
the Cat and later Silver the Hedgehog.[191] He is known to cause trouble not only through time travel, but through inter-dimensional travel as well. Although his outward appearance resembles that of Doctor Eggman, his personality is different.[192] He is heartless and calculating, but maintains polite speech and manners.[192] His exact role in the
overall series varies; in the Sonic Rush series, he works alongside the original Eggman as a team to take over both Sonic and Blaze's dimensions. [193] In the Sonic Rivals series, he works alongside the original Eggman as a team to take over both Sonic and Blaze's dimensions. [193] In the Sonic Rivals series, he works alongside the original Eggman as a team to take over both Sonic and Blaze's dimensions. [193] In the Sonic Rivals series, he works alongside the original Eggman as a team to take over both Sonic and Blaze's dimensions. [193] In the Sonic Rivals series, he works alongside the original Eggman as a team to take over both Sonic and Blaze's dimensions. [193] In the Sonic Rivals series, he works alongside the original Eggman as a team to take over both Sonic and Blaze's dimensions. [193] In the Sonic Rivals series, he works alongside the original Eggman as a team to take over both Sonic Rivals series, he works alongside the original Eggman as a team to take over both Sonic Rivals series, he works alongside the original Eggman as a team to take over both Sonic Rivals series, he works alongside the original Eggman as a team to take over both Sonic Rivals series, he works alongside the original Eggman as a team to take over both Sonic Rivals series and the series of the series o
of the two portrayals, as Eggman Nega, while still disliking Eggman due to being disappointed at his failures, nevertheless still collaborates with him and assists him with his plans. Voiced by:[194] English: Sean Schemmel (2005), Benjamin Diskin (2024)Japanese: Ryūzaburō Ōtomo Black Doom[af] is the leader of the Black Arms, an invading alien
force that seeks to conquer the Earth and harvest the human species as a source of energy.[195] His first appearance is in Shadow the Hedgehog as the main antagonist, where it is revealed from his blood by Gerald Robotnik.[196] He attempts to control Shadow the Hedgehog as the main antagonist, where it is revealed from his blood by Gerald Robotnik.[197] but Shadow the Hedgehog as the main antagonist, where it is revealed from his blood by Gerald Robotnik.[198] He attempts to control Shadow the Hedgehog as the main antagonist, where it is revealed from his blood by Gerald Robotnik.[197] but Shadow the Hedgehog as the main antagonist, where it is revealed from his blood by Gerald Robotnik.[198] He attempts to control Shadow the Hedgehog as the main antagonist, where it is revealed from his blood by Gerald Robotnik.[198] He attempts to control Shadow the Hedgehog as the main antagonist, where it is revealed from his blood by Gerald Robotnik.[198] He attempts to control Shadow the Hedgehog as the main antagonist, where it is revealed from his blood by Gerald Robotnik.[198] He attempts to control Shadow the Hedgehog as the main antagonist.[198] He attempts to control Shadow the Hedgehog as the main antagonist is sufficient to the first the main antagonist from the first the first the main antagonist from the first the main antagonist from the first 
ultimately defeats him.[198] Black Doom reappears in Shadow Generations as the main antagonist.[199][200][201] Having generated a new body since his defeat, he seeks to harness the power of the time anomaly to rebuild his forces and resume their conquest.[202] Though he attempts to turn Shadow into a new host body for himself,[203] he is
once again defeated by Shadow.[204] The Babylon Rogues are a group of avian thieves. They have only appeared collectively in the Sonic Riders sub-series racing games and noted in a 2006 interview that Sonic characters are usually designed with one specific storyline in mind
[205] The Babylon Rogues have been the rivals of Team Sonic. The Rogues have received predominantly negative comments from gaming journalists. Alex Navarro and Joe Dodson of GameSpot separately criticized their clichéd backstory, [206] [207] as did Eurogamer's Tom Bramwell. [208] IGN's Jack DeVries specifically called Jet a "jerk" and stated
that his voice is annoying, especially in Free Riders. [209] Voiced by: English: Jason Griffith (2006-2009), [210] Michael Yurchak (2010-present) [211] and nicknamed the "Legendary Wind Master" [213] due to his mastery of Extreme Gear. [214] This
mastery comes from his forefathers.[212] His skills make him a possible match to Sonic the Hedgehog,[214] whom he considers a rival to him.[212] He despises losing and those who
are faster or more confident than him and fights using Bashyo Fans.[212] Voiced by: English: Erica Schroeder (2006-2008), Kate Higgins (2010-2016) Japanese: Chie Nakamura Wave the Swallow who is the team's mechanic, as her father was for the previous generation of the Babylon Rogues.[215] Gifted in this craft,[215] she
has a superb mechanical knowledge of Extreme Gear, which surpasses both Miles "Tails" Prower and Dr. Eggman.[216] Because of this knowledge, she is full of confidence.[217] She hates thick-headed or stupid people and notices everything, but her advice tends to be understandable only to her.[217] Although she looks on Jet the Hawk as an
 "unreliable younger brother" and can be stubborn, she follows his leadership.[217] Voiced by: English: Dan Green (2006-2008), Travis Willingham (2010)]apanese: Kenji Nomura Storm the Albatross[ai] is a hulking albatross who is described as the muscle of the Babylon Rogues and Jet the Hawk's "right hand man".[218] The strength of his loyalty to
Jet is greater than any other and he hates rivals to the team.[219] When he is angry, he becomes destructive,[219] and the raw power of his physical strength makes up for his lower intelligence[218] and he hates having to wait.[219] Voiced by:[221] English: Pete
Capella (2006-2009), Quinton Flynn (2010-2017), Bryce Papenbrook (2019-present) Japanese: Daisuke Ono Silver the Hedgehog from 200 years in the future of the main timeline. He first appeared in the 2006 Sonic the Hedgehog From 200 years in the future of the main timeline. He first appeared in the 2006 Sonic the Hedgehog from 200 years in the future of the main timeline. He first appeared in the 2006 Sonic the Hedgehog From 200 years in the future of the main timeline.
find and slay Sonic the Hedgehog, who they were tricked into believing is the cause of their world being destroyed in the future. Silver's primary ability is telekinesis; [222] he is able to levitate objects and use them as projectiles to either defeat enemies or interact with his environment. [223] Like Sonic and Shadow, he transforms into his "super form
by using the power of the seven Chaos Emeralds. Silver's creation was inspired by the game's early development team was making huge levels with multiple paths through the development team was making huge levels with multiple paths through the development team was making huge levels. [222] The design
team developed over fifty different concepts for the character. [222] At one point he was to actually be an orange mink named Venice (named after the city of the same name), but the developers ultimately decided against this, fearing a mink would not blend in with the rest of the characters. [222] They ended up deciding to make another hedgehog
instead.[222] Orange was originally decided for his fur, but they soon moved away from that in color, in favor of a white-gray one.[222] While developing the textures rather than just use white-gray, which lead to Silver's color and name.[222] Additionally, Silver's
backstory was inspired by Trunks from the 1984-1995 manga Dragon Ball, who made a similar journey to the past to kill two androids that would eradicate most of humanity in his own time; the script for Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] Since his first appearance in Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] Since his first appearance in Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] Since his first appearance in Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] Since his first appearance in Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] Since his first appearance in Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] Since his first appearance in Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] Since his first appearance in Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] Since his first appearance in Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] Since his first appearance in Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] Since his first appearance in Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] Since his first appearance in Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] Since his first appearance in Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] Since his first appearance in Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] Since his first appearance in Sonic the Hedgehog (2006) flat-out states "Essentially, think Trunks from Dragon Ball Z."[224] 
(2006), he has mainly appeared in the Sonic Rivals and So
Free Riders and Team Sonic Racing, and a playable athlete in the Mario & Sonic series beginning with M
Super Smash Bros. Brawl, in the background of Sonic's Green Hill Zone stage, [226] and as a trophy and sticker. [227] Voiced by: [228] [229] English: Chris Collet (SA-55, Sonic Unleashed), Kirk Thornton (Orbot), Wataru Takagi (Cubot) Orbot[ak] (/'o:rbpt/) is a red
appears with his finalized name and design beginning in Sonic Colors, alongside a similar yellow robot named Cubot[al] (/'kju:bot/).[231] Conversely to the intelligent Orbot, Cubot is rather slow, not witty, and frequently makes mistakes. He suffers from a defect in Sonic Colors that causes him to randomly speak with different accents.[232] The two
have continued to appear as assistants to Dr. Eggman in subsequent titles, such as Sonic Generations, Sonic Lost World and Sonic Forces. The duo made a cameo in Mario & Sonic at the London 2012 Olympic Games as one of the helping characters in the London Party, copying stickers for the participants. [233] The duo appeared in Mario & Sonic at the London 2012 Olympic Games as one of the helping characters in the London Party, copying stickers for the participants.
extraterrestrial creatures who live on the grassy, lush planet called Planet Wisp.[235] The mother of all Wisps is a much larger, pink one named Mother Wisp.[237] She created Planet Wisps is a much larger, pink one named Mother Wisp.[237] She created Planet Wisps and raised all of her children.[238] Wisps speak a common language that Sonic and Tails builds a translation device in a much larger, pink one named Mother Wisps.[237] She created Planet Wisps. [237] She created Planet Wisps. [238] Wisps speak a common language that Sonic and Tails builds a translation device in a much larger, pink one named Mother Wisps. [237] She created Planet Wisps. [238] Wisps speak a common language that Sonic and Tails builds a translation device in a much larger, pink one named Mother Wisps. [238] Wisps speak a common language that Sonic and Tails builds a translation device in a much larger, pink one named Mother Wisps. [238] Wisps speak a common language that Sonic and Tails builds a translation device in a much larger, pink one named Mother Wisps. [238] Wisps speak a common language that Sonic and Tails builds a translation device in a much larger, pink one named Mother Wisps. [238] Wisps speak a common language that Sonic and Tails and Tails a much larger with the much larger with t
the game Sonic Colors.[240] Their Japanese and English name comes from Tails' translation of a word in their language; [241] other characters in the game refer to them as "aliens".[242][243] Wisps are composed of an energy force called "Hyper-go-ons", [244] which they can use to phase into the body of playable protagonist Sonic and give him
temporary elemental powers. [235] [245] They come in numerous breeds, each carrying one of many elemental powers known as "Color Powers". [235] When Sonic collects a Wisp, he can use its power once at will; however, he can only carry one at a time. [246] There are numerous types of Wisps, each with its own special ability. Colors introduced ten
types between the Wii and Nintendo DS versions of the game; some only appear in one version. For example, Purple Wisps, whose "Frenzy" ability turns Sonic into a difficult-to-control demon that can chomp through obstacles, is exclusive to the Wii version, [247] but Violet Wisps, which scale up Sonic's density to black hole-like levels and causes him
bounce Sonic across paths of musical notes by having the player tap them on the Wii U's touch screen, [250] and Black Wisps, which turn Sonic to bounce off
surfaces, are scatterbrained and energetic, while Orange Wisps, which blast him rapidly into the air, have fluctuating and explosive emotions. [252] In Sonic Colors, Eggman builds an amusement park spanning the Wisps' planets under the pretense of making up for past transgressions. [236][253][254] Suspicious, Sonic and Tails investigate and rescue
two Wisps from Orbot and Cubot.[243][255][256] One of them, a talkative male White Wisp named Yacker, tags along with Sonic and Tails during the game.[257] It turns out that Eggman is converting Wisps to a corrupted, purple (Wii version) or violet (DS version) state to fuel a mind control ray and control the universe.[258][259][260] Sonic frees
Wisps from their confines in each level,[261] then uses several of them to defeat Eggman at the end of the game.[262] However, Eggman's mind control cannon malfunctions and creates a black hole. [263] Yacker frees the remaining Wisps, reverts
them from their corrupted form, thanks Sonic and Tails, [264] and leaves. [265] The DS version features Mother Wisp as a post-game boss, as she was corrupted by the corrupted by the corrupted Wisps' Hyper-go-ons. [268] Iizuka stated in an interview that the
Wisps were added to Colors to "expand and strengthen the platform action gameplay" without forcing the player to switch to other playable characters. [270] Another goal was to encourage players to revisit already-played levels; Sonic Team accomplished this by adding segments requiring certain types of Wisps to levels preceding their first
appearances.[271] Iizuka has said that he now considers them a staple in the Sonic series.[272] Critics have given mixed opinions toward Wisps and their integration into Sonic gameplay. IGN's Arthur Gies called them "the big addition" to Sonic Colors, outshining its polished physics and controls.[235] Dave McComb of film magazine Empire called
them "cutesy" and "strange",[273] while John Meyer of Wired found them "cuddly" and Dale North of Destructoid called them "lead them plush" and speculated that they could easily lend their image to profitable merchandise.[274] Positive attention has been directed at the variety of
mechanic" to the game.[248] Gies and Turi also praised the ability to revisit old levels with Wisps unlocked afterwards.[235][248] Nintendo Power's Steve Thomason identified them as "a truly interesting addition to the Sonic formula" amidst a series of missteps, and praised their "cleverly designed" variety.[247] Computer and Video Games writer
Chris Scullion described Wisps in Lost World as "familiar power-ups that emulate mechanics in Mario's Wii adventures" as part of a larger, ambivalent point about the game being derivative of Super Mario Galaxy. [277] However, control and pacing aspects of the Wisps in general, as well as of individual types, have been criticized: for example, Turi
opined that "for almost every useful ability there is a complete dud" and bemoaned the Wii controls. [278] Justin Speer from GameTrailers thought similarly and added that the Wisps make satisfying use of the Wii U's gamepad. [280]
Chris Shilling of Eurogamer found them to "lead to clumsy touchscreen or gyro interludes that kill a level's pacing."[281] Voiced by: English: Travis Willingham (Zavok (2013-2020)), Kirk Thornton (Master Zik), Stephanie Sheh (Zeena), Sam Riegel (Zor) Japanese: Joji
Nakata (Zavok), Yutaka Aoyama (Zazz), Chafurin (Zomom), Mugihito (Master Zik), Yumi Toma (Zeena), Yuki Tai (Zor) The Deadly Six[an] are a group of six Zeti, a species that has the ability to manipulate magnetic fields.[282] Their exact origins are unknown, but prior to the events of Sonic Lost World, Dr. Eggman takes control of the group in order
to capture animals to create Badniks. [283] He controls them and their powers with an item known as the Cacophonic Conch, [284] which causes them great pain when he blows into it. However, when Sonic and Tails to
reluctantly team up with Eggman to get past the Zeti and stop them. After turning on Eggman, they use his machine which was designed to extract the life out of the Earth and give it to themselves, making them stronger. [285] While Sonic Lost World is the only game to feature all six members, individual members of the group have reappeared in
subsequent games such as Sonic Forces: Speed Battle, the Mario & Sonic Forces: Speed B
colored Zeti who is always seen eating; Master Zik,[ar] an elderly, blue-colored Zeti, the founder of the Deadly Six, and Zavok's mentor who is skillful in martial arts;[288][289] Zeena,[as] a vain, green-colored Zeti, the founder of the Deadly Six, and Zavok's mentor who is skillful in martial arts;[288][289] Zeena,[as] a vain, green-colored Zeti, the founder of the Deadly Six, and Zavok's mentor who is skillful in martial arts;[288][289] Zeena,[as] a vain, green-colored Zeti, the founder of the Deadly Six, and Zavok's mentor who is skillful in martial arts;[288][289] Zeena,[as] a vain, green-colored Zeti, the founder of the Deadly Six, and Zavok's mentor who is skillful in martial arts;[288][289] Zeena,[as] a vain, green-colored Zeti, the founder of the Deadly Six, and Zavok's mentor who is skillful in martial arts;[288][289] Zeena,[as] a vain, green-colored Zeti, the founder of the Deadly Six, and Zavok's mentor who is skillful in martial arts;[288][289] Zeena,[as] a vain, green-colored Zeti, the founder of the Deadly Six, and Zavok's mentor who is skillful in martial arts;[288][289] Zeena,[as] a vain, green-colored Zeti, the founder of the Deadly Six, and Zavok's mentor who is skillful in martial arts;[288][289] Zeena,[as] a vain, green-colored Zeti, the founder of the Deadly Six, and Zavok's mentor who is skillful in martial arts;[288][289] Zeena,[as] a vain, green-colored Zeti, the founder of the Deadly Six, and Zavok's mentor who is skillful in martial arts;[288][289] Zeena,[as] a vain, green-colored Zeti, the founder of the Deadly Six, and Zavok's mentor who is skillful in martial arts;[288][289] Zeena,[as] a vain, green-colored Zeti, the founder of the Deadly Six, and Zavok's mentor who is skillful in martial arts;[288][289] Zeena,[as] a vain, green-colored Zeti, the founder of the Deadly Six, and Zavok's mentor who is skillful in martial arts;[288][289] Zeena,[as] a vain, green-colored Zeti, the founder of the Deadly Six, and green arts are the properties of the Deadly Six, and green arts are the Dead
Megumi Hayashibara Sage[au] is an artificial intelligence created by Doctor Eggman that resembles a young white haired girl.[290] She was introduced in Sonic Frontiers, in which Eggman attempts to use her to investigate the ruins of the Ancients, an alien race that brought the Chaos Emeralds to Earth.[87] Upon learning the portal could release
the End, a malevolent entity sealed by the Ancients, Sage traps Eggman in Cyber Space for his protection. As the End manipulates Sonic into aiding in its release, Sage opposes him with the Ancients' robotic weapons. Though she treats Sonic into aiding in its release, Sage opposes him with the Ancients' robotic weapons.
spends more time with Sage, Eggman begins to see her as more than an artificial being, coming to regard her as his daughter.[291] In the game's default ending, Sage sacrifices herself to help Sonic defeat the End, but is revived by Eggman using the Ancients' technology; [292] in the "Final Horizon" update, she survives altogether. [293] Following the
release of Frontiers, Sage made a cameo appearance in The Murder of Sonic the Hedgehog[294] and is set to appear as a playable character in Sonic Racing: CrossWorlds.[295] Sally Acorn (voiced by Kath Soucie[296]) is a red-haired brown chipmunk who appears as a major character in the 1993 Sonic the Hedgehog animated series and later in the
Archie Comics series. [297] [298] She has also made minor cameos in the Adventures of Sonic the Hedgehog animated series for which the character was created and also in the Archie Comics series, she was depicted as a princess and leader of a group of freedom fighters, whose goal is to restore
peace to the Kingdom of Acorn taken over by Robotnik. [298] Sally is known for being Sonic in many cases. [299] [300] Scratch, Grounder, and Coconuts (voiced by Phil Hayes, Garry Chalk, and Ian James Corlett respectively [301]) are recurring dimwitted Badniks created by Doctor
Robotnik in the Adventures of Sonic the Hedgehog series. The arrogant, chicken-like Scratch and the idiotic, mole-type Grounder are part of an organization formed by Robotnik named the "Super Special Sonic Search and Smash Squad", which aims to capture and exterminate Sonic; their infighting over who will be the one to take him down often
leads them to ruin at the hands of the hedgehog, who takes advantage of their pride to defeat them.[302][303][304] Sometimes accompanying them is Coconuts, a cycnical, monkey-like Badnik who has been demoted to Robotnik's janitor and aims to prove himself as his greatest creation; Coconuts' efforts to one-up Scratch and Grounder are
ultimately fruitless. Both Grounder and Coconuts are directly based on Badniks from Sonic the Hedgehog 2, while Scratch is loosely based on the Clucker enemy from the same game.[305] Scratch, Grounder, and Coconuts have received mixed reception; while the Adventures of Sonic the Hedgehog series proved polarizing to critics,[302] the Badniks
themselves have gone on to earn a cult following.[306] The trio also make appearances in Sonic Spinball, the Sonic the Hedgehog comic series by Archie, and the Adventures-based game Dr. Robotnik's Mean Bean Machine for the Sega Genesis/Mega Drive and Game Gear, where they serve as bosses for the player to fight against.[307] Main article:
While she did not appear in the finished game, remnants of the character were later found in the game's code by hackers.[309] Staff at Sega later rediscovered the character and, upon discovering her popularity with Western fans, implemented her as a secret character in the game's 2012 console port.[310] This reintroduction led to the character
making subsequent appearances in Archie Comics' and IDW Publishing's Sonic comics.[311][312] Christopher Thorndyke (voiced by Sanae Kobayashi in Japanese and Suzanne Goldish in English), usually called Chris, is the main human protagonist of the Sonic X animated series. He encounters and befriends Sonic shortly after his arrival in Chris'
world and invites him and his friends to stay in his home, joining them on their adventures to find the Chaos Emeralds and stop Eggman's robots. The character has been divisive among fans.[306] Writing for THEM Anime Reviews, Tim Jones called Chris an "uninspired" and "bland" protagonist.[33] Sticks the Badger[aw] (voiced by Nika Futterman in
English and Aoi Yuki in Japanese[313]) is an orange and brown badger, first introduced in the animated Sonic Boom television series. She is portrayed as wanting to strengthen her newfound friendship with Sonic, Amy, Tails
and Knuckles.[314] She fights with wooden weaponry, mostly boomerangs, and has developed impressive athletic abilities due to living in the wild. Sticks appears in all of the Sonic Boom video games, appearing in a non-playable role in Rise of Lyric and as a playable character in Shattered Crystal, Fire & Ice, and Sonic Dash 2. She is described as
"infantile" by Scott Thompson of IGN[315] and an "unlikeable idiot" by Becky Cunningham of GamesRadar,[316] albeit a "nice addition" by Chris Carter of Destructoid.[317] Sticks has appeared in other Sonic titles not associated with the Boom sub-series, such as Sonic Runners and Mario & Sonic at the Rio 2016 Olympic Games. She is first
mentioned in the main series in Sonic Frontiers, where she is depicted as a close friend of Amy Rose. [318] Thomas Michael "Tom" Wachowski (/wəˈkaʊski/) (portrayed by Tika Sumpter) are the two main human protagonists in the live-action Sonic film series by Paramount Pictures and its
spin-offs. Tom is the sheriff of Green Hills, Montana, while Maddie is the local veterinarian. The two were first introduced in Sonic the Hedgehog, where they become adoptive parents to Sonic and aid him in his quest to stop Robotnik.[319][320] They subsequently appear in the second and third film, taking on similar parental roles for Tails and
Knuckles.[321] Both also made appearances in the spin-off IDW Publishing Sonic the Hedgehog 2: The Official Movie Pre-Quill comic, while Maddie appearance in the first episode of the live-action spin-off IDW Publishing Sonic the Hedgehog 2: The Official Movie Pre-Quill comic, while Maddie appearance in the spin-off IDW Publishing Sonic the Hedgehog 2: The Official Movie Pre-Quill comic, while Maddie appearance in the spin-off IDW Publishing Sonic the Hedgehog 2: The Official Movie Pre-Quill comic, while Maddie appearance in the spin-off IDW Publishing Sonic the Hedgehog 2: The Official Movie Pre-Quill comic, while Maddie appearance in the spin-off IDW Publishing Sonic the Hedgehog 2: The Official Movie Pre-Quill comic, while Maddie appearance in the spin-off IDW Publishing Sonic the Hedgehog All Publishing Sonic the Hedgehog 2: The Official Movie Pre-Quill comic, while Maddie appearance in the spin-off IDW Publishing Sonic the Hedgehog All Publ
also made appearances in the promotional Sega Genesis game cartridge for Sonic the Hedgehog 3 in the 'Characters' section.[324] Agent Stone (portrayed by Lee Majdoub) is a secondary human antagonist featured in the live-action Sonic film series by Paramount Pictures. Stone is depicted as an assistant and sidekick to Dr. Ivo Robotnik. In the first featured in the live-action Sonic film series by Paramount Pictures.
film's script, Stone was initially written as a minor character for Robotnik to talk to in order to further exposition within the story, but actor Jim Carrey's improvisation on set prompted Majdoub to portray the character as a sycophantic subordinate to Robotnik.[325][326] Stone reappears in the second film, where he is shown running the Mean Bean
Coffee Café in Green Hills prior to Robotnik's return to Earth and later helps the Doctor control the Giant Eggman Robot during the time between the two films. [329] Stone also appears in the spin-off Sonic the Hedgehog 2:
The Official Movie Pre-Quill comic, [330] and in the promotional SEGA Genesis game cartridge for Sonic the Hedgehog 3 in the 'Characters' section. [324] Agent Stone has been well-received by the Sonic fandom, who have frequently depicted him in fan art and fan fiction, often while shipping him with Robotnik. [325] [331] [332] Majdoub has positively
acknowledged the fandom response to the character,[325][332] as have franchise writers Pat Casey and Josh Miller, who expanded Stone's role in subsequent films as a result of the character,[325][332] as have franchise writers Pat Casey and Josh Miller, who expanded Stone's role in subsequent films as a result of the character's positive audience reception.[333] ^ Japanese: リニック・ザ・ヘッジホッグ, Hepburn: Robotonikku へ
Japanese: ドクター・エッグマン, Hepburn: Dokutā Egguman ^ Japanese: マイルス・パウアー, Hepburn: Mairusu Pauā ^ Japanese: テイルス, Hepburn: Emī Rōzu ^ Japanese: メタル・ソニック, Hepburn: Metaru Sonikku ^ Japanese: ナックルズ・ザ・エキドゥナ, Hepburn: Nakkurusu Za Ekiduna ^ Japanese: ファン
グ・ザ・スナイパ, Hepburn: Fangu Za Sunaipā ^ Japanese: ベクター・ザ・クロコダイル, Hepburn: Bekutā Za Kurokodairu ^ Japanese: フライングリスをレイ, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・アルマジロ, Hepburn: Maitī Za Arumajiro ^ Japanese: フライングリスをレイ, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・アルマジロ, Hepburn: Maitī Za Arumajiro ^ Japanese: フライングリスをレイ, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・アルマジロ, Hepburn: Maitī Za Arumajiro ^ Japanese: フライングリスをレイ, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・アルマジロ, Hepburn: Maitī Za Arumajiro ^ Japanese: フライングリスをレイ, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・アルマジロ, Hepburn: Maitī Za Arumajiro ^ Japanese: フライングリスをレイ, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・アルマジロ, Hepburn: Maitī Za Arumajiro ^ Japanese: フライングリスをレイ, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・アルマジロ, Hepburn: Maitī Za Arumajiro ^ Japanese: フライングリスをレイ, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・アルマジロ, Hepburn: Maitī Za Arumajiro ^ Japanese: フライングリスをレイ, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・アルマジロ, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・アルマジロ, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・カメレオン, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・フルマジロ, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・フルマジロ, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・カメレオン, Hepburn: Chāmī Bī ^ Japanese: マイティー・ザ・カストン → Chāmī Bī ^ Japanese: マイティー・サーン → Chāmī Bī ^ Japanese: マイティー・ザ・カストン → Chāmī Bī ^ Japanese: マイティー・サーン → Chāmī Bī ^ Japanese: マイティー・サーン → Chāmī Bī ^ Japanese: マイティー・オーン → Chāmī Bī Aī
Furaingurisu o rei ^ Japanese: ビッグ・ザ・キャット, Hepburn: Biggu za Kyatto ^ Japanese: オメガ, Hepburn: Kaeru-kun ^ Japanese: カオス, Hepburn: Kaosu ^ Japanese: オモチャオ ^ Japanese: オーチャオ ^ Japanese: オーチャオ ^ Japanese: オメガ, Hepburn: Omega ^
Japanese: シャドウ・ザ・ヘッジホッグ, Hepburn: Shadō Za Hejjihoggu ^ Japanese: ルージュ・ザ・バット, Hepburn: Rūju Za Batto ^ Japanese: プロフェッサー・ジェラルド・ロボトニック, Hepburn: Maria Robotonikku ^ Japanese: クリーム・ザ・ラビット, Hepburn: Kurīmu Za Rabitto
Japanese: チーズ, Hepburn: Chīzu ^ Japanese: ブレイズ・ザ・キャット, Hepburn: Bureizu Za Kyatto ^ Japanese: エッグマン・ネガ, Hepburn: Burakku Dūmu ^ Japanese: ジェット・ザ・ホーク, Hepburn: Jetto Za Hōku ^ Japanese: ウェープ・ザ・スワロー, Hepburn: Wēbu Za Suwarō ^ Japanese: ストー
ム・ザ・アルバトロス, Hepburn: Sutōmu Za Arubatorosu ^ Japanese: シルバー・ザ・ヘッジホッグ, Hepburn: Shirubā Za Hejjihoggu ^ Japanese: オーボット, Hepburn: Wyūbotto ^ Japanese: ウィスプ, Hepburn: Wisupu ^ 六鬼衆, Rokkishū; lit. "Six Demons" ^ ザボック, Zabokku ^ ザズ, Zazu ^ ゾモン, Zomon ^ マスター
ジーク, Masutā Jīku ^ ジーナ, Jīna ^ ゾア, Zoa ^ Japanese: セージ, Hepburn: Sēji ^ Japanese: ハニー・ザ・キャット, Hepburn: Hanī Za Kyatto ^ Japanese: スティックス・ザ・バジャー, Hepburn: Stikkusu Za Bajā ^ Kent, Steven (2001). "Chapter 23". The Ultimate History of Video Games: The Story Behind the Craze that Touched our Lives and Changed the
World. Roseville, California: Prima Publishing. p. 428. ISBN 0-7615-3643-4. the "t" in Sonic the Hedgehog is capitalized not lower case. Sega marketing wizard Al Nilsen had the "The" registered as Sonic's middle name. Amy's profile from the Sonic Adventure manual Sega (1991). Sonic the Hedgehog instruction manual (English version), pp. 4 ^
Sega (1999). Sonic Adventure instruction manual, pp. 31 ^ Sega (2001). Sonic Adventure 2 instruction manual, pp. 9 ^ Sega (2004). Sonic Heroes instruction manual, pp. 14 ^ a b c d Sega of America. "Eggman's official character profile from Sega of America". Sega of America. "Eggman's official character profile from Sega of America."
2008. ^ Sega (2005). Shadow the Hedgehog instruction manual, pp. 8 ^ "Sega Visions Interview with Yuji Naka". October 1992. Archived from the original on July 7, 2013. Retrieved July 25, 2013. ^ Towell, Justin (June 23, 2012). "Page 5
 - Sonic's 2D classics re-reviewed". GamesRadar. Archived from the original on November 7, 2013. Retrieved July 25, 2013. ^ "The Great Games Experiment". Archived from the original on February 22, 2010. ^ Sega (1999). Sonic Adventure instruction manual, pp. 20 ^ Sega (2004). Sonic Heroes instruction manual, pp. 7 ^ Sonic Team. "Tails's
official character profile". Sega Corporation. Archived from the original on October 13, 2007. Retrieved September 20, 2023. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a screenshot (or collage of
screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ a b c Sega (1999). "Characters: Amy Rose". Sonic Adventure Manual. Sega. pp. 24-26. ^ Sonic the Hedgehog CD (Sega CD) Japanese instruction booklet, pg. 6. ^ a b Stuart
Keith (2014). "Interview with Kazuyuki Hoshino, Art Director". Sega Mega Drive/Genesis: Collected Works. Read-Only Memory. pp. 289-290. ISBN 978-0-9575768-1-0. ^ Kenji Terada (w). "エイミー姫をすくえ!" Sonic the Hedgehog (June 25, 1992). Shogakukan. ^ a b "NewsZone: Sonic Booms!" Sonic the Comic, no. 5, p. 18 (July 1, 1993). ^ "Sonic CD:
Next Month!". MegaTech. EMAP. September 1993. ^ a b "Sega Game Feature: Sonic CD". Sega Visions. December 1994. pp. 30–31. ^ a b c "Sonic's Back! It's the Dreamcast game we've all been waiting for!". Sega Saturn Magazine. No. 36. October 1998. p. 18. ^ Cook & Becker (April 17, 2017). "How Sega moved Sonic from 2D to
3D". Polygon. Archived from the original on July 5, 2017. Retrieved February 27, 2019. ^ "Sega.com/Sonic Central Interview with Yuji Naka". Sega. June 14, 2003. Retrieved February 25, 2014. [dead link] Alt URL Archived February 24, 2014, at the Wayback Machine ^ Thomas, Lucas M. (October 12, 2007). "Smash It Up! - Sonic Team". Archived from
the original on December 20, 2011. Retrieved March 24, 2009. Thorpe, Nick (December 28, 2018). "The Making of: Sonic Adventure". Retro Gamer. Archived from the original on January 2, 2019. Retrieved January 25, 2019. "Sonic Heroes". IGN. Archived from the original on March 24, 2009.
2018. Retrieved March 2, 2018. ^ Gerstmann, Jeff (November 21, 2006). "Sonic the Hedgehog Review". GameSpot. CBS Interactive. Archived from the original on June 20, 2016. Retrieved March 21, 2017. ^ Sonic Team (November 18, 2008). Sonic Unleashed. Sega. ^ Huhtala, Alex (October 1999). "SONIC: It's been a long time coming, but we've
been very". Computer and Video Games (215): 60. ^ a b c Jones, Tim. "THEM Anime Reviews 4.0 - Sonic X". THEM Anime Reviews 4.0 - Sonic X". THEM Anime Reviews 4.0 - Sonic Characters". Official Nintendo Magazine. Archived from the original on October 30,
2013. Retrieved February 28, 2014. ^ Sterling, Jim (June 23, 2012). "The 10 worst Sonic friends". GamesRadar. Archived from the original on October 29, 2013. Retrieved February 28, 2014. ^ a b Towell, Justin (April 16, 2008). "Sonic's 2D classics re-reviewed". GamesRadar. Archived from the original on November 7, 2013. Retrieved April 3, 2009
 ^ "SONIC 3". Mean Machines. EMAP. March 1994. p. 44. ^ a b "The Great Blue Hope". Electronic Gaming Monthly. No. 112. November 1998. p. 194. ^ Trépanier-Jobin, Gabrielle; Bonenfant, Maude (June 2017). "Bridging Game Studies and Feminist Theories". Kinephanos: Journal of Media Studies and Popular Culture (Special issue: Gender Issues in
Video Games): 24-53. ^ a b c Sonic Team. "Japanese Sonic character popularity poll". Sega of Japan. Archived from the original on November 7, 2006. Retrieved July 14, 2006. ^ Fahey, Mike (August 6, 2010). "First 4 Figures Gives You A Little Sonic And Friends". Kotaku. Archived from the original on March 4, 2014. Retrieved February 26, 2014.
What's Next in 'Sonic 4'?". Variety. Retrieved December 22, 2024. ^ "Metal Sonic Voices". Behind The Voice Actors. Retrieved August 27, 2024. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable
sources of information. {{cite web}}: CS1 maint: postscript (link) ^ Buffa, Chris (February 9, 2009 ^ "Secrets of Sonic Team: Interview with Roger Hector, former Director of Sega Technical Institute". Archived from the original
Official Guide]. SoftBank. September 1997. ISBN 978-4-7973-0337-7. ^ Fang's creator, Touma (August 24, 2017). "I designed him as a jerboa. However, he was presented as a weasel overseas.". Archived from the original on September 8, 2017. Retrieved January 27, 2018. ^ Sega. "Fang's official character profile from Sonic Central". Sega of
America. Archived from the original on February 17, 2009. Retrieved June 8, 2023. A Sonic the Hedgehog [@sonic hedgehog] (September 25, 2023). "Sonic Superstars Is A Modernized 2D Adventure With Four-Player Co-Op". Game Informer. Archived from the original on June 8, 2023. A Sonic the Hedgehog [@sonic hedgehog] (September 25, 2023). "Sonic Superstars Is A Modernized 2D Adventure With Four-Player Co-Op".
Superstars: Fang's Big Break Part 1Dr. Eggman hires Fang the Hunter to scope out an unfamiliar island, unaware of the dangers ahead..." (Tweet) - via Twitter. ^ "Knuckles Chaotix Review". March 2008. Archived from the original on July 6, 2009. Retrieved March 9, 2009. ^ "Vector the Crocodile Voices". Behind The Voice Actors. Archived from the
original on May 30, 2022. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ a b c d e f g h Sega
 (2003). "Team Chaotix". Sonic Heroes Manual. Sega. pp 13 ^ a b c d e "Sonic Channel". Characters: Vector the Crocodile joins the
Sonic Dash 2: Sonic Boom roster". Tails Channel. May 4, 2021. Archived from the original on June 25, 2021. Retrieved May 4, 2021. Archived from the original on September 6, 2022. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a screenshot
(or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ @ninjacoachz (March 18, 2016). "@matthewmercer Are you voicing Espio in Mario & Sonic Rio 2016 Olympics?" (Tweet). Retrieved August 13, 2016 - via
Twitter.Matthew Mercer [@matthewmercer] (March 18, 2016). "@ninjacoachz Good ear! :)" (Tweet). Retrieved August 13, 2016 - via Twitter. ^ a b c d e "Sonic Channel". Characters: Espio. Sega. Archived from the original on February 7, 2009. Retrieved July 10, 2008. ^ a b c Sega (2003). "Team Chaotix". Sonic Heroes Manual. Sega. pp 12 ^ "Sonic Channel".
Heroes". Xbox World (2). Future Publishing: 36. ^ "Afterthoughts: Sonic Heroes". 1UP.com. Archived from the original on July 17, 2012. Retrieved May 9, 2010. ^ "Fast talking". PlayStation.com.
February 12, 2007. Archived from the original on August 7, 2011. Retrieved June 9, 2010. ^ "Charmy Bee Voices". Behind The Voice Actors. Archived from the original on October 28, 2023. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice
actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ "Everything Geek Podcast Special Guest Interview- Amy Birnbaum". YouTube. December 16, 2018. Archived from the original on December 19, 2021. Retrieved March 13, 2021. ^ a b c "Sonic Channel".
Characters: Charmy. Sega. Archived from the original on March 18, 2009. Retrieved July 10, 2008. a b "Sonic The Hedgehog Arcade - Videogame by Sega of Japan". The International Arcade Museum (in English and Japanese). Killer List of Video Games. 1995–2012. Archived from the original on April 27, 2013. Retrieved May 28, 2012. The game
play is somewhat similar to Marble Madness. ^ a b c Sega (2003). "Characters". Knuckles' Chaotix Japanese Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". Knuckles' Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Characters". The first Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Chaotix English Manual. Sega. pp 7 ^ Sega (2003). "Chao
screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ Betker, Gerjet (July 20, 2011). "Die Sonic-Fans nie wieder enttäuschen!" (in German). Gamers Global. Archived from the original on March 1, 2012.
Retrieved February 2, 2014. ^ ビッグ・ザ・キャット (in Japanese). Sega. Archived from the original on December 5, 2013. Retrieved February 2, 2014. ^ Sonic Heroes (GameCube) instruction manual, p. 11. ^ 1UP Staff. "Least Popular Character Tournament". 1UP.com. Archived from the original on March 19, 2013. Retrieved February 2, 2014. { cite
web}}: CS1 maint: numeric names: authors list (link) ^ "The best and worst Sonic characters". Official Nintendo Magazine. May 29, 2013. Archived from the original on November 1, 2013.
Retrieved February 2, 2014. ^ Sonic Talk #9: Sonic 4 Episode II After Party (YouTube). SegaBits (user SEGABits) - interview with Ken Balough of Sega. 2012. Event occurs at 2:01:14. Archived from the original on December 21, 2021. Retrieved March 26, 2014. ^ "Sonic Lost World". Official Nintendo Magazine (94): 48, 49. October 2013. That's a
nice idea! At Summer of Sonic a lot of people were asking if we might feature characters like Shadow, or if there was any possibility of spinoffs. The focus isn't on taking characters and building around them, but on the game itself. Obviously, if there was a game in which we could use the characters in the best way, we might consider it. For Big the
Cat, if it's a fishing game, it's a possibility. ^ Thomason, Steve. "New Blue". Nintendo Power. No. V213. pp. 32-36. ^ Zwiezen, Zack (March 16, 2019). "Sega Reveals New Sonic Show And Shares More Details About Team Sonic Racing". Kotaku. Archived from the original on March 17, 2019. Retrieved July 23, 2019. ^ a b "CHAO Laboratory".
Sega/Sonic Team. Archived from the original on August 1, 2003. Retrieved December 30, 2009. ^ a b "Sonic World Story". Sonic Channel (in Japanese). SEGA. Retrieved March 20, 2025. 古代人がカオスエメラルドを持って地球に避難する。ミスティックルーインと呼ばれる地に逃げ延びたその末裔の少数は、マスターエメラルドの神殿を建立。何十万年という時間の経過に
より、いつしか古代人はチャオとなる。 [The Ancients take refuge on Earth with the Chaos Emeralds. A small number of their descendants escape to a place called Mystic Ruins and build a temple to the Master Emerald. Over the course of hundreds of thousands of years, the Ancients become the Chao.] ^ "Afterthoughts: Sonic Heroes". 1UP.com.
Archived from the original on July 17, 2012. Retrieved January 24, 2010. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao are small, cute and mysterious creatures who live in the Chao garden, you can raise your own Chao. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao are small, cute and mysterious creatures who live in the Chao garden.
Chao: Toys are the prizes you get for winning Chao Races or Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao: Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2: Battle. Professor Chao love to be held or petted. Sega Studio USA. Sonic Adventure 2
2017). "Why did 3D Sonic struggle?". Eurogamer.net. Retrieved October 24, 2021. ^ IGN Staff (June 4, 2001). "Interview With Sonic Adventure 2 Director Takashi Iizuka". IGN. Retrieved December 30, 2009. ^ Torres, Ricardo (July 2, 2001). "Sonic the Hedgehog turns 10". GameSpot. Retrieved February 16, 2014. ^ Zotomayor, Carlos (August 28,
2024). "Sonic the Hedgehog 3 finally adds Chao in some shape or form to the movie franchise". Automation. Retrieved August 29, 2024. A Bartholow, Peter (December 31, 1998). "Sonic Adventure Review". IGN. September 31, 1998). "Sonic the Hedgehog 3 finally adds Chao in some shape or form to the movie franchise". Automation. Retrieved August 29, 2024. A Bartholow, Peter (December 31, 1998). "Sonic Adventure Review". IGN. September 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. Archived from the original on June 17, 2012. Retrieved January 24, 2010. A september 31, 1998). "Sonic Adventure Review". IGN. September 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. Archived from the original on June 17, 2012. Retrieved January 24, 2010. A september 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. Archived from the original on June 17, 2012. Retrieved January 24, 2010. A september 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. A september 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. A september 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. A september 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. A september 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. A september 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. A september 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. A september 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. A september 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. A september 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. A september 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. A september 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. A september 31, 1998). "Sonic Adventure Review for Dreamcast". GameSpot. A september 31, 1998). "Sonic A
8, 1999. Retrieved December 30, 2009. ^ "Sonic Adventure 2 Review". IGN. June 22, 2001. Archived from the original on June 1, 2002. Retrieved December 30, 2009. ^ Casamassina, Matt (June 20, 2003). "Sonic Adventure DX: Director's Cut Review".
IGN. Retrieved December 30, 2009. ^ Satterfield, Shane (February 15, 2002). "Sonic Adventure 2: Battle (GCN)". GameSpot. Archived from the original on June 3, 2011. Retrieved January 12, 2010.
^ Provo, Frank (June 25, 2003). "Sonic Pinball Party Review for Game Boy Advance". GameSpot. Archived from the original on May 12, 2011. Retrieved January 20, 2010. ^ Baker, Chris (November 16, 2004). "Sega Superstars Review from 1UP.com". 1UP.com. Archived from the original on July 16, 2012. Retrieved January 10, 2010. ^ Stella, Shiva
(October 10, 2008). "Sonic Chronicles: The Dark Brotherhood Review for DS". GameSpot. Archived from the original on October 20, 2011. Retrieved February 19, 2010. ^ Sterling, Jim (September 29, 2008). "Destructoid review: Sonic Chronicles: The Dark Brotherhood". Destructoid. Archived from the original on October 18, 2012. Retrieved February 19, 2010. ^ Sterling, Jim (September 29, 2008). "Destructoid review: Sonic Chronicles: The Dark Brotherhood". Destructoid review: Sonic Chronicles: The Dark Brotherhood Review for DS". GameSpot. Archived from the original on October 18, 2012. Retrieved February 19, 2010. ^ Sterling, Jim (September 29, 2011). The Dark Brotherhood Review for DS". GameSpot. Archived from the original on October 18, 2012. Retrieved February 19, 2010. ^ Sterling, Jim (September 29, 2011). The Dark Brotherhood Review for DS". GameSpot. Archived from the original on October 18, 2012. Retrieved February 19, 2010. ^ Sterling, Jim (September 29, 2011). The Dark Brotherhood Review for DS". GameSpot. Archived from the original on October 18, 2012. Retrieved February 19, 2010. ^ Sterling, Jim (September 29, 2011). The Dark Brotherhood Review for DS". GameSpot. Archived from the original on October 18, 2012. Retrieved February 19, 2010. ^ Sterling, Jim (September 29, 2011). The Dark Brotherhood Review for Dark Brotherh
2, 2010. ^ "Chaos's profile". Sonic Channel (in Japanese). sonic. Sega.jp. Archived from the original on January 24, 2007. Retrieved January 22, 2007. ^ The Secrets of Sonic - Director's Commentary with Takashi Iizuka. Tokyo: Sega. June 5, 2003. ^ Sonic Generations Official Strategy Guide. BradyGames. November 1, 2011. p. 206. ISBN 978-
0744013429. ^ "Sonic Generations Modern Era Trailer Posted". Anime News Network. Archived from the original on May 23, 2022. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a
screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ "Sonic Heroes Update". GameSpot. January 13, 2004. Retrieved March 25, 2025. ^ Potvin, James (June 8, 2022). "10 Most Helpful NPCs In Sonic
The Hedgehog Games". ScreenRant. Retrieved March 25, 2025. ^ Romano, Sal (March 16, 2019). "Team Sonic Racing 'Customization' trailer, gameplay, and screenshots; two-part animated shorts series announced". Gematsu. Retrieved March 25, 2025. ^ Sonic Adventure (Dreamcast) instruction manual, pp. 26-27. ^ "ソニックチャンネル/キャラクター/
キャラクターデータ/ガンマ". August 22, 2008. Archived from the original on August 22, 2008. {{cite web}}: CS1 maint: bot: original URL status unknown (link) ^ "E-102 Gamma Voices". Behind The Voice Actors. Archived from the original on October 28, 2023. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using
a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ キャラクターデータ (in Japanese). Sega. Archived from the original on September 15, 2012. Retrieved March 31, 2014. ^ Sonic Team (September 9,
1999). Sonic Adventure. Sega. Gamma: Dr. Robotnik... Enemy... Master registration... Deleted... ^ Sonic Team (September 9, 1999). Sonic Adventure. Sega. Gamma: E-105 Zeta rescue complete. Units remaining: Gamma... Beta... ^ Knight, Rich (July
17, 2012). "The 25 Coolest Robots in Video Games". Complex. Archived from the original on April 7, 2013. Retrieved February 2, 2014. Coombs, Richard. "The Top 9 Sonic Characters that Need to Retire". Blistered Thumbs. Archived from the original on May 3, 2013. Retrieved February 2, 2014. Sonic Heroes. Xbox World (2). Future Publishing:
36. January 2004. ^ Buchanan, Levi (February 20, 2009). "Where Did Sonic Go Wrong?". IGN. Archived from the original on August 31, 2011. Retrieved May 30, 2010. ^ Roberts, Jem (September 1999). "Sonic Adventure". Official Dreamcast Magazine. No. 1. p. 54. ^ Dumlao, Brian (October 18, 2010). "XBLA Review - 'Sonic Adventure'". Worth
Playing. Archived from the original on March 8, 2014. Retrieved May 1, 2014. ^ "E-123 Omega Voices". Behind The Voice Actors. Archived from the original on January 29, 2023. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their
respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ "Video Games". Jon St. John. Archived from the original on August 22, 2008. ^ Sega
(2004). "Team Dark". Sonic Heroes Manual. Sega. The last and most powerful of Dr. Eggman's E-Series robots ... Omega decided to take revenge for his imprisonment, and to prove once and for all that he is the strongest. ^ Sega. Sonic the Hedgehog 2006 (PS3, Xbox 360). Sega. Level/area: Tropical Jungle. E-123 Omega: Situation understood. What
would you like me to do? Rouge the Bat: Take this, and deliver it to Shadow. E-123 Omega: [...] New mission: Shadow Support. External access no longer permitted. Confirmed. Rouge the Bat: I'm counting on you. ^ NGamer Staff. "DS Previews: Sonic Chronicles: The Dark Brotherhood". Archived from the original on August 28, 2009. Retrieved June
9, 2008. Fiddling with the item menus revealed that new character Shade will be playable, as will E-123 Omega, the clanking bot star of Sonic Heroes and Shadow The Hedgehog. ^ "HD Gameplay Video - HD Game Trailers - Video Reviews - Video Gamer.com". Archived from the original on September 27, 2012. Retrieved October 14, 2009.
Bramwell, Tom (February 13, 2004). "Sonic Heroes Review". Eurogamer. Archived from the original on August 28, 2011. Retrieved March 28, 2014. ^ "Sonic Heroes Profiles: Team Dark". IGN. Archived from the original on April 7,
2014. Retrieved March 28, 2014. ^ "Sonic Chronicles: The Dark Brotherhood". Sega.com. Archived from the original on August 17, 2008. Retrieved August 18, 2008. ^ a b c Sega (2002). "Characters". Archived from the original on February 17, 2009.
Retrieved December 3, 2007. ^ a b Sega (2004). "Team Dark". Sonic Heroes Instruction Manual. Sega. pp. 8 ^ a b c d e "Sonic channel/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/character/char
July 11, 2008. ^ Sega (2005). "Characters". Shadow the Hedgehog Instruction Manual. Sega. pp. 7 Sega / Backbone Entertainment. Sonic Rivals (Sony PSP). Sega. Level/area: Card Collection, #147, Super Shadow (2005) ^ "Rouge the Bat Voices". Behind The Voice Actors, Archived from the original on January 29, 2023. Retrieved August 2, 2022. A
green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ a b c Sega (2004). Sonic Heroes instruction manual, pp. 9 ^ "Sonic
Central/about/characters". Archived from the original on February 17, 2009. Retrieved July 7, 2007. ^ "Sonic Channel Official Profile for Rouge the Bat". Archived from the original on August 14, 2001. Retrieved December 6,
2024. ^ a b c Shepard, Kenneth (September 4, 2024). "Every Question You Have About Shadow The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ a b Shepard, Kenneth (August 27, 2024). "I'm Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ Hubbard, Yasmine (September 8, 2024). "I'm Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ Hubbard, Yasmine (September 8, 2024). "I'm Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ Hubbard, Yasmine (September 8, 2024). "I'm Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ Hubbard, Yasmine (September 8, 2024). "I'm Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ Hubbard, Yasmine (September 8, 2024). "I'm Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ Hubbard, Yasmine (September 8, 2024). "I'm Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ Hubbard, Yasmine (September 8, 2024). "I'm Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ Hubbard, Yasmine (September 8, 2024). "I'm Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ Hubbard, Yasmine (September 8, 2024). "I'm Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ Hubbard, Yasmine (September 8, 2024). "I'm Takeaways From The First Sonic The Hedgehog, Answered". Kotaku. Retrieved October 7, 2024. ^ Hubbard, Yasmine (September 8, 2024). "I'm Takeaways From The First Sonic The Hedgehog Answered". The Hedgehog Answered The Hedgehog
Shocked That Sonic x Shadow Generations Revived Black Doom". Siliconera. Retrieved October 7, 2024. ^ "Maria Voices". Behind The Voice Actors. Archived from the original on January 28, 2023. Retrieved October 7, 2024. ^ "Maria Voices". Behind The Voice Actors. Archived from the original on January 28, 2023. Retrieved October 7, 2024. ^ "Maria Voices".
January 28, 2023. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ Doolan, Liam (May 16, 2024). "Sonic X Shadow Generations:
Dark Beginnings Animated Short Announced". Nintendo Life. Hookshot Media. Archived from the original on May 19, 2024. A Sonic Team. Sonic Frontiers. Dr. Eggman: I never
really knew my cousin, Maria. Everyone spoke of her like she was very special. All that love for someone who was gone when I was! Right! There! But I have to wonder. Back then, was she anything like Sage is now? ^ a b Shepard, Kenneth (February 5, 2024). "Sonic Fans Are Stoked To Probably Watch A Child Die In The New Movie". Kotaku.
Retrieved October 7, 2024. ^ Hagues, Alana (September 24, 2024). "Maria & Mephiles Feature In New Sonic X Shadow Generations: Dark Beginnings Episode 2 Is Out Now". Nintendo Life. Retrieved October 7, 2024. ^ Carey, Car
Kirsten (January 5, 2025). "'Sonic the Hedgehog 3' mangles the game's critique of the military". The Mary Sue. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a
```

```
screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ "Cheese Voices". Behind The Voice Actors. Archived from the original on December 20, 2022. Retrieved June 25, 2025. A green check mark
 indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ "Sonic Central interview: Yuji Naka on Sonic's Past, Present, Future". Archived from the original on
May 26, 2010. Retrieved July 7, 2008. ^ "Yuji Naka on Sonic's Past, Present, and Future". SEGA. Archived from the original on May 26, 2010. Retrieved September 12, 2010. ^ a b "Characters". Sonic Heroes Manual. Sega. 2002. p. 3. ^ "Characters: Cream the Rabbit & Cheese". Sonic
Channel. Sega. Archived from the original on July 9, 2008. Retrieved July 10, 2008. Craig, Harris (September 24, 2002). "Sonic Advance 2". IGN. Archived from the original on January 24, 2009. Retrieved March 10, 2008. Craig, Harris (September 24, 2009). "Sonic Heroes: Progress Report". IGN. Archived from the original on January 24, 2009.
2009. Retrieved March 10, 2008. ^ "Sonic Advance 3 Game Boy Advance Reviews". 1UP.com. May 27, 2004. Archived from the original on May 19, 2006. Retrieved April 12, 2008. ^ Bryan (November 2008). "Sonic Chronicles: The Dark Brotherhood: The Time Has Come". Game Informer. No. 187. p. 130. ^ "The best
and worst Sonic characters". Official Nintendo Magazine. Archived from the original on October 30, 2013. ^ Nutt, Christian. "Sonic Advance 2 (GBA)". GameSpy. Archived from the original on October 30, 2014. ^ Sterling, Jim (June 23, 2012). "The 10 worst Sonic friends". GamesRadar. Archived from the original on October 30, 2014. ^ Sterling, Jim (June 23, 2014). "The 10 worst Sonic friends". GamesRadar. Archived from the original on October 30, 2014. ^ Sterling, Jim (June 23, 2014). "The 10 worst Sonic friends". GamesRadar. Archived from the original on October 30, 2014. ^ Sterling, Jim (June 23, 2014). "The 10 worst Sonic friends". GamesRadar. Archived from the original on October 30, 2014. ^ Sterling, Jim (June 23, 2014). "The 10 worst Sonic friends". GamesRadar. Archived from the original on October 30, 2014. ^ Sterling, Jim (June 23, 2014). "The 10 worst Sonic friends". GamesRadar. Archived from the original on October 30, 2014. ^ Sterling, Jim (June 23, 2014). "The 10 worst Sonic friends". GamesRadar. Archived from the original on October 30, 2014. ^ Sterling, Jim (June 23, 2014). "The 10 worst Sonic friends". GamesRadar. Archived from the original on October 30, 2014. ^ Sterling, Jim (June 23, 2014). "The 10 worst Sonic friends". GamesRadar. Archived from the original on October 30, 2014. ^ Sterling, Jim (June 23, 2014). "The 10 worst Sonic friends". GamesRadar. Archived from the original on October 30, 2014. ^ Sterling, Jim (June 23, 2014). "The 10 worst Sonic friends". GamesRadar. Archived from the original on October 30, 2014. ^ Sterling, Jim (June 23, 2014). "The 10 worst Sonic friends". The 10 worst Sonic friends (June 24, 2014). "The 10 worst Sonic friends". The 10 worst Sonic friends (June 24, 2014). "The 10 worst Sonic friends". The 10 worst Sonic friends (June 24, 2014). "The 10 worst Sonic friends". The 10 worst Sonic friends (June 24, 2014). "The 10 worst Sonic friends". The 10 worst Sonic friends (June 24, 2014). "The 10 worst Sonic friends". The 10 worst Sonic friends (June 24, 2014). "The 10 wo
29, 2013. Retrieved March 23, 2014. ^ Bramwell, Tom (April 4, 2003). "Sonic Advance 2 Review". Eurogamer. Archived from the original on May 8, 2013. Retrieved March 23, 2014. ^ Bramwell, Tom (April 4, 2003). "Sonic Advance 2 Review". Eurogamer. Archived from the original on March 5, 2016.
 Retrieved April 29, 2014. ^ "Sonic Heroes". Xbox World. No. 2. Future Publishing. January 2004. p. 35. ^ "Blaze the Cat Voices". Behind The Voice Actors. Archived from the original on November 30, 2022. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's
list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ a b "Sonic Rush Adventure". Characters: Blaze. Sega. Archived from the original on December 4, 2008. Retrieved October 23, 2008. ^ a b "Sonic Rush Adventure".
Archived from the original on September 12, 2008. Retrieved October 23, 2008. ^ a b Sega (2005). "Story: Characters". Sonic Rush Adventure". Sega. Archived from the original on December 2, 2008. Retrieved July 9, 2008. ^ 1UP Staff (November 2, 2010. ^ "Sonic Rush". Archived from the original on December 2, 2008. Retrieved July 9, 2008. ^ 1UP Staff (November 2, 2010. ^ "Sonic Rush". Archived from the original on December 2, 2008. Retrieved July 9, 2008. ^ 1UP Staff (November 2, 2010. ^ "Sonic Rush". Archived from the original on December 2, 2008. Retrieved July 9, 2008. ^ 1UP Staff (November 2, 2010. ^ "Sonic Rush". Archived from the original on December 2, 2008. Retrieved July 9, 2008. ^ 1UP Staff (November 2, 2010. ^ "Sonic Rush").
 16, 2005). "Sonic Rush Review from 1UP.com". 1UP.com. Archived from the original on April 26, 2006. Retrieved April 11, 2010. \ february Fletcher, JC (February). "Sonic Rush". GameSpy. Archived from the original on May 6, 2012. Retrieved April 11, 2010. \ february Fletcher, JC (February).
15, 2009). "New Trailer for Sonic and the Black Knight (and Blaze the Cat)". Joystiq. Archived from the original on October 27, 2022. Retrieved August 2, 2022. A green check mark indicates that a role has been confirmed using
a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ "Sonic Rush Review". GameSpot.com. November 14, 2005. Archived from the original on May 22, 2012. Retrieved July 25, 2013. ^ a b Sega
(2005). "Story & Characters". Sonic Rush Manual. Sega. pp 6 ^ "Sonic Rush (DS) Review". Nintendo Life. May 31, 2006. Archived from the original on April 1, 2012. Retrieved December 7, 2024. A green check mark indicates that a role has been confirmed using a screenshot
 (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ Sega Studio USA. Shadow the
 Hedgehog. Black Doom: The professor was in development of the ultimate life force but he needed my help. So we made a deal... I helped him and he promised to deliver me the SEVEN Chaos Emeralds. That's how you were created, Shadow. You would help us do both! ^ Sega Studio USA. Shadow the Hedgehog. Black Doom: That's right... You are a
part of me... do you feel that? I can control you... ^ Sega Studio USA. Shadow the Hedgehog. Black Doom: Im...impossible! I am the ultimate power! Gaaaah! / Shadow: This is the end of you, and the end to my cursed past. ^ Hubbard, Yasmine (September 8, 2024). "I'm
 Shocked That Sonic x Shadow Generations Revived Black Doom". Siliconera. Retrieved December 6, 2024. ^ Tu, Trumann (August 10, 2024). "Shadow Generations Shows Off a Returning Villain's New Look". Game Rant. Retrieved December 6, 2024. ^ Tu, Trumann (August 10, 2024). "Shadow Generations Revived Black Doom". Siliconera. Retrieved December 6, 2024. ^ Tu, Trumann (August 10, 2024). "Shadow Generations Shows Off a Returning Villain's New Look".
 form to be evil again". Polygon. Retrieved December 6, 2024. ^ Sonic Team. Shadow Generations. Scene: "Between Light and Dark". Gerald: He has grown a new body, and used the nebulous nature of time in White Space to accelerate his plans for revenge. ^ Sonic Team. Shadow Generations. Scene: "The Final Battle". Black Doom: Come. Face me. I
shall claim you—mind, body and soul—and become the perfect being. ^ Sonic Team. Shadow Generations. Scene: "Shadow...! You...! Gaaaah!" ^ Theobald, Phil (January 27, 2006). "Sega Talks Sonic Riders Part Two". GameSpy. Archived from the original on
April 7, 2014. Retrieved April 2, 2014. ^ Navarro, Alex (March 1, 2006). "Sonic Riders". GameSpot. Archived from the original on February 16, 2007. Retrieved April 2, 2014. ^ Dodson, Joe (January 18, 2008). "Sonic Riders". GameSpot. Archived from the original on May 14, 2018. Retrieved April 2, 2014. ^ Dodson, Joe (January 18, 2008). "Sonic Riders".
(March 17, 2006). "Sonic Riders Review". Eurogamer. Archived from the original on June 22, 2011. Retrieved April 6, 2014. ^ "Jason Griffith". amtcworld.com. Archived from the original on March
24, 2016. Retrieved August 23, 2019. ^ "Michael Yurchak - voiceover". Archived from the original on July 8, 2008. Retrieved July 9, 2008. ^ Sega (2006). "Characters". Sonic Riders Manual. Sega. pp 7 ^ a b "Sonic Riders".
official website". Characters: Jet. Sega. Archived from the original on May 16, 2008. Retrieved July 9, 2008. Archived from the original on May 16, 2008. Retrieved July 9, 2008. Archived from the original on May 16, 2008. Retrieved July 9, 2008. Archived from the original on May 16, 2008. Retrieved July 9, 2008. Archived from the original on May 16, 2008. Retrieved July 9, 2008. Archived from the original on May 16, 2008. Retrieved July 9, 2008. Archived from the original on May 16, 2008. Retrieved July 9, 2008. Archived from the original on May 16, 2008. Retrieved July 9, 2008. Archived from the original on May 16, 2008. Retrieved July 9, 2008. Archived from the original on May 16, 2008. Retrieved July 9, 2008. Retr
Archived from the original on July 8, 2008. Archived from the orig
2008. Retrieved July 9, 2008. ^ "Silver the Hedgehog Voices". Behind The Voice Actors. Archived from the original on August 21, 2022. Retrieved August 21, 2
or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ a b c d e f g Amaike, Yoshinari (September 26, 2006). "Creating Silver the Hedgehog". IGN. Archived from the original on November 14, 2011. Archived from the original origi
the original on February 18, 2018. Retrieved July 25, 2013. ^ DidYouKnowGaming? (April 9, 2016). "Sonic 06 - Did You Know Gaming? Feat. WeeklyTubeShow". Archived from the original on October 25, 2017. Retrieved August 28, 2016 - via YouTube. ^ "Sonic Riders: Zero Gravity - Shift into Zero Gravity!". Archived from the original on October 25, 2017. Retrieved August 28, 2017. Retrieved August 28, 2018.
2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the original on November 13, 2008. ^ "Official Site - Super Smash Bros. for Nintendo 3DS / Wii U". Archived from the Official Site - Super Smash Bros. for
2022. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ "Cubot Voices". Behind The Voice Actors. Archived from the original on
 January 29, 2023. Retrieved August 2, 2022A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^{\text{c}} Flynn, Ian (December 8, 2021).
  Sonic the Hedgehog Encyclo-speed-ia. Dark Horse Books. p. 205. ISBN 978-1506719276. SA-55: Dr. Eggman's robotic assistant, whose line delivery is as dry as its wit. While the paint job is different, this sassy droid is clearly the precursor to Orbot. ^ a b Laughlin, Andrew (November 23, 2010). "'Sonic Colors' (Wii) - Gaming Review". Digital Spy
 Archived from the original on August 30, 2011. Retrieved July 25, 2013. ^ "Sega Emits a Spectrum of Sonic Colours Information". Nintendo Life. September 12, 2013. Archived from the original on December 2, 2013. Archived from the original on December 2, 2013. Retrieved July 25, 2013. ^ "Sega Emits a Spectrum of Sonic Colours Information". Nintendo Life. September 12, 2010. Archived from the original on December 2, 2013. Archived from the original on December 2, 2013. Archived from the original on December 12, 2010. Archived from the original on December 2, 2013. Archived from the original on December 12, 2014. Archived from the original on December 2, 2013. Archived from the original on December 2, 2014. Archived from the original on December 2, 2015. Archived from the original on December 2, 2015. Archived from the original on December 2, 2015. Archived from the original on December 2, 2016. Archived from the original o
 May 22, 2013. Archived from the original on December 2, 2013. Retrieved July 25, 2013. ^ Credits - Sonic Colors ^ a b c d e f Gies, Arthur (November 8, 2010). "Sonic Colors Wii Review: Color us impressed". IGN. Archived from the original on August 21, 2017. Retrieved March 24, 2014. ^ a b Sonic Team (November 16, 2010). Sonic Colors (DS)
Sega. Tails (translating Mother Wisp's speech): "I was so worried when our planets were pulled apart from one another." ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails (translating Mother Wisp's speech): "Thank you for helping my children. I am Mother Wisp." ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails
(translating Yacker's speech): "Mama gave us life and raised us. She even made the planet we live on." ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Tails: I wish I knew what you were saying, little guy. Or gal. Or whatever you are. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Tails: Oh. I was reconfiguring my hand-
 held into a translator so I can understand this guy. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Tails: He's from a race of beings called "Wisps." ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Tails: He's from a race of beings called "Wisps." ^ Sonic Team (November 16, 2010). Sonic Colors (Wii).
(Wii). Sega. Level/area: Tropical Resort. Cubot: Yee-haw! Git along, li'l aliens! ^ Sonic Team (November 16, 2010). Sonic Colors (Wi). Sega. Tails: So anyway, these aliens are made up of a REALLY powerful energy source called Hyper-go-ons. It's inside of them ... It's their life source. ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails:
 Whoa! He phased right into your body, Sonic! Are you all right? ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: He also says only one colored Wisp will fit into the gauge at once, so to use its power again, you need to free another one. ^ a b c Thomason, Steve (November 2010). "True Colors". Nintendo Power. No. 260. pp. 78-81.
 ^ a b c Turi, Tim (November 9, 2010). "Sonic Colors: Dimps Crafts Another Amazing 2D Sonic Game". Game Informer. Archived from the original on May 27, 2012. Retrieved March 24, 2014. ^ Cocke, Taylor (September 23, 2013). "Sonic: Lost World: Why Slowing Down is a Good Thing". IGN. Archived from the original on April 13, 2014. Retrieved
 March 25, 2014. ^ Cowan, Danny (October 18, 2013). "Sonic: Lost World review: Spin cycle (Wii U)". Joystiq. Archived from the original on March 25, 2014. ^ Skrebels, Joe (September 8, 2013). "Sonic Lost World preview". Official Nintendo Magazine. Archived from the original on October 8, 2014. Retrieved March 27,
2014. ^ Sonic Colors (Wii) instruction manual Archived September 13, 2014, at the Wayback Machine, pp. 11-13. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii) instruction manual Archived September 13, 2014, at the Wayback Machine, pp. 11-13. ^ Sonic Team (November 16, 2010).
2010). Sonic Colors (Wii). Sega. Eggman (over intercom): This amusement park has been constructed entirely out of a sense of remorse for my past. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Eggman (over intercom): This amusement park has been constructed entirely out of a sense of remorse for my past. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Eggman (over intercom): This amusement park has been constructed entirely out of a sense of remorse for my past. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Eggman (over intercom): This amusement park has been constructed entirely out of a sense of remorse for my past. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Eggman (over intercom): This amusement park has been constructed entirely out of a sense of remorse for my past. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Eggman (over intercom): This amusement park has been constructed entirely out of a sense of remorse for my past. ^ Sonic Team (November 16, 2010). Sonic Tea
(Wii). Sega. Sonic: I'm not sure what's goin' on, but I'm sure of what I'm gonna do! ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Eggman: Me? I did nothing at all. Unless shooting him with my mind control beam that runs on alien
energy counts as doing something to him. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Eggman: And then I won't just control one little punk, but the whole universe. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Eggman: And then I won't just control one little punk, but the whole universe. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Eggman: And then I won't just control one little punk, but the whole universe. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii).
  ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Sonic: Think I'll go check them out, and maybe save some aliens. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Level/area: Cutscene after final boss. Sonic: Thanks, but I had a little help during that last part. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii). Sega. Level/area: Cutscene after final boss. Sonic: Thanks, but I had a little help during that last part. ^ Sonic Team (November 16, 2010). Sonic Colors (Wii).
Level/area: Cutscene after final boss. Sonic: This might not end well. ^ Sonic Colors (Wii). Sega. Level/area: Cutscene after final boss. Tails: Oh great. He says, "goodbye, my friends. I have to go." Just when I
got this thing working. ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). Sonic Colors (DS). Sega. Tails: She's back to normal! That's great, Yacker! ^ Sonic Team (November 16, 2010). 
  Sonic Generations Review: The game that teaches a new hog old tricks". Official Nintendo Magazine. Archived from the original on October 8, 2014. Retrieved March 27, 2014. A "Sonic Colors" Sonic Colors". IGN. Archived from the
 original on March 26, 2014. Retrieved March 25, 2014. A Gies, Arthur (June 16, 2010). "E3 2010: Sonic Colors Preview". IGN. Archived from the original on March 26, 2014. Retrieved March 25, 2014. A Gies, Arthur (June 16, 2010). "E3 2010: Sonic Colors Preview". IGN. Archived from the original on March 26, 2014. Retrieved March 25, 2014. A Gies, Arthur (June 16, 2010). "E3 2010: Sonic Colors Preview". IGN. Archived from the original on March 26, 2014. The original on March 26, 2014. A Gies, Arthur (June 16, 2010). "E3 2010: Sonic Colors Preview". IGN. Archived from the original on March 26, 2014. The original original on March 26, 2014. The original ori
 from the original on March 31, 2016. Retrieved March 25, 2014. Mix Meyer, John (November 18, 2010). "Sonic Colors". Empire. Archived from the original on October 19, 2013. Retrieved March 24, 2014. Mix Meyer, John (November 18, 2010). "Sonic Colors". Empire. Archived from the original on October 19, 2013. Retrieved March 24, 2014. Mix Meyer, John (November 18, 2010). "Sonic Colors". Empire. Archived from the original on October 19, 2013. Retrieved March 24, 2014. Mix Meyer, John (November 18, 2010). "Sonic Colors". Empire. Archived from the original on October 19, 2013. Retrieved March 25, 2014. Mix Meyer, John (November 18, 2010). "Sonic Colors". Empire. Archived from the original on October 19, 2013. Retrieved March 26, 2014. Mix Meyer, John (November 18, 2010). "Sonic Colors". Empire. Archived from the original on October 19, 2013. Retrieved March 26, 2014. Mix Meyer, John (November 18, 2010). "Sonic Colors".
15, 2010). "E3 10: Preview: Sonic Colors". Destructoid. Archived from the original on May 5, 2014. Archived from the original on February 1, 2015. Retrieved May 5, 2014. Scullion, Chris (October 18, 2013). "Review: Sonic Lost World stumbles at high
 speed". Computer and Video Games. Archived from the original on October 7, 2014. Retrieved May 5, 2014. ^ Turi, Tim (November 9, 2010). "Sonic Colors: Sonic Drops The Ball Juggling The Second And Third Dimensions". Game Informer. Archived from the original on September 22, 2017. Retrieved March 24, 2014. ^ Speer, Justin (October 18,
2013). "Sonic Lost World - Review". GameTrailers. Archived from the original on September 24, 2015. Retrieved March 25, 2014. Archived from the original on March 27, 2014. Archived from the original on March 28, 2015. Retrieved March 28, 2015. Retrieved March 28, 2016. Archived from the original on March 29, 2014. Archived from the original o
 Eurogamer. Archived from the original on April 28, 2016. Retrieved March 24, 2014. Sonic Team (October 29, 2013). Sonic Lost World. Sega. Eggman (to Zavok): I conquered you, didn't I? Sonic Team (October 29, 2013). Sonic Lost World. Sega. Eggman (to Zavok): I conquered you, didn't I? Sonic Team (October 29, 2013).
2013). Sonic Lost World. Sega. Eggman: My Cacophonic Conch was the only thing keeping those six maniacs in check. Sonic Team (October 29, 2013). Sonic Lost World. Sega. Zavok: I must commend you on your invention though. We get stronger and stronger as we leech the life from your dying world. Sega. Zavok: I must commend you on your invention though. We get stronger and stronger as we leech the life from your dying world. Sega. Zavok: I must commend you on your invention though. We get stronger and stronger as we leech the life from your dying world. Sega. Zavok: I must commend you on your invention though. We get stronger and stronger as we leech the life from your dying world. Sega. Zavok: I must commend you on your invention though. We get stronger as we leech the life from your dying world. Sega. Zavok: I must commend you on your invention though. We get stronger as we leech the life from your dying world. Sega. Zavok: I must commend you on your invention though. We get stronger as we leech the life from your dying world. Sega. Zavok: I must commend you on your invention though. We get stronger as we leech the life from your dying world. Sega. Zavok: I must commend you on your invention though. We get stronger as we leech the life from your dying world. Sega. Zavok: I must commend you on your invention though.
Sonic at the Rio 2016 Olympic Games. Nintendo. Flag description (Zavok): Zavok is the strongest of the Deadly Six. Sonic Team (October 29, 2013). Sonic Team (October 29, 2013). Sonic Team (October 29, 2013).
2013). Sonic Lost World. Sega. Description: Wise old Master Zik founded the Deadly Six many years ago. ^ Sega (November 1, 2019). Mario & Sonic at the Olympic Games Tokyo 2020. Sega. Trivia card (Zavok): Who mentored Zavok--the leader of Dr. Eggman's Deadly Six--in martial arts? Master Zik. ^ Tolentino, Josh (November 3, 2022). "Sega
 Talks About Sage in Sonic Frontiers". Siliconera. Retrieved February 15, 2025. Greif, Zackari (November 15, 2022). "Sonic Frontiers" True Ending Explained". Game Rant. Retrieved February 15, 2025. Greif, Zackari (November 12, 2022). "Sonic Frontiers" True Ending Explained". Game Rant. Retrieved February 15, 2025.
  ^ Pooley, Jack (December 14, 2024). "10 Real Endings Hidden In DLC". WhatCulture. Retrieved April 9, 2025. ^ McEvoy, Sophie (April 7, 2023). "8 Easter Eggs You Might Have Missed In The Murder Of Sonic Racing: Crossworlds,
 follow up to Team Sonic Racing". Eurogamer.net. Retrieved February 13, 2025. Searle, Tyler (December 16, 2022). "From 'Looney Tunes' to 'Captain Planet': The 10 Most Iconic Characters Voiced by Kath Soucie". Collider. Archived from the original on December 19, 2022. Retrieved August 23, 2024. Harkin, Christopher Michael (May 22, 2022).
 "7 Characters Who Should Debut In The Sonic The Hedgehog 3 Movie". Game Rant. Archived from the original on September 28, 2022. Retrieved September 28, 2022. ^ a b Blackburn, Steven (May 29, 2022). "Sonic's Comic Series is Actually a Critique of Democracy (No Really)". ScreenRant. Archived from the original on September 28, 2022.
 Retrieved September 28, 2022. ^ Sol, Dj (September 28, 2022. ^ Sol, Dj (September 28, 2022. Archived from the original on September 28, 2022. ^ "Ranking the Sonic the Hedgehog's 10 Closest Friends, Ranked". CBR. Archived from the original on September 28, 2022. ^ "Ranking the Sonic Prime". ComingSoon.net. June 8, 2022. Archived from the original on September 28, 2022. ^ "Ranking the Sonic Prime".
28, 2022. Retrieved September 28, 2022. ^ "Adventures of Sonic the Hedgehog (1993)". Behind The Voice Actors and their respective
 characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) a b Capel, Christopher (February 13, 2021). "Sonic Prime: 10 Characters We Need To See In The Sonic The Hedgehog Netflix Series". ScreenRant. Archived from the original on February 18, 2021. Retrieved September 10, 2024.
 Loveridge, Lynzee (May 11, 2019). "The List - 8 Sonic The Hedgehog Cartoons That Are Probably Better Than The Movie". Anime News Network. Archived from the original on May 11, 2019. Retrieved September 10, 2024. A Beckwith, Michael (February 28, 2020). "Sonic The Hedgehog Movie: four missed fan service opportunities". Metro.co.uk
 Archived from the original on September 21, 2020. Retrieved September 10, 2024. Solid Flynn, Ian. Sonic the Hedgehog Encyclo-speed-ia. Dark Horse Comics. ISBN 978-1-5067-1927-6. A b Plant, Gaz (October 18, 2014). "Feature: A Supersonic History of Sonic Cartoons". NintendoLife. Archived from the original on August 18, 2014. Retrieved July 16, 2014. The comics of Sonic Cartoons are the comics of Sonic Cartoons and Sonic Cartoons are the comics of Sonic Cartoons and Sonic Cartoons are the comics of Sonic Cartoons and Sonic Cartoons are the comics of Sonic Ca
2014. ^ Sterling, James (June 25, 2011). "The irrefutable, undeniable, official top ten Sonic games". Destructoid. Archived from the original on October 16, 2021. Retrieved September 10, 2024. ^ Flynn, Ian (December 8, 2021). Sonic the Hedgehog Encyclo-speed-ia. Dark Horse Books. p. 20. ISBN 9781506719276. ^ Mielke, James (March 31, 2006).
 "The Last Arcade Crusaders". 1UP.com. p. 2. Archived from the original on June 4, 2011. Retrieved April 29, 2025. ^ Murayama, Tohru. Vol.15 *ハニー・ザ・キャット* [Vol.15 *Honey the Cat*]. sega.jp (in Japanese). Archived from the original on December 30, 2012. Retrieved May 4, 2025. ^ Sinha, Ravi (May 27, 2021). "Lost Judgment Will Have Fully
 Playable Version of Sonic the Fighters". GamingBolt. Retrieved April 29, 2025. ^ Johnson, Alexandra (December 25, 2024). "Sonic The Hedgehog: 9 Characters Sega Should Bring Back". TheGamer. Retrieved April 29, 2025. ^ Johnson, Alexandra (December 25, 2024). "Sonic The Hedgehog: 9 Characters Sega Should Bring Back". TheGamer. Retrieved April 29, 2025. ^ Johnson, Alexandra (December 25, 2024). "Sonic The Hedgehog: 9 Characters Sega Should Bring Back". TheGamer. Retrieved April 29, 2025. ^ Johnson, Alexandra (December 25, 2024). "Sonic The Hedgehog: 9 Characters Sega Should Bring Back". TheGamer. Retrieved April 29, 2025. ^ Johnson, Alexandra (December 25, 2024). "Sonic The Hedgehog: 9 Characters Sega Should Bring Back". TheGamer. Retrieved April 29, 2025. ^ Johnson, Alexandra (December 25, 2024). "Sonic The Hedgehog: 9 Characters Sega Should Bring Back". TheGamer. Retrieved April 29, 2025. ^ Johnson, Alexandra (December 25, 2024). "Sonic The Hedgehog: 9 Characters Sega Should Bring Back". TheGamer. Retrieved April 29, 2025. ^ Johnson, Alexandra (December 25, 2024). "Sonic The Hedgehog: 9 Characters Sega Should Bring Back". The Gamer. Retrieved April 29, 2025. ^ Johnson, Alexandra (December 25, 2024). "Sonic The Hedgehog: 9 Characters Sega Should Bring Back". The Gamer. Retrieved April 29, 2025. ^ Johnson, Alexandra (December 25, 2024). "Sonic The Hedgehog: 9 Characters Sega Should Bring Back". The Hedgehog: 9 Characters Sega Should Bring Back". The Hedgehog: 9 Characters Sega Should Bring Back 
August 2, 2022. A green check mark indicates that a role has been confirmed using a screenshot (or collage of screenshots) of a title's list of voice actors and their respective characters found in its credits or other reliable sources of information. {{cite web}}: CS1 maint: postscript (link) ^ Parker, Kellie (May 29, 2014). "Introducing Sticks to the Sonic
 Boom Franchise". Sega Blog. Sega. Archived from the original on June 2, 2014. Retrieved February 27, 2016. ^ Cunningham, Becky (November 17, 2014). "Sonic Boom: Shattered Crystal
 Review". GamesRadar. Future plc. Archived from the original on March 24, 2016. Retrieved February 27, 2016. Carter, Chris (November 21, 2014). "Review: Sonic Boom: Shattered Crystal". Destructoid. Archived from the original on March 24, 2016. Retrieved February 27, 2016. Carter, Chris (November 21, 2014). "Review: Sonic Boom: Shattered Crystal". Destructoid. Archived from the original on March 24, 2016. Retrieved February 27, 2016. Carter, Chris (November 21, 2014). "Review: Sonic Boom: Shattered Crystal". Destructoid. Archived from the original on March 24, 2016. Retrieved February 27, 2016. Carter, Chris (November 21, 2014). "Review: Sonic Boom: Shattered Crystal". Destructoid. Archived from the original on March 24, 2016. Carter, Chris (November 21, 2014). "Review: Sonic Boom: Shattered Crystal". Destructoid. Archived from the original on March 24, 2016. Carter, Chris (November 21, 2014). "Review: Sonic Boom: Shattered Crystal". Destructoid. Archived from the original on March 24, 2016. Carter, Chris (November 21, 2014). "Review: Sonic Boom: Shattered Crystal". Destructoid. Archived from the original on March 24, 2016. Carter, Chris (November 21, 2014). "Review: Sonic Boom: Shattered Crystal". Destructoid. Archived from the original on March 24, 2016. Carter, Chris (November 21, 2014). "Review: Sonic Boom: Shattered Crystal". Destructoid. Archived from the original on March 24, 2016. Carter (November 21, 2014). "Review: Sonic Boom: Shattered Crystal". Destructoid. Archived from the original on March 24, 2016. Carter (November 21, 2014). "Review: Sonic Boom: Shattered Crystal". Destructoid. Archived from the original on March 24, 2016. Carter (November 21, 2014). "Review: Sonic Boom: Shattered Crystal". Destructoid. Archived from the original on March 24, 2016. Carter (November 21, 2014). "Review: Sonic Boom: Shattered Crystal". Destructoid. Archived from the original on March 24, 2016. Carter (November 21, 2014). "Review: Shattered Crystal". Destructoid. Archived from the original on March 24, 2016. Carter (
 References To Jet, Tangle, Cream, And More Of Sonic's Friends". TheGamer. Valuet Inc. Archived from the original on November 22, 2022. A Kroll, Justin (May 30, 2018). "James Marsden to Star in 'Sonic the Hedgehog' Movie (EXCLUSIVE)". Variety. Archived from the original on May 31, 2018. Retrieved May 29, 2024.
  ^ Kroll, Justin (July 7, 2018). "Tika Sumpter Lands Female Lead in 'Sonic the Hedgehog' Movie (EXCLUSIVE)". Variety. Archived from the original on June 12, 2018. Retrieved August 12, 2018. Retrieved August 12, 2018. Retrieved August 12, 2018. Sonic the Hedgehog' Movie (EXCLUSIVE). "Sonic the Hedgehog' Movie (EXCLUSIVE)". Variety. Archived from the
original on February 2, 2024. Retrieved February 2, 2024. Retrieved February 15, 2022). "Sonic The Hedgehog Universe Continues To Grow As Sega And Paramount + With Idris Elba Reprising Role". Deadline Hollywood. Archived from the original on
 February 15, 2022. Retrieved February 15, 2022. ^ Doolan, Liam (April 8, 2022). "Minecraft's Sonic DLC Gets A Free Update - Adds New Zone, Movie Skins And More". NintendoLife. Archived from the original on May 29, 2024. ^ a b Valentine, Rebekah (November 22, 2024). "Paramount Made a Sega Genesis Cartridge Just
to Tease a Sonic the Hedgehog 3 Trailer Next Week". IGN. ^ a b c Park, Gene (February 21, 2020). "Lee Majdoub, 'Sonic the Hedgehog's' breakout star, talks 'shipping' and diversity in the country's biggest movie". The Washington Post. Archived from the original on March 6, 2020. ^ Gheciu, Alex Nino (December 20, 2024). "'Sonic 3' star Lee
 Majdoub says Jim Carrey helped turn his bit part into a breakout role". Toronto Star. Retrieved January 4, 2025. ^ "Sonic the Hedgehog 2 confirms return of fan favourite". Digital Spy. September 30, 2021. Retrieved January 4, 2025. ^ "Sonic the Hedgehog 2 confirms return of fan favourite".
 Sue. Retrieved January 4, 2025. ^ Deckelmeier, Joe; Hullender, Tatiana (December 21, 2024). "Sonic The Hedgehog 3's Lee Majdoub Explains How Agent Stone Becomes A Third Wheel In His Dynamic With Robotnik". ScreenRant. Retrieved January 4, 2025. ^ Campbell, Victoria (May 4, 2022). "10 Questions The Sonic Pre-Quill Comic Answers". CBR.
 Retrieved January 4, 2025. ^ Lawrence, Briana (April 8, 2022). "Agent Stone Pining After Robotnik Is Even More Obvious in 'Sonic the Hedgehog 2 Interview: Lee Majdoub on Agent Stone's Evolution and Fandom". ComingSoon.net - Movie Trailers, TV &
 Hedgehog website, which contains character profiles Character profiles on Sonic Channel (in Japanese) Character profiles on Sonic Central (archived) Portal: Video games Retrieved from " 2American entertainment network This article by adding citations to reliable sources
  Unsourced material may be challenged and removed. Find sources: "1Up Network" - news · newspapers · books · scholar · JSTOR (August 2011) (Learn how and when to remove this message) 1Up.comScreenshot Front page on December 31, 2008Type of siteVideo game websiteDissolved [uly 2013 (2013-07)OwnerIGN EntertainmentURL1up.com[dead
 link]CommercialYesRegistrationOptionalLaunched2003; 22 years ago (2003)Current statusContent deleted, domain redirects to IGN 1Up.com provided its own original features, news stories, game reviews, and video interviews, and also featured
comprehensive PC-focused content. Like a print magazine, 1Up.com also hosted special week-long online cover stories that presented each day a new in-depth feature story, interview with the developers, game screenshot gallery, game video footage, and video of the game studio and creators. On February 21, 2013, Ziff Davis announced it would be
 winding down the site, along with sister sites GameSpy and UGO.com.[1] 1Up Network was a collection of podcasts hosted by 1Up.com dealing with various aspects of gaming. Most of the shows, like 4 Guys 1Up, were about games and general gaming culture. Others were more specific, such as The Sports Game Guy's Sports Anomaly, which focused
on sports games. The network also featured Retronauts, an audio retrospective series that chronicled various retro games and game series. The network had shown significant growth, with several new shows having been introduced in 2007–2008. However, in early 2009 1Up.com was purchased by UGO and its parent company Hearst Corporation
from Ziff Davis.[2][3] This resulted not only in the closure of Electronic Gaming Monthly, but also the loss of over 30 jobs, including several hosts and producers of the site's many podcasts.[4] Because of this, more than half of the network's shows were abruptly discontinued, leaving only a few remaining. While 1Up Yours did not cease to exist, the
resignation of the show's co-host Shane Bettenhausen led host Garnett Lee to change the show's name and structure to Listen UP. Several former employees also started their own projects after the firings as well, including Co-Op, the spiritual successor to The 1Up Show,[5] Rebel FM, the follow-up to 1Up FM,[6] and The Geekbox, Ryan Scott's
replacement for Lan Party podcast.[7] List of 1Up Network podcasts Start date End date Title Host or starring Notes Ref. November 12, 2010 Games, Dammit! David Ellis, Jeremy Parish, Thierry Nguyen, and Jose Otero Formerly 4 Guys 1 Up August 20, 2005 1UP Yours Garnett Lee, Shane Bettenhausen, Luke Smith and John Davison January 30, 2009
Listen Up Jane Pinckard, Ryan O'Donnell, and Che Chou October 23, 2009 4 Guys 1 Up July 2, 2010 In This Thread October 4, 2006 Retronauts Jeremy Parish and Bob Mackey October 21, 2006 The 1UP Show April 21, 2006 January 6, 2009 Broken Pixels Seanbaby, Shane Bettenhausen, and Crispin Boyer RadiOPM Joe Rybicki
along and Dana Jongewaard April 26, 2006 June 10, 2008 EGM Live* Jennifer Tsao [8] February 16, 2006 September 17, 2008 GFW Radio Jeff Green, Shawn Elliott, Ryan Scott, Robert Ashley, Anthony Gallegos, Tina
Sanchez, and Matt Chandronait June 16, 2008 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Review Crew Garnett Lee [10][11] February 10, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thread Demian Linn, Rob Bowen[9] April 8, 2008 Legendary Thre
Chris Plante February 26, 2009 Good Grief October 15, 2009 Active Time Babble Jeremy Parish The Sports Anomaly Todd Zuniga, Greg Ford, David Ellis, Andrew Fitch, and Tyler Barber The initial four-man lineup included Garnett Lee, Shane Bettenhausen, Luke Smith and John Davison. However, Smith later left the network to
 accept a position at the then-Microsoft game development studio Bungie.[12][13] On August 24, 2007, Mark MacDonald was declared the show's official fourth chair member. John Davison then announced that he was leaving the 1UP staff,[14] though he would continue his participation with the podcast despite his change in career.[15] The last
officially branded 1UP Yours was recorded on January 17, 2009, and was released on January 22, 2009, [16] On September 30, 2009, Garnett Lee announced he would be leaving 1UP to become the editorial director for Gamefly Media. It was replaced by 4 Guys 1UP hosted by former fourth chair David Ellis. Lee stated he will create a new show for
Gamefly Media titled Weekend Confirmed.[17][18] On January 6, 2009, it was announced that Ziff Davis would be selling 1UP.com to the Hearst Corporation, in the process terminating Electronic Gaming Monthly and over 30 employees, including Shane Bettenhausen and Andrew Pfister. In the wake of the announcement the future of 1UP Yours was
final episode airing October 9, 2009.[16][19] Retronauts also produced the supplement video podcast, Bonus Stage was finally updated in September 2009. Retronauts returned to producing video content with Retronauts Lunch Break, though this segment was not
available as a podcast. Bob Mackey has also crossed over with the Laser Time podcast network. [20] After 1UP was shuttered by Ziff Davis, [21] Retronauts survived as its own entity. [22] The podcast raised money through crowdfunding, [23] and was later promoted through the USGamer website, a subsidiary of Eurogamer. [24] Retronauts is now fully
crowdfunded on Patreon.[25] Digital Trends has hailed Retronauts as one of the best video game podcasts, for covering historic games with a strong selection of guest commentators.[22] Retronauts was also included on Kotaku's list of best gaming podcasts, who praised its cast and depth of coverage on each topic.[26] Polygon also recommended
Retronauts and its host, with Chris Plante saying "when it comes to retro video games, I trust no one more than Jeremy Parish." [27] The 1UP Show was a weekly videogame podcast produced by the website. The show premiered on October 21, 2005, and featured editors from 1UP.com, Electronic Gaming Monthly, and Games for Windows: The Official
Magazine. The show was initially created by Jane Pinckard and Ryan O'Donnell, and Che Chou. The show was co-produced by Jane Pinckard (who previously played in the band Dealership) and Eric Haller, with the music for the series
 being composed by Ryan O'Donnell. The show consisted of previews and reviews of video games as well as debates and discussions (29) The 1UP Network was sold by Ziff Davis to the UGO Network on January 7, 2009, and two days later
Matt Chandronait announced on 1UP.com that The1UP Show would be ending due to the acquisition.[30] Award Date Category Recipient Result Ref. Best of the Web Awards 2007 Best Podcast or Vodcast The 1UP Show Finalist [31][32] The first episode of Season 1
debuted on September 9, 2008, with the crew playing Robocop for the original Xbox. Former 1UP and GFW editor Shawn Elliott made a guest appearance on the WWE Crush Hour episode during this season. At the end of the Season 1 finale, a teaser was shown announcing that the second season would be premiering January 6, 2009. However, that
was the day of the Ziff Davis layoffs that left more than 30 people out of a job, including the entire cast of Broken Pixels. Furthermore, Seanbaby noted that he caused controversy with "media watchdogs" by his use of the term "faggotiest" in the Spiderman 3 episode at the end of season one.[33] Most fans assumed that the show would not continue
and that the segments they filmed would never be released, but season 2 premiered on February 6, 2009, with the Sega CD game, Wirehead.[34] It was announced on September 4, 2008, that Jeff Green would leave Ziff Davis after 17 years to join Electronic Arts to work on the "Sim" franchise.[35] Shortly afterward on September 17, co-host Shawn
 Elliott also announced that he would be leaving the company to work under Ken Levine as associate producer on the next 2K Boston video game. [36] The producer on the next 2K Boston video game. [37] Parish, Jeremy (February 21, 2013). "It's True: 1Up Has Reached Its End—A Message From the Now-Former Editor
in-Chief". 1Up.com. Archived from the original on March 18, 2020. Retrieved September 25, 2019. ^ "Ziff Davis Sells 1Up Network to UGO and Hearst, Closes EGM: Following Repeated Rumors to the Effect, Gamasutra Has Received Official Word That Ziff Davis Has Sold Its 1Up Division to Hearst's UGO Entertainment, and is Shutting Long-Running.
 P". Game Developer. Informa PLC. January 7, 2009. Archived from the original on January 23, 2022. Retrieved May 6, 2022. ^ Klepek, Patrick (January 6, 2029. ^ Nelson, Randy
 (January 6, 2009). "Assessing the damage at 1UP [update]". Engadget. Archived from the original on January 30, 2015. Retrieved May 6, 2022. McElroy, Justin (January 9, 2016. Retrieved May 6, 2022. McElroy, Justin (January 9, 2017). The original on January 21, 2009). "1UP Show staff returns as Area 5 with new show". Engadget. Archived from the original on January 21, 2009). "1UP Show staff returns as Area 5 with new show". Engadget. Archived from the original on January 21, 2009). "1UP Show staff returns as Area 5 with new show". Engadget. Archived from the original on January 21, 2009). "1UP Show staff returns as Area 5 with new show". Engadget. Archived from the original on January 21, 2009). "1UP Show staff returns as Area 5 with new show". Engadget. Archived from the original on January 21, 2009). "1UP Show staff returns as Area 5 with new show". Engadget. Archived from the original on January 21, 2009). "1UP Show staff returns as Area 5 with new show". Engadget. Archived from the original on January 21, 2009). "1UP Show staff returns as Area 5 with new show". Engadget. Archived from the original on January 21, 2009). "1UP Show staff returns as Area 5 with new show". Engadget. Archived from the original on January 21, 2009). "1UP Show staff returns as Area 5 with new show". Engadget. Archived from the original on January 21, 2009). "1UP Show staff returns as Area 5 with new shows".
2009). "1UP FM lives on (sort of) as Rebel FM". Engadget. Archived from the original on January 28, 2015. Retrieved May 6, 2022. ^ "Rebel FM". Eat-sleep-game.com. January 12, 2009. Archived from the original on February 20, 2012. Retrieved December 4, 2016. ^ a b Andrew Pfister, June 10, 2008 EGM Live* is changing... 1UP.com ^ "1UP".
 Podcasts 2008 - Legendary Thread". 2008. ^ "Review Crew Podcast". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ McElroy, Justin (April 24, 2007). "Luke Smith leaves 1UP to be Master Chief's poolboy". Joystiq.com. Joystiq. Archived
 from the original on January 28, 2015. Retrieved July 26, 2016. Actrieved July 26, 2016. Mcwerthor, Michael (April 20, 2007). "Luke Smith Leaves 1UP For Bungie Gig". Kotaku. Archived from the original on May 5, 2009. Retrieved February 8, 2009. Actrieved February 8, 2009.
1UP confirms]". Joystiq.com. Joystiq.com. Joystiq.com. Joystiq. Archived from the original on January 28, 2015. Retrieved July 26, 2016. A b "1UP Yours Classic Reunion Coming Next Week and then".
1up.com. January 16, 2009. Archived from the original on August 16, 2016. Retrieved July 26, 2016. Archived from the original on August 16, 2016. Retrieved July 26, 2016. The Archived from the original on August 16, 2016. Retrieved July 26, 2016. The Archived from the original on August 16, 2016. The Archived from the original on August 16, 2016. The Archived from the original on August 16, 2016. The Archived from the original on August 16, 2016. The Archived from the original on August 16, 2016. The Archived from the original on August 16, 2016. The Archived from the original on August 16, 2016. The Archived from the original on August 16, 2016. The Archived from the original on August 16, 2016. The Archived from the original on August 16, 2016. The Archived from the original on August 16, 2016. The Archived from the original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived from the Original on August 16, 2016. The Archived f
 original on September 20, 2016. Retrieved July 26, 2016. ^ "The Last 1UP Yours". 1up.com. January 18, 2019. Archived from the original on August 16, 2016. Archived from the original on October 5, 2018. Retrieved May 6
2022. ^ Parish, Jeremy (February 21, 2013). "It's True: 1UP has Reached Its End". 1Up.com. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2021. Retrieved December 21, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. March 15, 2022. ^ a b "The Best Video Game Podcasts". Digital Trends. Digital Trends. Digi
 Polygon. Retrieved December 21, 2022. ^ Mackey, Bob (November 3, 2014). "It's Official, the Retronauts Podcast is Coming to USGamer". USGamer. Archived from the original on May 2, 2022. Retrieved May 2, 2022. ^ "The Best Gaming Podcasts For
2020 [Updated!]". Kotaku Australia. January 20, 2020. Archived from the original on January 17, 2020. Retrieved December 21, 2022. Plante, Chris (September 21, 2022. Plante, Chris (September 22, 2021). "The histories of SNES and Virtual Boy now fit on your coffee table". Polygon. Retrieved December 21, 2022. Plante, Chris (September 22, 2021). "The histories of SNES and Virtual Boy now fit on your coffee table".
Grubb, Jeff (February 7, 2020). "Garnett Lee Joins Raw Fury to Take Care of Business for Indies". VentureBeat. Archived from the original on January 26, 2021. Retrieved March 17, 2021. ^ Chandronait, Matt (January 6, 2009). "The End of the 1UP Show". 1up.com. Ziff Davis. Archived from the original on May 22, 2011. Retrieved January 6, 2009.
  "Recognizing Top Magazine Digital Campaigns, Sites & People Awards". The Min Day Digital Media Summit. Access Intelligence. April 15, 2008. Archived from the original on May 2, 2009. Retrieved February 9, 2008. ^ Whiting, Mark (February 5, 2008). "1up Show Nominated for Best of Web Awards Recognize Standouts in Media". 1UP
Archived from the original on July 16, 2012. Retrieved February 9, 2008. ^ "Broken Pixels Show Wirehead Sega CD Episode 1 Video Retro Gameplay Trailer from GameVideos". Archived from the original on July 8, 2012. Retrieved February 9, 2008. ^ "Broken Pixels Show Wirehead Sega CD Episode 1 Video Retro Gameplay Trailer from GameVideos". Archived from the original on July 8, 2012. Retrieved February 9, 2008. ^ "Broken Pixels Show Wirehead Sega CD Episode 1 Video Retro Gameplay Trailer from GameVideos". Archived from the original on July 8, 2012. Retrieved February 9, 2008. ^ "Broken Pixels Show Wirehead Sega CD Episode 1 Video Retro Gameplay Trailer from GameVideos". Archived from the original on July 8, 2012. Retrieved February 9, 2008. ^ "Broken Pixels Show Wirehead Sega CD Episode 1 Video Retro GamePlay Trailer from GameVideos". Archived from the original on July 8, 2012. Retrieved February 9, 2008. ^ "Broken Pixels Show Wirehead Sega CD Episode 1 Video Retro GamePlay Trailer from GameVideos". Archived from the original on July 8, 2012. Retrieved February 9, 2008. ^ "Broken Pixels Show Wirehead Sega CD Episode 1 Video Retro GamePlay Trailer from GameVideos". Archived from the original on July 8, 2012. Retrieved February 9, 2008. ^ "Broken Pixels Show Wirehead Sega CD Episode 1 Video Retro GamePlay Trailer from GameVideos". Archived from the original on July 8, 2012. Retrieved February 9, 2008. ^ "Broken Pixels Show Wirehead Sega CD Episode 1 Video Retro GamePlay Trailer from GameVideos". Archived from the original on July 8, 2012. Retrieved February 9, 2008. ^ "Broken Pixels Show Wirehead Sega CD Episode 1 Video Retro GamePlay Trailer from GameVideos". Archived from the original on July 8, 2012. Retrieved February 9, 2012. Retrieved Feb
February 6, 2009. ^ McElroy, Justin (September 5, 2008). "GFW's Jeff Green leaves 1UP for Sims team". Engadget. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 16, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 16, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 16, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 16, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 16, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 16, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 16, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 16, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 17, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 17, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 17, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 17, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 17, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 18, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McElroy, Justin (September 18, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ McEl
2008). "Podcast Rodeo Special Edition: Remembering The Brodeo". Engadget. Archived from the original on January 28, 2015. Retrieved May 6, 2022. Official website[dead link] Portals: Journalism Video games Retrieved from " 3American entertainment network This article by
 adding citations to reliable sources. Unsourced material may be challenged and removed. Find sources: "1Up Network" - news · newspapers · books · scholar · JSTOR (August 2011) (Learn how and when to remove this message) 1Up.comScreenshot Front page on December 31, 2008Type of siteVideo game websiteDissolvedJuly 2013 (2013-
07)OwnerIGN EntertainmentURL1up.com [dead link]CommercialYesRegistrationOptionalLaunched2003; 22 years ago (2003)Current statusContent deleted, domain redirects to IGN 1Up.com was an American entertainment website that focused on video games. Launched in 2003, 1Up.com provided its own original features, news stories, game
 reviews, and video interviews, and also featured comprehensive PC-focused content. Like a print magazine, 1Up.com also hosted special week-long online cover stories that presented each day a new in-depth feature story, interview with the developers, game screenshot gallery, game video footage, and video of the game studio and creators. On
 February 21, 2013, Ziff Davis announced it would be winding down the site, along with sister sites GameSpy and UGO.com.[1] 1Up Network was a collection of podcasts hosted by 1Up.com dealing with various aspects of gaming. Most of the shows, like 4 Guys 1Up, were about games and general gaming culture. Others were more specific, such as
The Sports Game Guy's Sports Anomaly, which focused on sports games and game series. The network had shown significant growth, with several new shows having been introduced in 2007-2008. However, in early 2009 1Up.com was purchased
by UGO and its parent company Hearst Corporation from Ziff Davis.[2][3] This resulted not only in the closure of Electronic Gaming Monthly, but also the loss of over 30 jobs, including several hosts and producers of the site's many podcasts.[4] Because of this, more than half of the network's shows were abruptly discontinued, leaving only a few
remaining. While 1Up Yours did not cease to exist, the resignation of the show's co-host Shane Bettenhausen led host Garnett Lee to change the show's name and structure to Listen UP. Several former employees also started their own projects after the firings as well, including Co-Op, the spiritual successor to The 1Up Show,[5] Rebel FM, the follow
up to 1Up FM,[6] and The Geekbox, Ryan Scott's replacement for Lan Party podcast.[7] List of 1Up Network podcasts Start date End date Title Host or starring Notes Ref. November 12, 2010 Games, Dammit! David Ellis, Jeremy Parish, Thierry Nguyen, and Jose Otero Formerly 4 Guys 1 Up August 20, 2005 1UP Yours Garnett Lee, Shane
 Bettenhausen, Luke Smith and John Davison January 30, 2009 Listen Up Jane Pinckard, Ryan O'Donnell, and Che Chou October 21, 2005 December 19, 2008 The 1UP Show April 21, 2006 January 6, 2009 Broken Pixels Seanbaby
 Shane Bettenhausen, and Crispin Boyer RadiOPM Joe Rybicki along and Dana Jongewaard April 26, 2006 June 10, 2008 EGM Live* Jennifer Tsao [8] February 16, 2006 September 17, 2008 GFW Radio Jeff Green, Shawn Elliott, Ryan Scott, Sean Molloy, Darren Gladstone, Robert Ashley, and Anthony Gallegos October 7, 2008 December 23, 2008 LAN
Party Ryan Scott, Robert Ashley, Anthony Gallegos, Tina Sanchez, and Matt Chandronait June 16, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP Mike Cruz, Jade Kraus, and Travis Williams November 12, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 10, 2008 Review Crew Garnett Lee [10][11] February 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] January 24, 2009 at 1UP FM Philip Kollar and Nick Suttner [8] Jan
 The Oddcast Tina Sanchez, Scott Sharkey, Sam Kennedy, Chris Plante February 26, 2009 Good Grief October 15, 2009 Active Time Babble Jeremy Parish The initial four-man lineup included Garnett Lee, Shane Bettenhausen, Luke Smith and
John Davison. However, Smith later left the network to accept a position at the then-Microsoft game development studio Bungie.[12][13] On August 24, 2007, Mark MacDonald was declared the show's official fourth chair member. John Davison then announced that he was leaving the 1UP staff,[14] though he would continue his participation with the
 podcast despite his change in career.[15] The last officially branded 1UP Yours was recorded on January 17, 2009, and was released on January 22, 2009.[16] On September 30, 2009, Garnett Lee announced he would be leaving 1UP to become the editorial director for Gamefly Media. It was replaced by 4 Guys 1UP hosted by former fourth chair David
 Ellis. Lee stated he will create a new show for Gamefly Media titled Weekend Confirmed.[17][18] On January 6, 2009, it was announced that Ziff Davis would be selling 1UP.com to the Hearst Corporation, in the process terminating Electronic Gaming Monthly and over 30 employees, including Shane Bettenhausen and Andrew Pfister. In the wake of
the announcement the future of 1UP Yours was uncertain. On January 16, Garnett Lee confirmed the continuation of the series with a new cast consisting of John Davison, David Ellis, and Garnett Lee and new regular addition Sam Kennedy. However, the show would have to continue under a new name, Listen UP. However, with Lee's departure from
1UP in October 2009, the show would end, its final episode airing October 9, 2009.[16][19] Retronauts also produced the supplement video podcast, Bonus Stage was finally updated in September 2009. Retronauts returned to producing video content with Retronauts
 Lunch Break, though this segment was not available as a podcast. Bob Mackey has also crossed over with the Laser Time podcast raised money through crowdfunding, [23] and was later promoted through the USGamer website, a subsidiary
of Eurogamer.[24] Retronauts is now fully crowdfunded on Patreon.[25] Digital Trends has hailed Retronauts as one of the best video game podcasts, for covering historic games with a strong selection of guest commentators.[22] Retronauts was also included on Kotaku's list of best gaming podcasts, who praised its cast and depth of coverage on each
 topic.[26] Polygon also recommended Retronauts and its host, with Chris Plante saying "when it comes to retro video games, I trust no one more than Jeremy Parish."[27] The 1UP Show was a weekly videogame podcast produced by the website. The show premiered on October 21, 2005, and featured editors from 1UP.com, Electronic Gaming
Monthly, and Games for Windows: The Official Magazine. The show was initially created by Jane Pinckard (who previously played in the band Dealership
and Eric Haller, with the music for the series being composed by Ryan O'Donnell. The show consisted of previews and reviews of video games as well as debates and discussions on videogame news. The podcast contained some scripted content, but mostly consisted of previews and reviews of video games as well as debates and discussions on videogame news. The podcast contained some scripted content, but mostly consisted of previews and reviews of video games as well as debates and discussions.
Network on January 7, 2009, and two days later Matt Chandronait announced on 1UP.com that The1UP Show would be ending due to the acquisition.[30] Award Date Category Recipient Result Ref. Best of the Web Awards 2007 Best Podcast or Vodcast The 1UP Show
 Finalist [31][32] The first episode of Season 1 debuted on September 9, 2008, with the crew playing Robocop for the original Xbox. Former 1UP and GFW editor Shawn Elliott made a guest appearance on the WWE Crush Hour episode during this season. At the end of the Season 1 finale, a teaser was shown announcing that the second season would
be premiering January 6, 2009. However, that was the day of the Ziff Davis layoffs that left more than 30 people out of a job, including the entire cast of Broken Pixels. Furthermore, Seanbaby noted that he caused controversy with "media watchdogs" by his use of the term "faggotiest" in the Spiderman 3 episode at the end of season one.[33] Most
 fans assumed that the show would not continue and that the segments they filmed would never be released, but season 2 premiered on February 6, 2009, with the Sega CD game, Wirehead.[34] It was announced on February 6, 2009, with the Sega CD game, Wirehead.[34] It was announced on February 6, 2009, with the Sega CD game, Wirehead.[34] It was announced on February 6, 2009, with the Sega CD game, Wirehead.[34] It was announced on February 6, 2009, with the Sega CD game, Wirehead.[34] It was announced on February 6, 2009, with the Sega CD game, Wirehead.[34] It was announced on February 6, 2009, with the Sega CD game, Wirehead.[34] It was announced on February 6, 2009, with the Sega CD game, Wirehead.[34] It was announced on February 6, 2009, with the Sega CD game, Wirehead.[34] It was announced on February 6, 2009, with the Sega CD game, Wirehead.[34] It was announced on February 6, 2009, with the Sega CD game, Wirehead.[34] It was announced on Sega CD game, Wirehead.[34] It was
 Shortly afterward on September 17, co-host Shawn Elliott also announced that he would be leaving the company to work under Ken Levine as associate producer on the Brodeo".[37] Parish, Jeremy (February 21, 2013). "It's True: 1Up Has Reached
Its End—A Message From the Now-Former Editor-in-Chief". 1Up.com. Archived from the original on March 18, 2020. Retrieved September 25, 2019. ^ "Ziff Davis Sells 1Up Network to UGO and Hearst, Closes EGM: Following Repeated Rumors to the Effect, Gamasutra Has Received Official Word That Ziff Davis Has Sold Its 1Up Division to Hearst's
 UGO Entertainment, and is Shutting Long-Running P". Game Developer. Informa PLC. January 7, 2009. Archived from the original on May 6, 2022. A Klepek, Patrick (January 8, 2022. A Klepek, Patrick (January 8, 2009). "EGM Shuts Down, More Than Thirty Ziff Davis Employees Laid Off". MTV. Paramount Media Networks. Archived from the original on May
 5, 2022. Retrieved May 6, 2022. ^ Nelson, Randy (January 6, 2009). "Assessing the damage at 1UP [update]". Engadget. Archived from the original on January 21, 2009). "1UP Show staff returns as Area 5 with new show". Engadget. Archived from the original on January 27, 2016. Retrieved
 May 6, 2022. ^ McElroy, Justin (January 9, 2009). "1UP FM lives on (sort of) as Rebel FM". Eat-sleep-game.com. January 12, 2009. Archived from the original on February 20, 2012. Retrieved December 4, 2016. ^ a b Andrew Pfister, June 10, 2008 EGM
Live* is changing... 1UP.com ^ "1UP Podcasts 2008 - Legendary Thread". 2008. ^ "Review Crew" Crew Podcasts 2008 - Legendary Thread". 2008. ^ "Review Crew Podcasts 2008 - Legendary Thread". 2008. ^ "Review Crew Podcasts 2008 - Legendary Thread". 2008. ^ "Review Crew". Archived from the original on July 27, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 27, 2008. ^ "Review Crew". Archived from the original on July 29, 2012. Retrieved May 29,
poolboy". Joystiq.com. Joystiq.com. Joystiq. Archived from the original on January 28, 2015. Retrieved July 26, 2016. ^ Mcwerthor, Michael (April 20, 2007). "Luke Smith Leaves 1UP For Bungie Gig". Kotaku. Archived from the original on May 5, 2009. Retrieved February 8, 2009. ^ Grant, Christopher (August 22, 2007). "Bail out: John Davison leaving Ziff Davis
Media to start a new website [Update - 1UP confirms]". Joystiq.com. Joystiq. Archived from the original on January 28, 2015. Retrieved July 26, 2016. ^ a b "1UP Yours Classic
 Reunion Coming Next Week and then". 1up.com. January 16, 2009. Archived from the original on August 16, 2016. Archived from the original on August 18, 2016. Archived from the original original original original original original original original original orig
 Shacknews.com. Archived from the original on September 20, 2016. Retrieved July 26, 2016. The Last 1UP Yours". 1up.com. January 18, 2009. Archived from the original on August 16, 2016. Patrieved July 26, 2016. Mackey, Bob (November 18, 2013). "Retronauts Vol. III Episode 10 Is 100% Duty-free". Retronauts. Archived from the original on
  October 5, 2018. Retrieved May 6, 2022. ^ Parish, Jeremy (February 21, 2013). "It's True: 1UP has Reached Its End". 1Up.com. Retrieved December 21, 2021. Retrieved December 21, 2022. ^ Farokhmanesh, Megan (March 24, 2013). "Retronauts of the second strength of the second str
 Kickstarter goal in less than 24 hours". Polygon. Retrieved December 21, 2022. Mackey, Bob (November 3, 2014). "It's Official, the Retronauts Podcast is Coming to USGamer". USGamer. Archived from the original on May 2, 2022. Retrieved May 2, 2014). "It's Official, the Retronauts Podcast is Coming to USGamer". USGamer. Archived from the original on May 6, 2022. Retrieved May 6, 2022. A strieved May 6, 2022. The Retronauts Podcast is Coming to USGamer. Archived from the original on May 1, 2022. The Retronauts Podcast is Coming to USGamer. Archived from the original on May 1, 2022. The Retronauts Podcast is Coming to USGamer. Archived from the original on May 1, 2022. The Retronauts Podcast is Coming to USGamer. Archived from the original on May 2, 2022. The Retronauts Podcast is Coming to USGamer. Archived from the original on May 2, 2022. The Retronauts Podcast is Coming to USGamer. Archived from the original on May 2, 2022. The Retronauts Podcast is Coming to USGamer. Archived from the original on May 2, 2022. The Retronauts Podcast is Coming to USGamer. Archived from the original on May 3, 2022. The Retronauts Podcast is Coming to USGamer. Archived from the original on May 3, 2022. The Retronauts Podcast is Coming to USGamer. Archived from the Original Origina
2022. ^ "The Best Gaming Podcasts For 2020 [Updated!]". Kotaku Australia. January 20, 2020. Archived from the original on January 17, 2020. Retrieved December 21, 2022. ^ Plante, Chris (September 21, 2022. ^ "The 1UP Show (Video
2005) - Full cast & crew - IMDb". IMDb. ^ Grubb, Jeff (February 7, 2020). "Garnett Lee Joins Raw Fury to Take Care of Business for Indies". VentureBeat. Archived from the original on January 6, 2009). "The End of the 1UP Show". 1up.com. Ziff Davis. Archived from the original on
May 22, 2011. Retrieved January 6, 2009. ^ "Recognizing Top Magazine Digital Campaigns, Sites & People Awards". The Min Day Digital Media Summit. Access Intelligence. April 15, 2008. Archived from the original on May 2, 2009. Retrieved February 9, 2008. ^ Whiting, Mark (February 5, 2008). "1up Show Nominated for Best of Web Award: Min
Awards Recognize Standouts in Media". 1UP. Archived from the original on July 16, 2009. A "EGM's Uncensored Greatest Hits". Seanbaby. Archived from the original on May 14, 2009. Retrieved April 3, 2009. A "EGM's Uncensored Greatest Hits".
from the original on July 8, 2012. Retrieved February 6, 2009. ^ McElroy, Justin (September 5, 2008). "Growthe original on July 29, 2015. Retrieved May 6, 2022. ^ Elliott, Shawn (September 17, 2008). "Goodbye". 1Up. Archived from the original on July 29, 2012. Retrieved May 6, 2022. ^ Elliott, Shawn (September 17, 2008). "Growthe original on July 8, 2015. Retrieved February 6, 2008. "Growth original on July 8, 2015. Retrieved May 6, 2022. ^ Elliott, Shawn (September 17, 2008). "Growth original on July 8, 2016. Retrieved May 6, 2022. ^ Elliott, Shawn (September 17, 2008). "Growth original on July 8, 2017. Retrieved May 6, 2029. ^ McElroy, Justin (September 17, 2008). "Growth original on July 8, 2017. Retrieved May 6, 2029. ^ McElroy, Justin (September 17, 2008). "Growth original on July 8, 2018. Retrieved May 6, 2029. ^ McElroy, Justin (September 17, 2008). "Growth original on July 8, 2019. Control or Growth original original or Growth original or
2022. ^ McElroy, Justin (September 16, 2008). "Podcast Rodeo Special Edition: Remembering The Brodeo". Engadget. Archived from the original on January 28, 2015. Retrieved from " 4 The following pages link to 1Up Network External tools (link count transclusion
count sorted list) See help page for transcluding these entries Showing 50 items. View (previous 50 | 100 | 250 | 500)Sonic Mega Collection (links | edit) Bolaris (video game) (links | edit) Bolaris (video game) (links | edit) Hiroshi
Yamauchi (links | edit) Hey You, Pikachu! (links | edit) Hey You, Pikachu! (links | edit) Counter-Strike: Condition Zero (links | edit) Devil May Cry 2 (li
Pac 'n Roll (links | edit) Mario Party 7 (links | edit) Shinji Mikami (links | edit) Rygar: The Legendary Adventure (links | edit) Taito Legends (links | edit) Hotel Mario (links | edit) Shadow of Rome (links | edit) 1UP Show (redirect to section "The 1UP Show 
Show") (links | edit) 1UP Network (redirect page) (links | edit) The Mummy: Tomb of the Dragon Emperor (video game) (links | edit) Trip'd (links | edit) Wikipedia: Featured article
candidates/Roberta Williams/archive1 (links | edit) Wikipedia: Featured article candidates/Featured log/May 2022 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (character)/archive1 (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (links | edit) Wikipedia talk: Featured article candidates/Nathan Drake (links | edit) Wikipedia talk: Featured art
projects (links | edit) List of video game podcasts (links | edit) User:Daywalker03/The Darkspawn Chasms (links | edit) User:Daywalker03/Lealion the Mage (links | edit) User:Masem/1up (links | edit)
 User talk:Corvus cornix/Archive 8 (links | edit) User talk:JulieMinkai (links | edit) User talk:JulieMinkai (links | edit) User talk:JulieMinkai (links | edit) Wikipedia:Articles for deletion/Broken Pixels (links | edit) Wikipedia:WikiProject
Video games/1UP Reference Update Task Force (links | edit) Wikipedia:WikiProject Spam/LinkReports/1up.com (links | edit) Wikipedia:WikiProject Notability/Listing by project/Page 7 (links | edit) Wikipedia:WikiProject Podcasting/Article alerts/Archive 1 (links | edit)
Wikipedia:WikiProject Video games/Archive 12 (links | edit) Vincom (redirect page) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1989 video game) (links | edit) Urince of Persia (1980 video game) (links | edit) Urince of Persia (1980 video game) (links | edit) Urince of Persia (1980 video game) (links | edit) Urince of Persia (1980 video game) (links | edit
 Sugiyama (links | edit) Wii (links | edit) Wii (links | edit) Geneforge (video game) (links | edit) Ultima IV: Quest of the Avatar (links | edit) Warning Forever (links | edit) Jeff Green
(writer) (links | edit) Aliens: Colonial Marines (links | edit) Up Network (links | edit) Up Net
Permadeath (links | edit) PowerSlave (links | edit) Edit) Units (links | edit) Edit Edit) 
of War II (links | edit) Vortex (video game) (links | edit) Uncharted: Drake's Fortune (links | edit) God of War III (links | edit) From Yellow to
Orange (links | edit) X Motor Racing (links | edit) Wii Fit (links | edit) Wii Fit (links | edit) Broad (links | edit) Cod of War (franchise) (links | edit) (links | edit) Cod of War (franchise) (links | edit) (links 
Plorer Controller (links | edit) Overlord II (links | edit) Call of Duty: Modern Warfare 2 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2000 to 2004 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2000 to 2004 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-playing video games: 2005 to 2009 (links | edit) List of tactical role-p
 edit) List of tactical role-playing video games: 1995 to 1999 (links | edit) Rocket Knight (links | edit) Major League Baseball 2K10 (links | edit) PlayStation Move Heroes (l
Eastern role-playing video games (links | edit) Takeshi Miyaji (links | edit) God of War video games with available source code (links | edit) Cabbage (video game) (links | edit) Gooff Knorr
(links | edit) Daikatana (GBC video game) (links | edit) Talk:Bishōjo game (links | edit) Talk:Bishōjo game (links | edit) Talk:Bishōjo game/Archive 2 (li
 video games notable for negative reception/Archive 3 (links | edit) User:Sephiroth BCR/Soma Cruz Draft (links | edit) User:Sephiroth BCR/Soma Cruz
(links | edit) User:Spy-cicle/drafts/Modern Warfare 2 (links | edit) User:Andrzejbanas/Draft/Root (links | edit) User:ShanaSon/Abandonware (links | edit) User:ShanaSon/Abandonware (links | edit) User:Andrzejbanas/Draft/Root (links | edit) Use
2008 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 September 17 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 September 17 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deletion/Log/2008 May 19 (links | edit) Wikipedia: Articles for deleti
sources/Noticeboard/Archive 38 (links | edit) Wikipedia: Articles for deletion/Log/2011 January 7 (links | edit) Wikipedia: Articles for deletion/RedSpotGames (links | edit) Wikipedia: Articles for deletion/RedSpotGa
topic candidates/StarCraft titles/archive1 (links | edit) Wikipedia:Articles for deletion/Phantasy Star Generation 1 (links | edit) Wikipedia:Articles for deletion/Reiko Nagase (links | edit) Wikipedia:Articles for deletion/Phantasy Star Generation 1 (links | edit) Wikipedia:Articles for deletion/Reiko Nagase (links | edit) Wikipedia:Articles
for deletion/Log/2015 October 11 (links | edit) Wikipedia:Peer review/Jill Valentine/archive 2 (links | edit) Wikipedia talk:WikiProject Video games/Archive 3 (links | edit) WikiProject Video games/Archive 3 (links |
game) (links | edit) Boom Boom Rocket (links | edit) 1UP Yours (redirect to section "IUP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Dammit!") (links | edit) 1UP Yours (redirect to section "Games, Da
 (links | edit) Wikipedia:WikiProject History Merge/22 (links | edit) 1Up.com (redirect page) (links | edit) F-Zero: Maximum Velocity (links | edit) Hunt the Wumpus (links | edit) Kid Icarus (links | edit) PlayStation (console) (links | edit) Sega CD (links | edit)
Dreamcast (links | edit) Tetris (links | edit) Final Fantasy VI (links | edit) Final Fantasy V
Internet Life (links | edit) Super Mario 64 (links | edit) Super Mario 64 (links | edit) Soulcalibur (video game) (links | edi
(links | edit) Kingdom Hearts (video game) (links | edit) Sonic Heroes (links | edit) Pokémon Ruby and Sapphire (links | edit) Pokémon Ruby and Sapphire (links | edit) Ristar (
Adventure of Link (links | edit) Star Wars Jedi Knight: Jedi Academy (links | edit) World of Warcraft (links | edit) World of Warcra
X-2 (links | edit) System Shock 2 (links | edit) Final Fantasy Crystal Chronicles (video game) (links | edit) Units | edit) Final Fantasy Crystal Chronicles (video game) (links | edit) Units | edit | edit) Units | edit 
 Fencer Musashi (links | edit) Ms. Pac-Man (links | edit) Ms. Pac-Man (links | edit) Max Payne (links | edit) Unreal Tournament 2004 (links | edit) Max Payne (links | edit) Max Payne (links | edit) Dominions II: The Ascension Wars (links | edit) Unreal Tournament 2004 (links | edit) Max Payne (li
Terranigma (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of Time (links | edit) Prince of Persia: The Sands of 
(links | edit) Myst IV: Revelation (links | edit) Sword of Mana (links | e
(links | edit) Castlevania: Symphony of the Night (links | edit) Tales (video game series) (links | edit) Tales (video game series) (links | edit) Dead or Alive 3 (links | edit) Dead or 
Alive Ultimate (links | edit) Castlevania: Circle of the Moon (links | edit) Daytona USA (links | edit) Daytona USA (links | edit) Perfect Dark Zero (links | edit) Parappa the Rapper 2 (links | edit) Parappa th
edit) Electronic Gaming Monthly (links | edit) Warhammer Online: Age of Reckoning (links | edit) Metroid Prime Hunters (li
Republic II: The Sith Lords (links | edit) Counter-Strike: Source (links | edit) ClayFighter 631/3 
Computer Gaming World (links | edit) Ryo Sakazaki (links | edit) Prince of Persia: Warrior Within (links | edit) Tony Hawk's Underground 2 (links | edit) Incredible
Crisis (links | edit) Paper Mario: The Thousand-Year Door (links | edit) Mortal Kombat: Deception (links | edit) Sonic X-treme (links | edit) Pokémon Diamond and Pearl (links | edit) Mortal Kombat: Deception (links | edit) Sonic X-treme (links | edit) The Legend of Zelda: The Minish Cap (links | edit) Pokémon Diamond and Pearl (links | edit) Sonic X-treme (links | edit) The Legend of Zelda: The Minish Cap (links | edit) RollerCoaster Tycoon 3 (links | edit) Mortal Kombat: Deception (links | edit) Sonic X-treme (links | edit) The Legend of Zelda: The Minish Cap (links | edit) RollerCoaster Tycoon 3 (links | edit) Mortal Kombat: Deception (links | edit) Sonic X-treme (links | edit) The Legend of Zelda: The Minish Cap (links | edit) RollerCoaster Tycoon 3 (links | edit) Mortal Kombat: Deception (links | edit) Sonic X-treme (links | edit) The Legend of Zelda: The Minish Cap (links | edit) RollerCoaster Tycoon 3 (links | edit) RollerCo
edit) Kingdom Hearts: Chain of Memories (links | edit) Dragon Quest VI (links | edit) Mario Party 6 (links | edit) Mario Party 6 (links | edit) Mario Party 6 (links | edit) Mario Party Advance (links | edit) Mario Party Advance (links | edit) Mario Party 6 (links | edit) Mario Party 6 (links | edit) Mario Party Advance (links | edit) Mario Party 6 (links | edit)
(links | edit) Midway Arcade Treasures 2 (links | edit) Sonic Rush (links | edit) Sonic Rush (links | edit) The Chronicles of Riddick: Escape from Butcher Bay (links | edit) Resident
Evil 4 (links | edit) Revelations: Persona (links | edit) Conker: Live & Reloaded (links | edit) Castlevania: Dawn of Sorrow (links | edit) Sega AM2 (
Thieves (links | edit) Godzilla: Save the Earth (links | edit) Ace Combat 5: The Unsung War (links | edit) Devil May Cry 3: Dante's
```

```
Awakening (links | edit) 25 to Life (links | edit) PCMag (links | edit) Fondie (links | edit) Hours (links | edit)
 (links | edit) Choro Q HG 4 (links | edit) Aliens: Colonial Marines (links | edit) Crisis Zone (links | edit) Trials of Mana (links | edit) Neverwinter Nights 2 (links | edit) Project Snowblind (links | edit) The Legend of Zelda: Twilight
Princess (links | edit) God of War (2005 video game) (links | edit) Final Fantasy XIII (links | edit) Devil May Cry 4 (links | edit) Panzer Dragoon Orta (links | edit) Fight Club
(video game) (links | edit) Romancing SaGa (links | edit) Resident Evil Zero (links | edit) Resident Evil (1996 video game) (links | edit) Gunstar Super Heroes (links | edit) Croteam (links | edit) Joint Operations: Typhoon Rising (links |
edit) Shadow of the Colossus (links | edit) The Movies (video game) (links | edit) Pac-Man Fever (video game) (links | edit) Team Fortress 2 (links | edit) Pac-Man Fever (video game) (links | edit) Team Fortress 2 (links | edit) Pac-Man Fever (video game) (links | edit) Pac-Man Fev
game) (links | edit) Blood Omen: Legacy of Kain (links | edit) X (Mega Man) (links | edit) Urtua Fighter 2 (links | edit) Ur
 (links | edit) Alan Wake (links | edit) Shadow Hearts: Covenant (links | edit) Retchet: Deadlocked (links | edit) Mole Mania (links | edit) Resistance: Fall of Man (links | edit) Tekken 6 (links | edit) Lost in Blue (video game)
 (links | edit) Tails Adventure (links | edit) Super Mario Strikers (links | edit) Super Mario Strikers (links | edit) Worms 4: Mayhem (links | edit) True Swing Golf (links | edit) Super Mario Strikers (links | edit) Super Mario Strikers (links | edit) True Swing Golf (links | ed
 Nightmare Before Christmas: Oogie's Revenge (links | edit) Brain Age: Train Your Brain in Minutes a Day! (links | edit) Brain Age: Train Your Brain in Minutes a Day! (links | edit) Brain Age: Train Your Brain in Minutes a Day! (links | edit) Brain Age: Train Your Brain in Minutes a Day! (links | edit) Brain Age: Train Your Brain in Minutes a Day! (links | edit) Brain Age: Train Your Brain in Minutes a Day! (links | edit) Brain Age: Train Your Brain in Minutes a Day! (links | edit) Brain Age: Train Your Brain in Minutes a Day! (links | edit) Brain Age: Train Your Brain in Minutes a Day! (links | edit) Brain Age: Train Your Brain in Minutes a Day! (links | edit) Brain Age: Train Your Brain in Minutes a Day! (links | edit) Brain Age: Train Your Brain Age: Train Y
 III (links | edit) Knights of Honor (video game) (links | edit) Tabula Rasa (video game) (links | edit) Tabula Rasa (video game) (links | edit) Resident Evil Outbreak (links | edit) Re
Dawn of Mana (links | edit) L.A. Rush (links | edit) L.A. Rush (links | edit) Lunar: Dragon Song (links | edit) Mega Man Battle Chip Challenge (links | edit) Me
The Promised Land (links | edit) The Misadventures of Tron Bonne (links | edit) The Warriors (video game) (links | edit
 edit) Virtual Boy Wario Land (links | edit) EyeToy: Play 2 (links | edit) Black (video game) (links | edit) Batman Begins (video game) (links | edit) Batman Begins (video game) (links | edit) Black (video game) (links | edit) Bully (video game) (links | edit) Mega Man X
 Collection (links | edit) Naruto: Clash of Ninja (video game) (links | edit) Okami (links | edit) Crusader Kings (video game) (links | edit) The Lord of the Rings: The Battle for Middle-earth II (links | edit) Mortal Kombat: Shaolin Monks (links | edit) Night Watch (video game) (links | edit) The Lord of the Rings: The Battle for Middle-earth II (links | edit) Mortal Kombat: Shaolin Monks (links | edit) The Lord of the Rings: The Battle for Middle-earth II (links | edit) The Lord of the Rings: The Battle for Middle-earth II (links | edit) Rings (lin
(links | edit) Company of Heroes (video game) (links | edit) The Incredible Hulk: Ultimate Destruction (links | edit) Super Princess Peach (links | edit) Blue Dragon (video game) (links | edit) Graffiti Kingdom (links | edit) Super Princess Peach (links | edit) Blue Dragon (video game) (links | edit) Graffiti Kingdom (links | edit) Super Princess Peach (links | edit) Blue Dragon (video game) (links | edit) Graffiti Kingdom (links | edit) Super Princess Peach (links | edit) Blue Dragon (video game) (links | edit) Graffiti Kingdom (links | edit) Graffiti Kingdom (links | edit) Blue Dragon (video game) (links | edit) Graffiti Kingdom (links | edit) Graffiti Kingdom
 edit) Sonic Riders (links | edit) Imperial Glory (links | edit) The Political Machine (links | edit) Sonic the Hedgehog (2006 video game) (links | edit) Namco Museum Battle Collection (links | edit) Stranglehold (video game) (links | edit) Disgaea 2
(links | edit) Dead or Alive 4 (links | edit) Bad Day L.A. (links | edit) Bad Day L.A. (links | edit) Dig Dug: Digging Strike (links | edit) Dig Dug: Digging Strike (links | edit) SNK vs. Capcom: SVC Chaos (links | edit) Armored Core: Last Raven
 (links | edit) Armored Core: Formula Front (links | edit) Virtua Fighter 5 (links | edit) The Elder Scrolls Travels: Shadowkey (links | edit) The Elder Scrolls Travels Travel
 | edit) Mega Man Zero (video game) (links | edit) Galleon (video game) (links | edit) Batman: Rise of Sin Tzu (links | edit) Mega Man: The Wily Wars (links | edit) Wario: Master of Disguise (links | edit) AskMen (links | edit) Mister
 Mosquito (links | edit) Drill Dozer (links | edit) Edit) Edit) Edit) Edit) Edit) Fire Emblem: Path of Radiance (links | edit) Official U.S. PlayStation Magazine (links | edit) DEFCON (video game) (links | edit) Edit) Sword of the Stars (links | edit) Official U.S. PlayStation Magazine (links | edit) PC/Computing (links | edit) PC/Comput
 edit) Animal Crossing: City Folk (links | edit) ASH: Archaic Sealed Heat (links | edit) KOF: Maximum Impact 2 (links | edit) Silent Hill 4: The
 Room (links | edit) Ultimate Ghosts 'n Goblins (links | edit) State of Emergency 2 (links | edit) Dragon Ball GT: Transformation (links | edit) Hotel Mario (links | edit) Star Trek: Legacy (links | edit) Lost Planet: Extreme Condition
(links | edit) Crysis (video game) (links | edit) UideoGames & Computer Entertainment (links | edit) UideoGames & Uinks | edit) U
Trilogy (links | edit) Disney's Magical Quest (links | edit) Urm O.K - A Murder Simulator (links | edit) Warpath (video game) (links | edit) Warpath (video game) (links | edit) Titan Quest (links | edit) Urm O.K - A Murder Simulator (links | edit) Warpath (video game) (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Urm O.K - A Murder Simulator (links | edit) Ur
 (links | edit) God of War II (links | edit) Mario Party 8 (links | edit) Viva Piñata (video game) (links | edit) Dungeon Siege II: Broken World (links | edit) Dungeon Siege III: Broken World (links | edit) Dungeon Siege II: Broken World (links | edit) 
 edit) Infected (video game) (links | edit) The Legend of Zelda: Phantom Hourglass (links | edit) Fallout (video game) (links | edit) Edit) Rampage: Total Destruction (links | edit) Edit) The Legend of Zelda: Phantom Hourglass (links | edit) Fallout (video game) (links | edit) Edit) Fallout (video game) (links | edit) Fallout (video game) (links | edit) Edit) Fallout (video game) (links | edit) Fallout (video game) (links |
 Mistwalker (links | edit) Marvel: Ultimate Alliance (links | edit) God Hand (links | edit) Grand Theft Auto: Vice City Stories (links | edit) Destroy All Humans! 2 (links | edit) Trauma Center: Second Opinion (links | edit) World War II Combat:
Iwo Jima (links | edit) Silent Hill: Homecoming (links | edit) Final Fantasy Crystal Chronicles: Ring of Fates (links | edit) Assassin's Creed (video game) (links |
edit) Folklore (video game) (links | edit) Sonic and the Secret Rings (links | edit) Super Mario (links | edit) Super Robo!: Park Patrol (links | edit) Super Robo!: Park Patrol (links | edit) Super Mario (links | edit) Super Robo!: Park Patrol (l
(links | edit) Lunar Knights (links | edit) Brain Age 2: More Training in Minutes a Day! (links | edit) Brain Age 2: More Training in Minutes a Day! (links | edit) Brain Age 2: More Training in Minutes a Day! (links | edit) Brain Age 2: More Training in Minutes a Day! (links | edit) Brain Age 2: More Training in Minutes a Day! (links | edit) Brain Age 2: More Training in Minutes a Day! (links | edit) Brain Age 3: More Training in Minutes a Day! (links | edit) Brain Age 3: More Training in Minutes a Day! (links | edit) Brain Age 3: More Training in Minutes a Day! (links | edit) Brain Age 3: More Training in Minutes a Day! (links | edit) Brain Age 3: More Training in Minutes a Day! (links | edit) Brain Age 3: More Training in Minutes a Day! (links | edit) Brain Age 3: More Training in Minutes a Day! (links | edit) Brain Age 3: More Training in Minutes a Day! (links | edit) Brain Age 3: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Training in Minutes a Day! (links | edit) Brain Age 4: More Trai
 Escape from Bug Island (links | edit) Infernal (video game) (links | edit) Kirby: Squeak Squad (links | edit) Kronghold 2 (links | edit) Front Mission (video game) (links | edit) Heavy Rain (links | edit) Princess Crown (links | edit) APB:
 All Points Bulletin (links | edit) Half-Life 2: Episode Two (links | edit) Code Age (links | edit) Code Age (links | edit) Moscow to Berlin: Red Siege (links | edit) BlowOut
 (links | edit) Scaler (video game) (links | edit) Skate (2007 video game) (links | edit) Skate (2007 video game) (links | edit) Broken pixels (redirect to section "Broken Pixels") (links | edit) Review crew (redirect to section "Review Crew") (links | edit) GFW Radio
(redirect to section "GFW Radio and LAN Party") (links | edit) The Final Fantasy Legend (links | edit) Pokémon Colosseum (links | edit) Pokémon Snap (links | edit) Inks | edit) Pokémon Snap (links | edit) Pokémon Snap (links | edit) Pokémon Snap (links | edit) Inks | edit) Inks
 Yagami (links | edit) General Leo (links | edit) The Magic of Scheherazade (links | edit) Alex (Street Fighter) (links | edit) Pokémon Dash (l
 Darkness (links | edit) Bomberman Max (links | edit) Bomberman Max (links | edit) Donkey Kong Jr. Math (links | edit) Twelve (Street Fighter) (links | edit) Wario Land (links | edit) Pokémon Ranger (links | edit) Galactic Pinball (links | edit) Twelve (Street Fighter) (links | edit) Twelve 
 Necrid (links | edit) Q (Street Fighter) (links | edit) Innsmouth no Yakata (links | edit) DonPachi (links | edit) DonPachi (links | edit) University (links | edit) Universit
 Matsuda (links | edit) Kick Master (links | edit) Kick Master (links | edit) Knights of Valour (links | edit) Pokémon Black and White (links | edit) Pokémon Black and White (links | edit) Mr. Mime (
 | edit) Isabelle (Animal Crossing) (links | edit) Bound High! (links | edit) Wr. Driller G (links | edit) Wirtual Lab (links | edit) Wirtual Fishing (links | edit) Hiroshi Ono (artist) (links | edit) List of video game podcasts (links | edit) Virtual Lab (links | edit) Virtual Fishing (links | edit) Wirtual F
 edit) Virtual Bowling (links | edit) EmuParadise (links | edit) User: Kung Fu Man/Jynx (links | edit) User: 
Yours (redirect to section "Games, Dammit!") (links | edit) Spore (2008 video game) (links | edit) View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500) Retrieved from "WhatLinksHere/1Up Network" Dinner quotes capture the meaning of connection, warmth, and the joy of eating with others. Whether it's gathering with loved ones, celebrating a
 special occasion, or just enjoying a quiet meal at home, these quotes emphasize the power of food to bring people together. They remind you that dinner is not just about sustaining the body, but also about fostering discussions, building relationships, and creating memories. Top Dinner Quotes Dinner is more than just sustenance; it represents a time
to unwind, connect, and enjoy the company of others. These top 10 dinner quotes celebrate the essence of shared meals and the joy of coming together around the table. "People who love to eat are always the best people." - Julia Child "One cannot think well, love well, if one has not dined well." - Virginia Woolf "The discovery of a new
dish does more for the happiness of the human race than the discovery of a star." - Jean Anthelme Brillat-Savarin "Food is symbolic of love when words are inadequate." - Alan D. Wolfelt "Good food brings people together." - Unknown "A good dinner, one can forgive anybody
even one's own relations." - Oscar Wilde "Dining is and always was a great artistic opportunity." - Frank Lloyd Wright "The fondest memories are made when gathered around the table." - Unknown "Laughter is brightest where food is best." - Irish Proverb Also Read: Holding Hands Quotes (with Commentary) Dinner Quotes on Family and
Togetherness Family dinners are a cherished tradition in many cultures, offering a chance to pause from the busyness of life and reconnect with those closest to us. These quotes celebrate the warmth, love, and togetherness that come from gathering for a meal. "The family that eats together stays together stays together stays together stays together a meal."
happens in the kitchen, but it's the conversation at the table that really counts." - Unknown "The shared meal elevates eating from a mechanical process of fueling the body to a ritual of family and community." - Michael Pollan "The dinner table is a sacred space where time slows down and hearts open up." - Unknown "A meal shared with family is a
 gift wrapped in love and laughter." - Unknown "Family meals provide the opportunity for growth, understanding, and love to flourish." - Marion Cunningham "The dinner table is the one place where time stands still and memories are made." - Unknown "When we sit down to a family dinner, we are weaving the fabric of our lives together." -
 Unknown "Food tastes better when you eat it with your family." - Unknown "Around the dinner table, we find more than just food - we find our connection to each other." - Unknown Dinner Quotes on Sharing a Meal with Loved Ones Sharing a meal with loved ones is about more than just food; it's about connection, laughter, and creating lasting
 memories. These quotes capture the essence of coming together around the table and the bonds that are strengthened through shared moments. "The fondest memories are made when gathered around the table with those you
love is to share more than just a meal." - Mitch Albom "The best moments are those shared over a plate of food and the company of loved ones." - Robin S. Sharma "Food tastes better when you eat it with people you care about." - Adam Gopnik "The dinner table is where the heart
of family comes alive." - Laurie David "Sharing a meal is an invitation to love, laughter, and togetherness." - Padma Lakshmi "When we share a meal, we share our lives." - Alice Waters Dinner Quotes on Food and Joy Food brings not only
nourishment but also joy, comfort, and satisfaction. These quotes celebrate the simple pleasures that come from enjoying a good meal and the happiness is a full plate and a heart full of gratitude." - Nigella Lawson "Food is the ingredient that
binds us together." - James Beard "Laughter is brightest where food is best." - Irish Proverb "The only thing I like better than just joy to the table—it brings people together." - Ruth Reichl "Food may be essential as fuel for the body, but good food is fuel for the soul." - Malcoln
Forbes "Eating good food is a celebration of life." - Thomas Keller "Food is the foundation of true happiness." - José Andrés "The joy of life is found in its simple pleasures, and food is one of the greatest." - Julia Child Dinner Quotes on Conversations and
deep connections. These quotes reflect how the dinner table becomes a space where people bond, share stories are told, laughter is shared, and bonds are strengthened." - Laurie Colwin "Great conversations often start at the dinner table." -
Michael Pollan "The best memories are made around the table, with good food and even better company." - Ina Garten "A good dinner brings together food, friendship, and conversation is the true seasoning at the dinner
table." - John Walters "It's not the food, but the people around the table, that make a meal memorable." - Julia Child "Sharing food is the most intimate act of community; eating together creates a bond." - Barbara Kingsolver "Every dinner table is a stage where stories unfold, and memories are created." - James Beard "Good food and great
conversations make a dinner memorable, but it's the connection that truly feeds the soul." - Ruth Reichl Dinner Quotes on Celebrating Special Moments, bringing people together to mark significant events. These quotes emphasize how meals elevate any celebration, creating lasting
memories with loved ones. "A celebration without food is just a meeting." - Julia Child "Every special occasion becomes even more special when celebrated around a dinner table." - Nigella Lawson "A good meal turns any occasion becomes even more special when celebrated around a dinner table." - In the second s
love." - Ina Garten "Food has the power to turn a moment into a memory, and every celebration deserves that." - Thomas Keller "The best parties are the ones where the food, laughter, and love flow freely." - Ruth Reichl "Celebration begins to turn a moment into a memory, and every celebration begins to turn a moment into a memory, and every memorable celebration begins to turn a moment into a memory, and every memorable celebration begins to turn a moment into a memory, and every memorable celebration begins to turn a moment into a memory, and every memorable celebration begins to turn a moment into a memory, and every memorable celebration begins to turn a moment into a memory, and every memorable celebration begins to turn a moment into a memory, and every memorable celebration begins to turn a moment into a memory, and every memorable celebration begins to turn a moment into a memory, and every memorable celebration begins to turn a moment into a memory, and every memorable celebration begins to turn a moment into a memory, and every memorable celebration begins to turn a moment into a memory memorable celebration begins to turn a moment into a memory memorable celebration begins to turn a moment into a memory memorable celebration begins to turn a moment into a memorable celebration begins to turn a moment into a memorable celebration begins to turn a moment into a memorable celebration begins to turn a moment into a memorable celebration begins to turn a moment into a memorable celebration begins to turn a moment into a memorable celebration begins to turn a moment into a memorable celebration begins to turn a moment into a memorable celebration begins to turn a moment into a memorable celebration begins to turn a moment into a memorable celebration begins to turn a memorable celebration begins to turn a moment into a memorable celebration begins to turn a moment into a memorable celebration begins to turn a memorable celebration begins to turn a memorable celebration begins to turn a memorable celebration
at the dinner table, where love, laughter, and food unite." - Padma Lakshmi "Food is the anchor that brings everyone together for life's special moments." - Michael Pollan Dinner Quotes on Comfort and Home Cooking There's something special
about the warmth and nostalgia of a home-cooked meal. These quotes reflect the deep sense of comfort, belonging, and love that we feel when we gather around the dinner table to enjoy a meal made from the heart. "Home-cooked meals are more than just food; they are a reminder of love, comfort, and warmth." - Ina Garten "There is nothing more
comforting than the aroma of a home-cooked meal wafting through the house." - Nigella Lawson "A home-cooked dinner is a love letter written in flavors." - Ruth Reichl "Cooking is at once child's play and adult joy. And cooking done with care is an act of love." - Craig Claiborne "Food brings people together on many different levels. It's nourishment
of the soul and body." - Giada De Laurentiis "The kitchen is a place of comfort, and the dinner table is where stories unfold." - Alice Waters "Good food and a warm kitchen are what make a house a home." - Rachael Ray "There is no better feeling than sitting down to a meal made with love." - Michael Symon "Cooking at home is
the simplest way to make something wonderful out of the everyday." - Julia Child "A home-cooked meal feeds not only the body but the soul." - Martha Stewart Dinner out of the everyday." - Julia Child "A home-cooked meal feeds not only the body but the soul." - Martha Stewart Dinner is a time to slow down, savor each bite, and indulge in the simple pleasures of life. These quotes remind us to relish the moment,
enjoy the flavors, and appreciate the experience of dining with delight and satisfaction. "Dinner is not just about feeding the soul through indulgence and savoring each moment." - Nigella Lawson "Savoring the flavors of a good meal is one of life's simplest pleasures." - Ina Garten "Indulgence is best served at the dinner of the dinner is not just about feeding the soul through indulgence and savoring each moment." - Nigella Lawson "Savoring the flavors of a good meal is one of life's simplest pleasures." - Ina Garten "Indulgence and savoring the flavors of a good meal is one of life's simplest pleasures." - Ina Garten "Indulgence and savoring the flavors of a good meal is one of life's simplest pleasures." - Ina Garten "Indulgence and savoring the flavors of a good meal is one of life's simplest pleasures."
table, with laughter and good company." - Ruth Reichl "There is no better way to savor life than through a beautifully prepared meal." - Gordon Ramsay "A great dinner invites you to indulge your senses and enjoy the beauty of the moment." - Julia Child "In life, as in food, it's important to slow down and savor every bite." - James Beard "Indulging in
a delicious dinner is a way to celebrate the joy of living." - Thomas Keller "A meal shared with others is a celebration of life, indulgence, and gratitude." - Alice Waters "There's magic in every bite of a well-prepared meal, a moment worth savoring." - Michael Pollan "Let your taste buds dance in delight, and indulge in the joy that dinner brings."
 Rachael Ray Dinner Quotes on Gratitude and Appreciation Dinner is more than just a meal; it's an expression of gratitude for nourishment, companionship, and life's simple blessings. These quotes reflect the importance of appreciating the act of sharing food and the love that surrounds it. "The dinner table is a place to give thanks, not only for the
food but for the hands that prepared it." - Ina Garten "Gratitude is the seasoning that makes every dinner more delicious." - Ruth Reichl "The simple act of sharing a meal creates a bond of gratitude and connection." - Ruth Reichl "The simple act of sharing a meal creates a bond of gratitude is the seasoning that makes every dinner more delicious." - Ruth Reichl "The simple act of sharing a meal creates a bond of gratitude is the seasoning that makes every dinner more delicious." - Ruth Reichl "The simple act of sharing a meal creates a bond of gratitude is the seasoning that makes every dinner more delicious." - Ruth Reichl "The simple act of sharing a meal creates a bond of gratitude is the seasoning that makes every dinner more delicious." - Ruth Reichl "The simple act of sharing a meal creates a bond of gratitude is the seasoning that makes every dinner more delicious." - Ruth Reichl "The simple act of sharing a meal creates a bond of gratitude is the seasoning that makes every dinner more delicious." - Ruth Reichl "The simple act of sharing a meal creates a bond of gratitude is the seasoning that makes every dinner more delicious." - Ruth Reichl "The simple act of sharing a meal creates a bond of gratitude is the seasoning that makes every dinner more delicious." - Ruth Reichl "The simple act of sharing a meal creates a bond of gratitude is the seasoning that makes every dinner more delicious." - Ruth Reichl "The simple act of sharing a meal creates a bond of gratitude is the seasoning that makes every dinner more delicious." - Ruth Reichl "The simple act of sharing a meal creates a bond of gratitude is the seasoning that makes every dinner more delicious." - Ruth Reichl "The simple act of sharing a meal creates a bond of gratitude is the seasoning that makes every dinner more delicious." - Ruth Reichl "The simple act of sharing a meal creates a bond of gratitude is the seasoning a meal creates a bond of gratitude is the seasoning a meal creates a bond of gratitude is the seasoning a meal creates a meal cr
in gratitude is the most satisfying feast of all." - Julia Child "Every dinner is a chance to give thanks for the little joys that make life full." - Michael Ray "Dinner is not just about feeding the body, it's about nurturing the soul with gratitude." - Thomas
 Keller "The true flavor of dinner is found in the appreciation of the moment." - Giada De Laurentiis "A grateful heart turns any meal into a feast." - Martha Stewart Dinner Quotes on the Importance of Gathering Around the Table The dinner table is a place where people come together to share stories, strengthen bonds, and build connections. These
 quotes emphasize the significance of gathering with loved ones and creating memories through shared meals. "The dinner table is the heart of every family, where memories are made and bonds are strengthened." - Ina Garten "Gathering around the table is not just about eating; it's about building relationships that last a lifetime." - Alice Waters
 "There's something magical about the act of coming together for dinner—it unites us in ways words cannot." - Ruth Reichl "The most important conversations always happen over a shared meal." - Michael Symon "Dinner isn't just a meal, it's an experience that brings people closer." - Julia Child "Around the dinner table, we find connection,
 conversation, and a sense of belonging." - Nigella Lawson "A shared meal has the power to bring people together not just to eat, but to share our lives." - Rachael Ray "No matter how busy life gets, the dinner table remains a place of unity and togetherness."
Martha Stewart "The dinner table is where the world slows down and people truly connect." - Thomas Keller Dinner Quotes on Simplicity and Contentment and a sense of peace. These quotes highlight how uncomplicated moments can bring great joy and that fosters contentment and a sense of peace. These quotes highlight how uncomplicated moments can bring great joy and that fosters contentment and a sense of peace.
 satisfaction in everyday life. "The best dinners are made from the simplest ingredients, seasoned with love." - Alice Waters "A simple meal shared with loved ones brings more happiness than a feast alone." - Ina Garten "The beauty of dinner lies not in extravagance, but in the simple joy of togetherness." - Michael Pollan "Contentment is found not in
what is served, but in the company that surrounds the table." - Julia Child "In the simplest dinners, we discover the richest moments of contentment." - Nigella Lawson "True happiness comes from a simple meal enjoyed in good company." - Giada De Laurentiis "The joy of dinner is in its simplicity—a moment to pause, eat, and be." - Ruth Reichl "A
small dinner cooked with care brings more joy than the finest banquet." - Rachael Ray "Simplicity at the dinner table allows for deeper conversations and a greater connection." - Thomas Keller "The simplest dinner table allows for deeper conversations and a greater connection." - Thomas Keller "The simplest dinner table allows for deeper conversations and a greater connection." - Thomas Keller "The simplest dinner table allows for deeper conversations and a greater connection." - Thomas Keller "The simplest dinner table allows for deeper conversations and a greater conversations and a greater conversations." - Thomas Keller "The simplest dinner table allows for deeper conversations and a greater conversations and a greater conversations are simplest dinner table allows for deeper conversations are simplest dinner tab
 Dinner is not just about nourishment—it's an opportunity to express creativity through flavors, textures, and techniques. These quotes celebrate the art of cooking and the joy of experimenting in the kitchen. "A well-cooked dinner is a canvas of flavors waiting to be discovered." - Ina Garten "Culinary creativity turns the ordinary into the
 "The magic of dinner is in the creative freedom to explore endless possibilities with ingredients." - Ruth Reichl "A dash of creativity in the kitchen turns any meal into a flavor-filled adventure." - Julia Child "Culinary creativity in the kitchen turns any meal into a flavor-filled adventure." - Nigella Lawson "Dinner is the
 perfect stage for experimenting with bold flavors and unexpected combinations." - Michael Pollan "The flavors in a creative dinner are a reflection of the cook's passion and imagination." - Rachael Ray Also Read: Living in the Past Quotes (with Commentary) Final Thoughts Dinner quotes remind you of the simple joys that come from gathering around
the table. They inspire you to appreciate the moments of togetherness, the comfort of home-cooked meals, and the joy of enjoying both food and company. Whether it's a big celebration or a daily meal, dinner offers you the opportunity to connect, reflect, and share in the beauty of life's small but significant moments. When you think of Shadow the
 Hedgehog, you think of a character who's dark, complex, and full of attitude, right? His quotes reflect his mysterious personality and inner struggle. They're perfect if you're feeling edgy or deep. Let's dive into them together. Also Read: Quotes From Immigrants (with Explanation) Best Shadow The Hedgehog Quotes "I don't care who you are, I will
 end you." - Shadow the Hedgehog This quote encapsulates Shadow's intense and often brooding character. It reflects his determination and fierce nature, suggesting that he is a force to be reckoned with. In this statement, Shadow reveals his readiness to confront anyone who poses a threat or stands in his way. "I am my own master." - Shadow the
 Hedgehog This quote emphasizes Shadow's independence and self-reliance. Throughout his journey, he often grapples with his identity and past, but this affirmation of autonomy showcases his strength in choosing his own path, free from external manipulation or influence. "The ultimate life form! No one can beat me!" - Shadow the Hedgehog This
 declaration reinforces Shadow's self-perception as a pinnacle of power and ability. It reflects his confidence and exceptional skills, as well as his drive to prove himself against anyone who challenges him. This belief fuels his determination in every battle he faces. "If you want to know the truth, you have to be prepared for the consequences."
 Shadow the Hedgehog Shadow's words imply a deep understanding of the complexities of truth and reality. It suggests that seeking the truth is often accompanied by challenges and possible regrets, but true enlightenment requires the courage to face those truths head-on. "I'll show you the ultimate power!" - Shadow the Hedgehog This quote
exemplifies Shadow's pride in his strength and abilities. His quest for power drives him, and this statement is a challenge to anyone questioning his capabilities. It illustrates his relentless pursuit of becoming the strongest and achieving greatness. "The past is the past. I can't change it." - Shadow the Hedgehog In reflecting on his past, Shadow
recognizes that while it influences who he is, he must move forward rather than remain haunted by it. This mindset conveys growth and finding purpose. "Sometimes I feel like I'm fighting against myself." - Shadow the Hedgehog This introspective moment speaks to Shadow's internal struggles
 illustrating his conflicts between personal desires and external expectations. It emphasizes the theme of self-identity in his character arc, showcasing the challenges of reconciling different aspects of his nature. "I'm not a hero. I'm not a villain. I'm just me." - Shadow the Hedgehog This quote highlights Shadow's complexities as a character who
refuses to be pigeonholed into traditional roles. It reflects his quest for identity outside the labels often imposed on him, embracing his multifaceted personality and the choices he makes as an individual. "You'll pay for what you've done!" - Shadow the Hedgehog This assertive statement showcases Shadow's propensity for vengeance and justice. It
resonates with his moral code, indicating that he believes in accountability and is willing to take action against those who commit injustices, reinforcing the darker themes of his character. "I will fight for my friends!" - Shadow the Hedgehog This quote reveals a softer side to Shadow, demonstrating that he believes in accountability and is willing to take action against those who commit injustices, reinforcing the darker themes of his character. "I will fight for my friends!" - Shadow the Hedgehog This quote reveals a softer side to Shadow, demonstrating that he believes in accountability and is willing to take action against those who commit injustices, reinforcing the darker themes of his character. "I will fight for my friends!" - Shadow the Hedgehog This quote reveals a softer side to Shadow, demonstrating that he believes in accountability and is willing to take action against those who commit injustices, reinforcing the darker themes of his character. "I will fight for my friends!" - Shadow the Hedgehog This quote reveals a softer side to Shadow, demonstrating that he believes in accountability and is will not account the soften accountability accountability and is accountability accounta
 value for him. It signifies a shift in his character, where he finds worth in camaraderie and pledges to protect those he cares about. "Chaos Control!" - Shadow the Hedgehog This iconic phrase reflects Shadow's unique abilities and mastery over chaos energy. It highlights his powerful skills while also representing his control over chaotic forces, a
 metaphor for his internal turmoil and struggle for self-mastery. "You're too slow!" - Shadow the Hedgehog Used often during confrontations, this phrase emphasizes Shadow's confidence in his speed and agility. It sets the tone for his confrontations, this phrase emphasizes Shadow's confidence in his speed and agility. It sets the tone for his confrontations, this phrase emphasizes Shadow's confidence in his speed and agility. It sets the tone for his confrontations, this phrase emphasizes Shadow's confidence in his speed and agility. It sets the tone for his confrontations, this phrase emphasizes Shadow's confidence in his speed and agility. It sets the tone for his confrontations are speed and agility. It sets the tone for his confrontations are speed and agility. It sets the tone for his confrontations are speed and agility in the speed and agility in the speed and agility. It sets the tone for his confrontations are speed and agility in the speed agility
strengths. "Why do I exist?" - Shadow the Hedgehog This contemplative inquiry reflects Shadow's deep-seated existential doubts. It portrays the struggles he faces in understanding his purpose, encapsulating a central theme of searching for meaning amid chaos and personal conflict. "There's no point in hiding." - Shadow the Hedgehog This quote
symbolizes the futility of avoidance; Shadow expresses the inevitability of confrontation. It reflects his no-nonsense attitude, implying that facing challenges directly is often the best approach in both battle and life. "It's not about the power. It's about control." - Shadow the Hedgehog Here, Shadow offers an important perspective on strength. He
 illustrates that true power lies not only in raw ability but also in how one wields that power, emphasizing the wisdom of restraint and strategy in achieving objectives. "I will always protect this world." - Shadow the Hedgehog This declaration shows Shadow's commitment to safeguarding the universe he inhabits, even if it means standing alone. It
marks a significant aspect of his character development as he evolves from a solitary figure to one who stands for something greater. "I never back down from a fight." - Shadow the Hedgehog This quintessentially representative statement highlights Shadow's bravado and determination. It underscores his refusal to shy away from challenges,
positioning him as a resilient figure willing to face whatever comes his way, an admirable trait in both fictional and real-world contexts. "I am Shadow, the ultimate life form!" - Shadow the Hedgehog This proclamation encapsulates Shadow's pride and self-identity. By affirming his status, he embraces his unique attributes and capabilities, serving as
a hallmark of his character that resonates throughout his journey. "I won't regret a thing!" - Shadow the Hedgehog This quote reflects Shadow's acceptance of his choices, regardless of the outcomes. It signifies a bold stance on living authentically and embracing consequences, be they positive or negative, reinforcing the strength of conviction in
one's beliefs. "I don't believe in fate." - Shadow the Hedgehog Shadow's rejection of fate indicates his belief in free will and the power of choice. It reinforces the theme that individuals can shape their paths and destinies, emphasizing empowerment and personal responsibility. "No one can rewrite my past." - Shadow the Hedgehog This quote
 highlights Shadow's acceptance of his history, reinforcing his identity as a complex character shaped by his experiences. It signifies a resistance to allowing others to dictate his narrative, showcasing the importance of owning one's story. "Even if I can't remember, I still have my purpose." - Shadow the Hedgehog Shadow's reflection on purpose
despite memory loss speaks to his intrinsic motivation and resilience. It serves as a reminder that one's worth is not solely tied to past experiences, but rather the impact and intentions one chooses to uphold in life. "I don't care if you're a friend or a foe." - Shadow the Hedgehog This decisiveness shows Shadow's impartiality when it comes to his
 mission. It highlights his determination to proceed without favoritism, as he prioritizes the greater good over personal relationships, resulting in nuanced decisions that challenge traditional moral codes. "Pain is a part of life." - Shadow the Hedgehog This somber acknowledgement portrays Shadow's understanding of life's hardships. It emphasizes
 the necessity of pain as an element of growth and maturity while also reflecting on the struggles he has endured throughout his journey. "You can't change what's already happened!" - Shadow the Hedgehog This statement reinforces the idea of acceptance, suggesting that dwelling on the past leads to stagnation. In this recognition of reality, Shadow
encourages a mindset focused on the present and future, steering away from remorse and regrets. "I will not fall for your lies." - Shadow the Hedgehog This declaration showcases Shadow's resolve and discernment against deception. It signifies a commitment to truth and authenticity, values that resonate deeply within his character and guide his
interactions with others. "My strength is my own." - Shadow the Hedgehog This affirmation underlines Shadow's belief in self-reliance and personal mastery. It stresses the importance of one's inner power, defining strength as something cultivated within oneself rather than borrowed from external sources. "I'll never abandon my friends." - Shadow
the Hedgehog This sentiment emphasizes loyalty to those close to him, suggesting that friendships are a source of strength and motivation. It marks a significant aspect of his character development, showcasing emotional growth and determination to protect his bonds. "You have no idea who you're dealing with!" - Shadow the Hedgehog This
 warning symbolizes the depth of Shadow's abilities and the weight of his reputation. It highlights his confidence and the intimidation he instills in opponents while serving as a reminder that appearances can be deceiving. "You think you can defeat me? Think again." - Shadow the Hedgehog This confrontational statement showcases Shadow's
 defiance and unyielding spirit. It reflects his bravado when facing odds and serves as a precursor to the fierce battles that come with his character's narrative. "I was created to be a weapon." - Shadow the Hedgehog This poignant admission reflects Shadow's origins and the burden that comes with them. It adds layers to his character, suggesting
struggle between his inherent nature and a desire for agency, a central theme in his personal journey. "They say you can't change your fate, but I refuse to believe that." - Shadow the Hedgehog This assertion captures Shadow's determination to take control of his destiny. It emphasizes his belief in the power of individual choice and the rejection of
predetermined paths, empowering others to carve their own futures. "To become stronger, you must face hardship!" - Shadow the Hedgehog This quote reflects a significant lesson in growth and resilience. It emphasizes the idea that adversity serves as a catalyst for strength, reinforcing the notion that enduring challenges shapes one's character
and fortitude. "I won't stop until I find the truth." - Shadow the Hedgehog Shadow's determination to seek the truth signifies his relentless pursuit of knowledge and understanding. It highlights his inquisitive nature and the drive to uncover hidden facts, important traits for any character navigating a world of deception. "Together, we can overcome
anything!" - Shadow the Hedgehog This unified declaration speaks to the power of teamwork and collaboration. It emphasizes the importance of pooling strengths to face challenges, showcasing an evolution in Shadow's character toward valuing connections and mutual support. "You can't outrun your destiny!" - Shadow the Hedgehog This quote
suggests a struggle against fate, embodying the internal conflict faced by many characters, including Shadow. It implies a sense of inevitability, yet also the challenge of how one confronts their destined path, leading to layers of complexity in Shadow's story. "I can't save them all." - Shadow the Hedgehog This vulnerable admission reflects Shadow's story.
understanding of limitations and the burden of responsibility. It highlights the emotional weight of his decisions, advocating for acceptance in moments where one cannot control every outcome. "Trust is hard-earned." - Shadow the Hedgehog This quote emphasizes the value of trust and the effort it requires to build meaningful relationships. It
reflects Shadow's cautious nature, stemming from his complex history, while serving as a reminder of the importance of integrity and reliability. "You are stronger than you think!" - Shadow the Hedgehog This encouraging statement speaks to the potential within individuals, suggesting that self-doubt can often cloud one's true capabilities. It
represents a shift in Shadow's character from a solitary figure to one who recognizes the strength in others. Final Thoughts Shadow the Hedgehog is a character steeped in complexity, resilience, and a relentless quest for identity. His words often reflect a duality of strength and vulnerability, representing both his struggles and convictions. The
quotes aforementioned offer insight into his character development, emphasizing themes such as loyalty, acceptance, the importance of self-discovery, and the journey towards understanding one's purpose. Through his journey, shadow stands as a testament to the potential for growth and change, ultimately illustrating that true strength lies in
 recognizing oneself and confronting both internal and external challenges head-on. His legacy continues to resonate with audiences, inspiring reflections on themes of destiny, friendship, and the unyielding pursuit of truth. Shadow the Hedgehog is one of the most intriguing characters in the Sonic the Hedgehog universe. Known for his cool
 demeanor and mysterious past, he has become a favorite among fans. His quotes often reflect deep thoughts, struggles, and a sense of justice that makes him stand out. Whether he's facing challenges or questioning his existence, Shadow's words can be both memorable and powerful. Today, we'll look at some of the most iconic quotes from Shadow
These lines show his unique personality and the wisdom he has gained through his journey. Whether you're a long-time fan or just getting to know him, these quotes will give you a better understanding of Shadow's complex character. Shadow the Hedgehog This quote highlights
 Shadow's unique identity and confidence. He sees himself as a one-of-a-kind creation, which gives him a strong sense of purpose. We should remember that we all have our own special attributes that set us apart. Embracing our identity can allow us to express our true selves more boldly. "The past is a part of who I am, but it doesn't define me."
 Shadow the HedgehogThis quote reminds us that while our history influences our personalities, it doesn't control our futures. We all have the power to change and grow. Our experiences play a role in shaping us, but it's up to us to determine our path. Let's focus on the future we want and make choices that reflect our true selves. "I fight for my
friends, and I will protect them no matter what!" - Shadow reveals his loyalty and dedication to his friends hip brings out the best in us, encouraging us to stand up for those we care about. We can inspire each other when we are willing to protect and support our friends through the toughest
times. "You can't escape your destiny, but you can shape your own fate." - Shadow the HedgehogThis quote emphasizes the importance of taking control of our lives. While some things are beyond our control, we still have the power to influence our choices. We can choose to work towards a brighter future by making decisions that align with our
 values and dreams. "I have my own path to follow." - Shadow the HedgehogShadow's words remind us of the significance of individuality. Each one of us has our own journey, filled with unique challenges and achievements. It's essential to honor our personal paths and make choices that resonate with who we are, rather than comparing ourselves to
 others. "I don't care about the past; I care about what's happening now." - Shadow the HedgehogThis quote teaches us to focus on the present. Dwelling on past mistakes can hold us back from achieving our potential. By concentrating on the actions we can take today, we can create a brighter future. Let's embrace the moment and make the most of
our current opportunities!"I will not let anyone control my destiny." - Shadow the HedgehogHere, Shadow expresses his determination to stand in control of his life. This serves as a powerful reminder for us to take charge of our decisions. It's easy to let outside influences dictate our paths, but we must strive to stay true to ourselves and our
beliefs. "Trust no one, but believe in your own strength." - Shadow the HedgehogThis quote urges us to rely on ourselves rather than waiting for validation from others. While trusting people can be important, our inner strength is what truly matters. We should nurture our own abilities and believe in ourselves to overcome obstacles and succeed. "You
think you can defeat me? Think again!" - Shadow the HedgehogWith this quote, Shadow displays confidence in facing adversities. A strong mindset can lead us to triumph over difficulties, boosting our confidence and determination. "I have to find the meaning of my existence."
- Shadow the HedgehogShadow's pursuit of purpose is something we can all relate to. Searching for meaning in life can be a journey filled with ups and downs. It's worth exploring what truly matters to us, as this can lead to profound growth and understanding of ourselves." I won't run away from my responsibilities." - Shadow the HedgehogThis
 quote highlights the importance of facing our responsibilities head-on. Avoiding challenges may seem easier, but taking ownership leads to growth and respect. We should embrace our duties and decisions, as they help shape our character and influence our journey. "The only way to overcome the darkness is to face it." - Shadow the
HedgehogShadow challenges us to confront our fears instead of avoiding them. Facing darkness and adversity can be daunting, but it can also lead to personal growth. Embracing these moments allows us to learn from the experience and come out stronger. "I will never forget my promise!" - Shadow the HedgehogThis quote speaks to the power of
promises and commitment. It's a reminder that keeping our word is essential in building trust with others. When we honor our commitments, we strengthen our relationships and create lasting bonds with those we care about."My life is worth fighting for!" - Shadow the HedgehogWith this powerful proclamation, Shadow inspires us to value our own
 lives. We should recognize our worth and fight for what we believe in. Each moment is precious, and standing up for ourselves and our beliefs can lead to a fulfilling life. "No one should have the power to take away my happiness." - Shadow the HedgehogThis quote highlights the importance of protecting our happiness. We must not allow others to
dictate how we feel. By focusing on what brings us joy, we can cultivate a positive mindset and surround ourselves with uplifting influences. "Pain is an inevitable part of life, but it can lead to strength." - Shadow the HedgehogIn this quote, Shadow shares a deep truth about life. We all face pain and struggles, yet it often leads to growth. Let's
remember that each challenge can build our resilience and help us emerge stronger than before. "Victory is not just about winning; it's about standing for what is right." - Shadow the HedgehogThis quote encourages us to see victory in a broader way. Winning is enjoyable, but staying true to our values is even more important. Standing for what is
right can lead to a sense of fulfillment and purpose in our lives. "You must face the consequences of your actions have impacts, and accepting responsibility can help us grow. Instead of shying away from consequences, we should learn from our choices and
strive to make better decisions in the future. "You don't know what you're up against!" - Shadow the HedgehogThis quote speaks to the importance of awareness. It teaches us that challenges may come with unknown difficulties. By preparing ourselves and understanding our situations, we can better navigate obstacles and tackle them head-on. "No
one can change the past; we can only move forward." - Shadow the HedgehogShadow emphasizes the necessity of letting go of our past. While moments may weigh heavily on us, the journey ahead is what truly matters. We should focus on growth and improvement as we continue our lives moving forward." A shadow emphasizes the necessity of letting go of our past. While moments may weigh heavily on us, the journey ahead is what truly matters. We should focus on growth and improvement as we continue our lives moving forward." A shadow emphasizes the necessity of letting go of our past. While moments may weigh heavily on us, the journey ahead is what truly matters. We should focus on growth and improvement as we continue our lives moving forward." A shadow emphasizes the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a shadow emphasize the necessity of letting go of our past. While moments may be a s
 - Shadow the HedgehogWith this determination, Shadow encourages us to stay true to our goals. Maintaining resolve in the face of adversity is vital to personal growth and achievement. We can draw inspiration to persevere, even when challenges arise. "I am not a hero; I am not a villain; I am myself." - Shadow the HedgehogThis quote highlights the
complexity of identity. It's important to recognize that we don't have to fit into specific roles or labels. Accepting our authentic selves is empowering as we navigate through our lives and interactions. "Even if the world doesn't understand me, I will be true to myself." - Shadow the HedgehogIn this quote, Shadow reminds us of the importance of
 staying authentic. We may encounter obstacles when trying to be ourselves, but we should never compromise our values or beliefs. Believing in ourselves can bring about personal fulfillment and joy. "The truth is worth fighting for." - Shadow the HedgehogThis quote showcases the significance of honesty and integrity. Standing up for what we believe
is essential, even in challenging situations. We should be willing to advocate for the truth, as it shapes our relationships and connect with others. By
allowing ourselves to love and be vulnerable, we can experience deeper, more meaningful relationships. "Strength doesn't come from what you couldn't." - Shadow the HedgehogThis quote speaks to the essence of growth through struggle. Achievements are often born from facing and
conquering challenges. The knowledge we gain when we overcome obstacles is what truly strengthens us over time. "Sometimes, I feel lost, but I will find my way." - Shadow the HedgehogShadow's words resonate with many of us during moments of uncertainty. It's normal to feel lost at times, but believing that we can rediscover our path is vital.
Let's trust our instincts and intuition to guide us toward clarity and purpose. "I refuse to let others dictate my thoughts." - Shadow the HedgehogThis quote encourages us to maintain control over our minds. We should be aware of the influence others may have on us, but it's essential to stay rooted in our beliefs and opinions. Valuing our thoughts can
empower us in meaningful ways. "Even shadows can find the light." - Shadow the HedgehogThis quote symbolizes hope and potential. No matter the struggles we may face, there is always a chance to rise above darkness. By finding ways to embrace positivity and seek light, we can thrive and grow. "I choose my path, and I will walk it with
confidence." - Shadow the HedgehogShadow's declaration of choice inspires us to take control of our destinies. The decisions we make today shape our futures, and walking our paths with confidence can lead to greater success and fulfillment. Let's believe in our abilities and take charge. "The scars of the past will not stop me." - Shadow the
 HedgehogThis quote teaches us the power of resilience. Our experiences and hardships can leave marks, but they don't determine our futures. Instead of being held back by our scars, we can use them as reminders of our strength and ability to persevere. "Those who stand together are unbeatable." - Shadow the HedgehogShadow reminds us of the
 importance of teamwork. Together, we can achieve great things. Collaboration and unity can empower us as we face common challenges, fostering an unyielding bond that allows us to overcome obstacles. "Revenge will not fill the void in my soul." - Shadow the HedgehogThis quote highlights the futility of revenge. True fulfillment and happiness
 come from healing and moving forward, rather than seeking revenge for past hurts. Focusing on positive actions can lead us to a brighter, more fulfilling future. "Every day is a chance to start anew." - Shadow the HedgehogShadow's words depict the beauty of new beginnings. Each day offers a fresh opportunity to improve ourselves and our
 situations. By embracing the concept of rebirth, we can remain hopeful and motivated to pursue our dreams and aspirations."I am not afraid of the dark because it shows me the light." - Shadow the HedgehogThis quote teaches us to appreciate challenges for the lessons they bring. Dark times can reveal strength and clarity, enabling us to find light
even in difficult situations. By encouraging this mindset, we can grow and foster resilience in our lives. "There is more than one way to exist; I choose my own." - Shadow the HedgehogWith this quote, Shadow encourages us to embrace our choices. Life offers various paths, and we must trust ourselves to forge our own unique paths. This freedom
empowers us to explore various aspects of our identities and live authentically. "I don't believe in fate; I believe in choices over destiny. While circumstances may arise that are beyond our control, we still have the power to determine our paths. Making choices that
align with our values leads to personal fulfillment. "Emotions can be my strength, not my weakness." - Shadow the HedgehogThis quote highlights the importance of embracing our feelings. Sometimes, society tells us that emotions are seen as a weakness, but they can be powerful motivators. Our emotions can guide us towards meaningful actions
and connections. "Not everything is black and white; there are shades of gray." - Shadow the HedgehogShadow's words encourage us to see different perspectives. Life can be complex, with no clear right or wrong. By being open to understanding various viewpoints, we grow in compassion and empathy towards others. "I may be misunderstood, but I
will never give up." - Shadow the HedgehogThis quote serves as a powerful reminder to remain true to ourselves despite how others perceive us. It can be difficult to feel misunderstood, but continuing to push forward can inspire growth and determination within ourselves and those around us. "There's a power in silence; it can speak volumes."
 Shadow the HedgehogShadow teaches us that sometimes being quiet is more powerful than speaking. Silence can communicate emotions and feelings that words cannot express. By learning to embrace moments of silence, we can gain clarity and reflect on our thoughts. "Compassion can be a strength, not a weakness." - Shadow the HedgehogThis
 quote allows us to appreciate empathy as a vital aspect of connection. Snowing compassionate side, we invite more love and understanding into our lives. I walk my own path and do not fear the future. - Snadow the Hedgehog Snadow's determination
embrace his journey is an inspiring message. By confidently moving forward, we free ourselves from fear of the unknown and open ourselves up to new experiences. Trusting our abilities can take us to unimaginable heights. "My strength comes from the challenges I've faced." - Shadow the HedgehogThis quote emphasizes the role of adversity in
building strength. Each challenge can teach us valuable lessons that shape our growth. By learning from our experiences, we become more resilient and capable individuals. "I define success on my own terms." - Shadow the HedgehogShadow inspires us to create our own definitions of success. It's important to remember that success is subjective and
should align with our values and goals. When we define success on our terms, we can pursue fulfillment in a more meaningful way. "I embrace my flaws, for they make me who I am." - Shadow the HedgehogThis quote teaches us to love our imperfections. Acknowledging our flaws is essential in embracing our true selves. By accepting who we are, we
can foster growth and allow ourselves to flourish without the weight of unrealistic expectations. "Giving up is not an option for me." - Shadow the HedgehogThis statement inspires resilience. Shadow's determination exemplifies the mindset we should have during tough times. We can push through difficulties when we refuse to give up, leading us
toward progress and accomplishment." I will do whatever it takes to protect what matters." - Shadow the HedgehogShadow's commitment to his loved ones is admirable. This quote reinforces the importance of lovalty and sacrifice. Protecting those we care about can motivate us to pursue noble actions, showcasing the depth of our
relationships. "Being misunderstood is part of being unique." - Shadow the HedgehogThis quote highlights the value of individuality. When embracing our true selves, we may not always be understood by others. Nevertheless, our uniqueness is what makes us special, and we should wear it proudly. "Weakness and strength coexist in us all." - Shadow
the HedgehogShadow's words reveal the delicate balance of human nature. We all have moments of vulnerability paired with inner strength. By acknowledging both aspects of ourselves, we can grow and learn how to navigate our life experiences. "I am a guardian; I will protect the innocent." - Shadow the HedgehogThis quote reflects Shadow's sense
of duty. Protecting those who cannot protect themselves is a noble calling. We should strive to stand up for those in need and support our communities, showcasing our shared humanity. "Understanding is a process. It's essential to allow space for growth
and learning in our relationships. With time and patience, we can foster deeper connections and appreciation for one another." I am determined to uncover the truth, no matter the cost." - Shadow the HedgehogThis quote emphasizes the value of seeking truth. The pursuit of truth—whether about ourselves or the world around us—can lead us to
profound discoveries. We should never shy away from exploring and uncovering deeper insights. "Every decision we make can have significant impacts on our futures. By being intentional with our choices, we can
align our journeys with our values and aspirations. "The real battle is within me." - Shadow the Hedgehog This quote reveals the internal struggles we all face. Sometimes our greatest challenges come from our minds and emotions. By recognizing these battles, we can work towards inner peace and personal growth, empowering ourselves along the
way. "My journey is not solely mine; it's shared with those I care for." - Shadow the HedgehogShadow speaks to the importance of interconnected journeys. Our paths are influenced by relationships and shared experiences. By valuing these connections, we can grow together and learn from one another, enriching our lives. "No one can take away my
will to fight." - Shadow the HedgehogThis quote emphasizes resilience and determination. No external forces should hinder our drive to pursue our goals and beliefs. By cultivating our inner strength, we empower ourselves to overcome obstacles and achieve greatness. "I can always rise above my struggles." - Shadow the HedgehogShadow's words
inspire hope and tenacity. We all have the ability to overcome challenges and rise stronger. By believing in our struggles. "The fire within me burns brightly, quiding my way." - Shadow the HedgehogThis quote is a beautiful metaphor for inner passion. Our motivations—and the passion
behind them—can illuminate our journeys. If we stay connected to that fire within, we can navigate our paths with confidence. I look for deeper meanings." - Shadow underlines the importance of looking beyond appearances. Digging deeper can uncover truths that may otherwise be
overlooked. By practicing curiosity and critical thinking, we can gain a greater understanding of the world around us. "To evolve, we must first understanding of the world around us." a Shadow the Hedgehog This quote highlights the process of growth. Reflecting on our weaknesses fosters personal development and promotes understanding. By identifying
areas for improvement, we can take concrete steps towards becoming better versions of ourselves. "An open mind allows us to consider new perspectives and experiences. Let's cultivate this mindset, as it fosters creativity and
expansion in our lives. "I may be alone, but I am never lonely." - Shadow the HedgehogThis quote emphasizes the importance of self-acceptance. Being alone can provide opportunities for self-discovery and growth. Having a positive relationship with ourselves can ensure we feel fulfilled and content, even in solitude. "To be the best, you must learn
from the rest." - Shadow the HedgehogShadow reminds us that learning from others can elevate our abilities. Every experience—whether good or bad—offers valuable lessons. We can enhance our skills by being receptive to various perspectives and experience—whether good or bad—offers valuable lessons. We can enhance our skills by being receptive to various perspectives and experience—whether good or bad—offers valuable lessons.
the importance of sacrifices necessary for success. Every victory often comes at a price, whether through time, effort, or personal investment. By embracing sacrifice, we can work toward our dreams and goals without hesitation." I refuse to let my past mistakes define my future." - Shadow the HedgehogShadow's words remind us of the power of
redemption. Our past actions do not dictate our potential for growth. By acknowledging our choices and learning from them, we create a brighter future that aligns with our aspirations. "Life is a series of challenges; we must embrace them." - Shadow the HedgehogThis quote reflects the inevitability of challenges in life. Embracing these moments
rather than avoiding them can lead to personal development and strength. Each challenge presents an opportunity for growth and resilience. "Together, we are unstoppable." - Shadow the HedgehogShadow's words encapsulate the strength found in unity. When we collaborate and support one another, we can overcome even the most significant
hurdles. By working together, we can achieve tremendous accomplishments as a team. "I am not a villain; I am a guardian of justice." - Shadow the HedgehogThis quote demonstrates the complexity of identity. Shadow emphasizes his role as a protector rather than a villain. It encourages us to recognize the multifaceted nature of individuals and the
motivations behind their actions. "Even in darkness, we can find our way to light." - Shadow inspires hope in tough times. We can always choose to seek out positivity, even in difficult situations. By embracing optimism and courage, we can bring more light into our lives, guiding the way towards brighter days. Final
ThoughtsShadow the Hedgehog's quotes provide us with invaluable insights into his character and journey. His words showcase the importance of individuality, resilience, and the power of relationships. As we reflect on these quotes, we can draw inspiration to face our challenges and navigate our own paths with confidence. Leveraging the wisdom
embedded in these memorable lines can encourage us to embrace our journeys wholeheartedly. Whether you're resonating with Shadow's struggles or his commitments to friendship and strength, let's remember that we each have our own unique paths to walk. Together, we can face life's challenges and emerge stronger, allowing our experiences to
serve as lessons for our growth. If you enjoyed exploring Shadow's perspective, you might also find inspiration in popular movie quotes or dive into heartfelt thoughts in quotes about love and marriage. Carrie Underwood, a prominent country music superstar, is known not only for her strong voice but also for her inspiring words. Her quotes reflect
themes of strength, faith, and personal development, which offers insight into her journey both as an artist and a person. Whether discussing love, family, or success, Underwood's words inspire and uplift, reflecting her passion for
life, music, and personal growth. Her quotes offer insight into a life driven by faith, love, and the pursuit of dreams, resonating deeply with her fans. "Every day is a new day, and happiness is about being able to see the good things in
life." - Carrie Underwood "I want to be strong, not just for me, but for those who believe in me." - Carrie Underwood "The more you lose yourself in something bigger than yourself, the more energy you will have." - Carrie Underwood "The more you lose yourself in something bigger than yourself blessed." - Carrie Underwood "The more you lose yourself in something bigger than your
surviving, but thriving with passion and compassion." - Carrie Underwood "Every tear that falls is a seed that will grow into something beautiful." - Carrie Underwood "Sometimes that mountain you've been climbing is just a grain
of sand." - Carrie Underwood "It's not about being perfect. It's about being your best self." - Carrie Underwood Also Read:No One Is Perfect Quotes (with Commentary) Carrie Underwood, offering wisdom to those who face challenges. Her quotes
emphasize the importance of perseverance, inner strength, and faith in overcoming obstacles, making her a powerful voice of empowerment. "Your scars don't make you less beautiful. They tell your story of survival." - Carrie Underwood "We fall,
we break, we fail, but then we rise, we heal, and we overcome." - Carrie Underwood "Resilience is the ability to bend without breaking, to rise after every fall." - Carrie Underwood "Through every storm, you find out
just how strong you really are." - Carrie Underwood "You may not control all the events that happen to you, but you can decide not to be reduced by them." - Carrie Underwood "No matter what life throws your way, you have to keep fighting. You're
stronger than you think." - Carrie Underwood "Resilience is rising above, moving forward, and refusing to let anything stop you." - Carrie Underwood Carrie Underwood Carrie Underwood Slife and music. Her words on love reflect
deep emotion, the importance of connection, and the power of vulnerability in building lasting bonds. "Love is about giving someone the power to break your heart, but trusting them not to." - Carrie Underwood "It's not the fairy tale that matters, it's the love you
build day by day." - Carrie Underwood "True love is not perfect, but it is forgiving and patient." - Carrie Underwood "A relationship built on honesty and trust can weather any storm." - Carrie Underwood "True love is that it
makes you stronger in ways you never expected." - Carrie Underwood "When you find someone who loves you at your worst, that's when you know it's real." - Carrie Underwood "Relationships are hard work, but they're worth it when love is at the
center." - Carrie Underwood Carrie Underwood Carrie Underwood Carrie Underwood's faith and Spirituality Carrie Underwood's faith and Spirituality highlight her belief in a higher power, her trust in God, and the strength she draws from her spiritual journey. "Faith
is not about having all the answers; it's about trusting the process." - Carrie Underwood "God's plan is always greater than ours, even when we don't understand it." - Carrie Underwood "Faith is the foundation that keeps me grounded in a world full
of chaos." - Carrie Underwood "My faith has taught me to trust in God's timing, even when I'm in a hurry." - Carrie Underwood "The more I would be about religion; it's about connecting with something bigger than yourself." - Carrie Underwood "The more I would be about religion; it's about connecting with something bigger than yourself." - Carrie Underwood "In every trial, I lean on my faith, knowing that God's grace is enough." - Carrie Underwood "The more I
surrender to God's will, the more peace I find." - Carrie Underwood "My journey with God is a personal one, and it's what guides me every day." - Carrie Underwood Carrie Underwood Quotes on Empowerment and Independence Empowerment and independence are
central themes in Carrie Underwood's life and career. Her words encourage others to find their own strength, stand tall, and embrace their individuality, reminding us that we hold the power to shape our own destinies. "You have to be strong enough to stand alone, but smart enough to know when to ask for help." - Carrie Underwood "The most
powerful thing you can do is believe in yourself, no matter what." - Carrie Underwood "Independence doesn't mean doing everything by yourself; it means choosing what's right for you." - Carrie Underwood "Empowerment is not about perfection; it's
about being unapologetically yourself." - Carrie Underwood "I've learned that the more you rely on your inner strength, the less you'll need external validation." - Carrie Underwood "You can be strong, you can be vulnerable, and you can still be
unstoppable." - Carrie Underwood "Your strength isn't defined by others—it's defined by the battles you fight and the way you rise after every fall." - Carrie Underwood Carrie Underwood Quotes on Music and Creativity Music and creativity are not just
forms of expression for Carrie Underwood, but a way of life. Her quotes reflect the passion and drive that fuel her artistry, reminding us of the transformative power of creativity and the connection it fosters. "Music is my way of expressing what words sometimes can't." - Carrie Underwood "Every song I sing is a piece of me, a glimpse into my soul."
 - Carrie Underwood "Creativity flows when you stop thinking about the rules and just feel the music." - Carrie Underwood "Music has the power to heal, to inspire, and to connect people in ways nothing else can." - Carrie Underwood "Music has the power to heal, to inspire, and to connect people in ways nothing else can." - Carrie Underwood "The best songs come from the heart. When you're true to yourself, that's when the magic happens." - Carrie
Underwood "Being creative isn't about following a formula. It's about breaking the mold and trusting your instincts." - Carrie Underwood "Writing and
performing is more than just a job. It's who I am, it's my passion." - Carrie Underwood "Creativity is boundless when you allow yourself to be vulnerable and authentic." - Carrie Underwood Carr
```

```
those who strive for greatness, reminding us that the road to achievement is paved with effort, commitment, and a never-give-up attitude. "Success doesn't happen overnight. It takes years of hard work and determination." - Carrie Underwood "If you work hard and stay focused, you can achieve anything you set your mind to." - Carrie Underwood
 "True success is measured by how hard you're willing to work to get where you want to go." - Carrie Underwood "Hard work beats talent when no one else does." - Carrie Underwood "I've learned that you don't achieve success by
sitting back and waiting for it to happen. You have to go out and make it happen." - Carrie Underwood "It's not just about being talented. It's about being willing to work harder than anyone else." - Carrie Underwood "The key to
success is to keep striving, even when you don't see immediate results." - Carrie Underwood Carrie Underwood
the importance of pushing through adversity, finding inner courage, and coming out stronger on the other side. Her words inspire others to face difficulties with determination. "Challenges are opportunities in disguise. They help you grow and become stronger." - Carrie Underwood "The road may be difficult, but every step forward is progress."
Carrie Underwood "When life knocks you down, you have two choices: stay down or get back up and keep fighting." - Carrie Underwood "You don't know how strong you are until being strong is the only choice you have." - Carrie
Underwood "Obstacles may slow you down, but they won't stop you if you have the determination to keep going." - Carrie Underwood "Every challenge is a lesson, and every lesson is a step closer to where you want to be." - Carrie Underwood "Overcoming challenge is a lesson, and every lesson is a step closer to where you want to be." - Carrie Underwood "Every challenge is a lesson, and every lesson is a step closer to where you want to be." - Carrie Underwood "Every challenge is a lesson, and every lesson is a step closer to where you want to be." - Carrie Underwood "Every challenge is a lesson, and every lesson is a step closer to where you want to be." - Carrie Underwood "Every challenge is a lesson, and every lesson is a step closer to where you want to be." - Carrie Underwood "Every challenge is a lesson, and every lesson is a step closer to where you want to be." - Carrie Underwood "Every challenge is a lesson, and every lesson is a step closer to where you want to be." - Carrie Underwood "Every challenge is a lesson, and every lesson is a step closer to where you want to be." - Carrie Underwood "Every challenge is a lesson, and every lesson is a step closer to where you want to be." - Carrie Underwood "Every challenge is a lesson, and every lesson is a step closer to where you want to be." - Carrie Underwood "Every challenge is a lesson, and every lesson is a step closer to where you want to be a step closer to where you want to be a step closer to where you want to be a step closer to where you want to be a step closer to where you want to be a step closer to where you want to be a step closer to where you want to be a step closer to where you want to be a step closer to where you want to be a step closer to where you want to be a step closer to where you want to be a step closer to where you want to be a step closer to where you want to be a step closer to where you want to be a step closer to where you want to be a step closer to where you want to be a step closer to where you want to where you want to wh
"When things get tough, remember why you started. Let that fuel your fire." - Carrie Underwood Carrie Underwood Quotes on Family and Relationships Family and relationships are the foundation of Carrie Underwood's life, and
her quotes reflect the deep love, commitment, and value she places on those close to her. These words remind us of the important thing; it's everything." - Carrie Underwood "The love of family is the greatest blessing you could ever have." - Carrie Underwood
 "Relationships take work, but the love and support they give in return make it all worth it." - Carrie Underwood "No matter how busy life gets, family should always come first." - Carrie Underwood "True love is found in the moments we share with the ones who matter most." - Carrie Underwood "A strong family provides the strength you need to
take on anything in life." - Carrie Underwood "In the end, it's not the things you have build with family and friends are what keep us grounded through life's ups and downs." - Carrie Underwood "In the end, it's not the things you have but the people you love that truly
matter." - Carrie Underwood "Cherish the people in your life, for they are your greatest treasure." - Carrie Underwood Carrie
and recognizing the beauty in simplicity and humility. "Gratitude turns what we have into enough." - Carrie Underwood "True success is about
staying humble and grateful for every opportunity." - Carrie Underwood "Appreciate the little things, because one day you'll look back and realize they were the big things." - Carrie Underwood "The greatest joy in life comes from giving thanks for
what we have, not yearning for what we don't." - Carrie Underwood "Humility is understanding that we are all part of something bigger than ourselves." - Carrie Underwood "The key to happiness is gratitude. When you're grateful, everything else falls
                 - Carrie Underwood Carrie Underwood Carrie Underwood's words remind us that these processes are essential for becoming our best selves. Her quotes inspire us to embrace transformation, learn from challenges, and continually evolve with
grace and determination. "Change is scary, but it's also necessary for growth." - Carrie Underwood "Every step you take, whether forward or backward, is part of your journey of growth." - Carrie Underwood "You have to learn to let
go of the old to make room for something new." - Carrie Underwood "Change doesn't happen overnight, but with time, you've come." - Carrie Underwood "Growth isn't always easy, but it's worth it when you look back and see
 how much you've grown." - Carrie Underwood "Embrace the changes life throws your way, and you'll come out stronger." - Carrie Underwood "The beauty of life is that it's always evolving, and so are we." - Carrie Underwood Quotes on
Positivity and Optimism Carrie Underwood's optimism and positivity shine through in her words, encouraging others to find the good in every situation and face life's challenges with hope. These quotes remind us of the power of a positive, you inspire
others to do the same." - Carrie Underwood "No matter how dark things seem, there's always a light at the end of the tunnel." - Carrie Underwood "Optimism doesn't mean ignoring challenges, but believing that better days are ahead." - Carrie
Underwood "Happiness is a choice, and I choose to see the beauty in every day." - Carrie Underwood "Even when life gets tough, focusing on the positives can change your entire perspective." - Carrie Underwood "A smile can change your day, and
positive attitude can change your life." - Carrie Underwood "In every situation, you have the power to choose positivity over negativity." - Carrie Underwood Also Read: Best Friend Sister Quotes (with Commentary) Final Thoughts Carrie Underwood's quotes
offer a combination of wisdom, inspiration, and humility. They remind you of the power of hard work, faith, and staying true to yourself. Through her words, Underwood encourages you to overcome challenges with elegance, embrace change, and pursue your dreams with relentless determination. Glow up quotes celebrate the journey of personal
transformation, self-love, and development. They remind you that glowing up isn't only about outer changes, but about embracing inner strength and confidence. Whether it's overcoming hardship, practicing self-care, or accomplishing new goals, these quotes inspire you to grow into the best versions of yourself and shine from within. Top Glow Up
Quotes A glow up is more than just a physical transformation; it's about self-love, growth, and empowerment. These quotes celebrate the journey of personal development and remind us that true beauty comes from embracing ourselves fully. "She remembered who she was and the game changed." - Lalah Delia "You are allowed to be both a
masterpiece and a work in progress, simultaneously." - Sophia Bush "Glow through what you go through." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower." - Unknown "Be the girl who decided to go for it." - Coco Chanel "No one is you, and that is your superpower."
personal." - Rihanna "You were born to stand out, not to fit in." - Roy T. Bennett "Glow up doesn't happen overnight; it's a daily commitment to being your best self." - Oprah Winfrey Also Read: Nas Quotes (with Commentary) Glow Up Quotes on Personal Growth and
 Transformation Growth is an inevitable part of life, but transforming into your best self takes courage, patience, and self-reflection. These quotes remind us that personal growth is not just about change, but about embracing the journey of becoming who we are meant to be. "Don't just glow, blaze with the fire of transformation." - Oprah Winfrey
 "Growth is painful, change is painful, but nothing is as painful as staying stuck somewhere you don't belong." - Mandy Hale "The woman you are becoming will cost you people, relationships, spaces, and material things. Choose her over everything." - Najwa Zebian "Transform yourself for yourself, and the glow will follow." - Elizabeth Gilbert
 "Success isn't just about what you accomplish, it's about what you become in the process." - Michelle Obama "The glow comes from within. You must value yourself and let your light shine through." - Maya Angelou "It's not just about the glow up on the outside, but the strength you've built within." - Brené Brown "Your glow up is personal. It's the
quiet work you do when no one is watching." - Rachel Hollis "Transformation isn't a future event. It's a present-day activity." - Jillian Michaels "Your next chapter is going to be your best chapter because you're the author of your own story."
 foundation of any glow up. These quotes remind us that when we learn to love ourselves unapologetically, we allow our inner beauty and strength to shine through every aspect of our lives. "To love yourself is the beginning of a lifelong romance." - Oscar Wilde "Loving yourself isn't vanity, it's sanity." - Katrina Mayer "Your self-worth is determined
by you. You don't have to depend on someone telling you who you are." - Beyoncé "Self-love is about accepting who you are and where you've been, not where others think you should be." - Unknown "You glow differently when you love yourself first." - Unknown "Be enough for yourself first, the rest of the world can wait." - F. Scott Fitzgerald
"Loving yourself is the greatest revolution." - Unknown "No one can make you feel inferior without your consent." - Eleanor Roosevelt "The more you love yourself, the less nonsense you'll tolerate." - Unknown "You owe yourself, the less nonsense you'll tolerate." - Unknown "You owe yourself the love you feel inferior without your consent." - Eleanor Roosevelt "The more you love yourself, the less nonsense you'll tolerate." - Unknown "You owe yourself the love you feel inferior without your consent." - Eleanor Roosevelt "The more you love yourself the love you feel inferior without your consent." - Unknown "You owe yourself, the less nonsense you'll tolerate." - Unknown "You owe yourself the love you feel inferior without your consent." - Unknown "You owe yourself the love you feel inferior without your consent." - Unknown "You owe yourself the love you feel inferior without your consent." - Unknown "You owe yourself the love you feel inferior without your consent." - Unknown "You owe yourself the love you feel inferior without your consent." - Unknown "You owe yourself the love you feel inferior without your consent." - Unknown "You owe yourself the love you feel inferior without your consent." - Unknown "You owe yourself the love you feel inferior without your consent." - Unknown "You owe yourself the love you feel inferior without your consent." - Unknown "You owe your feel inferior without your feel
rising above challenges and hardships. These quotes remind us that adversity can fuel transformation, and every struggle is an opportunity to emerge stronger and more radiant. "Out of difficulties grow miracles." - Jean de La Bruyère "The struggle you're in today is developing the strength you need for tomorrow." - Robert Tew "Fall seven times,
stand up eight." - Japanese Proverb "Adversity causes some men to break; others to break records." - William Arthur Ward "Strength doesn't come from what you can do, it comes from overcoming the things you once thought you couldn't." - Rikki Rogers "Stars can't shine without darkness." - D.H. Sidebottom "Hardships often prepare ordinary
people for an extraordinary destiny." - C.S. Lewis "Every storm runs out of rain." - Maya Angelou "The harder the struggle, the more glorious the triumph." - Thomas Paine "Tough times never last, but tough people do." - Robert H. Schuller Glow Up Quotes on Embracing Change Change is a natural part of growth, and embracing it is key to
transforming into a better version of ourselves. These quotes inspire us to accept change, see its beauty, and grow stronger in the process. "Change is to plunge into it, move with it, and join the
dance." - Alan Watts "To improve is to change, even when it's hard, because it often brings the greatest lessons." - Oprah Winfrey "Change is painful, but nothing is as painful as staying stuck somewhere you
don't belong." - Mandy Hale "Transformation isn't about becoming someone else; it's about embracing who you are and allowing yourself to grow." - Brené Brown "Change the way you look at things, and the things you look at will change." - Jim Rohn "Sometimes the
 smallest step in the right direction ends up being the biggest step of your life." - Naeem Callaway Glow Up Quotes on Inner Beauty and Strength are what truly define our glow up. "Beauty begins the moment you
decide to be yourself." - Coco Chanel "Strength does not come from physical capacity. It comes from an indomitable will." - Mahatma Gandhi "The best part of beauty is that which no picture can express." - Francis Bacon "Nothing makes a woman more beautiful than the belief that she is beautiful." - Sophia Loren "It's not the face, but the
expressions on it. It's not the voice, but what you say. It's not how you look, but the way you carry yourself." - Rupi Kaur "True beauty in a woman is reflected in her soul. It's the caring that she lovingly gives, the passion that she shows." - Audrey Hepburn "Inner beauty should be the most important part of improving oneself." - Priscilla Presley "You
are stronger than you know, more capable than you ever dreamed, and you are loved more than you couldn't." - Rikki Rogers "True strength is keeping everything together when everyone expects you to
fall apart." - Unknown Glow Up Quotes on Mental and Emotional Growth Growth is not just physical but mental and emotional resilience, encouraging us to embrace challenges and rise above them for personal transformation. "The only journey is the
journey within." - Rainer Maria Rilke "Emotional growth is the process of becoming more aware of who you are and what you want, then taking action to align with your truth." - Sheryl Sandberg "The strongest people are not those who show strength in front of us, but those who win battles we know nothing about." - Jonathan Harnisch "Embrace the
 glorious mess that you are. It's all part of your beautiful emotional growth." - Elizabeth Gilbert "Your mind is a powerful thing. When you fill it with positive thoughts, your life will start to change." - Gautama Buddha "It's not about eliminating the negative emotions, but learning to process and grow through them." - Brené Brown "The only limits to
your emotional growth are the limits you place on yourself." - Tony Robbins "Every challenge, every adversity, contains within it the seeds of emotional growth and success." - Napoleon Hill "You have power over your mind—not outside events. Realize this, and you will find strength." - Marcus Aurelius "Mental strength is not the absence of emotions
it's the ability to navigate them and grow from them." - Amy Morin Glow Up Quotes on Self-Care and Wellness Taking care of yourself is essential for glowing up both physically and mentally. These quotes encourage a focus on self-care, wellness, and balance, emphasizing that nurturing your mind, body, and soul is the foundation of true
transformation. "Self-care is giving the world the best of you, instead of what's left of you." - Katie Reed "Nourishing yourself in a way that helps you blossom in the direction you want to go is attainable, and you are worth the effort." - Deborah Day "Take care of your body. It's the only place you have to live." - Jim Rohn "Self-care is how you take
your power back." - Lalah Delia "Caring for myself is not self-indulgence, it is self-preservation, and that is an act of political warfare." - Audre Lorde "Wellness is not a state of being, but a state of being." - J.
Stanford "You yourself, as much as anybody in the entire universe, deserve your love and affection." - Buddha "Self-love and self-care are not just about tooking good. It's about feeling good, mind, body, and soul." - Becca Lee Glow Up Quotes on Achieving Success Success is not just about achieving your goals; it's about the journey of growth,
persistence, and learning along the way. These quotes remind us that the path to success is built on inner transformation and dedication. "Success is not the key to happiness." - Albert Schweitzer "The only place where success comes before work is in the dictionary." - Vidal Sassoon "Success is walking from failure to
failure with no loss of enthusiasm." - Winston Churchill "Success is liking yourself, liking what you do, and liking how you do it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it." - Maya Angelou "Success usually comes to those who are too busy to be looking for it."
repeated day in and day out." - Robert Collier "The road to success and the road to failure are almost exactly the same." - Colin R. Davis "Don't be afraid to give up the good to go for the great." - John D. Rockefeller "Success is how high you bounce when you hit bottom." - George S. Patton Glow Up Quotes on Empowerment and Resilience True
empowerment comes from within, as we rise above challenges and setbacks. These quotes reflect the strength, resilience, and empowerment that are essential for glowing up and becoming the best version of yourself. "You may encounter many defeated." - Maya Angelou "The strongest actions for a woman are to love
herself, be herself, and shine amongst those who never believed she could." - Unknown "I am not what I choose to become." - Carrie Wilkerson "Do not wait for someone else to come and speak for you. It's you who can change the world." - Malala Yousafzai
 "She remembered who she was and the game changed." - Lalah Delia "Resilience is accepting your new reality, even if it's less good than the one you had before." - Elizabeth Edwards "What lies behind us and what lies before us are tiny matters compared to what lies within us." - Ralph Waldo Emerson "You are never too old to set another goal or to
dream a new dream." - C.S. Lewis "Fall seven times, stand up eight." - Japanese Proverb Glow Up Quotes on Letting go of the past is a powerful step toward personal growth. It frees us from old burdens and allows us to embrace new opportunities. These quotes inspire us to release what no longer serves us and move forward personal growth.
with confidence. "When I let go of what I am, I become what I might be." - Lao Tzu "The past cannot be changed. The future is yet in your power." - Mary Pickford "Some of us think holding on makes us strong, but sometimes it is letting go." - Hermann Hesse "Letting go gives us freedom, and freedom is the only condition for happiness." - Thich
Nhat Hanh "The beautiful journey of today can only begin when we learn to let go of yesterday." - Steve Maraboli "Sometimes the hardest part isn't letting go, but rather learning to start over." - Nicole Sobon "You can't start the next chapter of your life if you keep re-reading the last one." - Unknown "To let go does not mean to get rid of. To let go
means to let be." - Jack Kornfield "Courage is the power to let go of the familiar." - Raymond Lindquist "Your past is just a story, and once you realize this, it has no power over you." - Chuck Palahniuk Glow Up Quotes on Embracing New Beginnings Embracing new beginnings is about stepping into the unknown with hope and courage. These quotes
remind us that every ending is a chance to start something new, filled with growth, potential, and fresh opportunities. "Every new beginning sis truly the most powerful of them all." - Josiyah Martin "Nothing in the universe can stop you from letting go and starting
over." - Guy Finley "Take the first step in faith. You don't have to see the whole staircase, just take the first step." - Mary Wollstonecraft "Every moment is a fresh beginning." - T.S. Eliot "Start where you are. Use what you
have. Do what you can." - Arthur Ashe "Don't be afraid of change. You may lose something good, but you may gain something better." - Unknown "New beginnings are often disguised as painful endings." - Lao Tzu Also Read: Elevate Quotes (with Commentary) Final Thoughts Glow up quotes encourage you to embrace change, let go of the past, and
take control of your journey toward personal development. They remind you that true beauty comes from inner strength, confidence, and self-love. By focusing on your mental, emotional, and physical well-being, you can create a powerful transformation that allows you to glow up and step boldly into new starts. Share — copy and redistribute the
material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes
were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological
measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation. No warranties are given. The license may not give you all of the permissions necessary for your intended
use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Go To "Where's that damn fourth Chaos Emerald?" "N-no! Not Shadow Fever!" "Who am I? And why can't I remember anything? And who is this Maria?" "Shadow the Hedgehog'? Why does that name haunt me? That's the only thing I can
remember. And that... gruesome image...!" "Help! We're being sucked in!" "Goodbye forever... Shadow the Hedgehog.""Those idiots! They're destroying everything! How can I take over the city and build the Eggman empire if there is no city?! I'm at my limit! I have no choice! Send in the Eggman Fleet! CHAAAAAAARGE!" "Who do you fight for when
you don't know what you're fighting for?"— Magazine tagline, Shadow the Hedgehog, and I made a promise that I intend to keep! With the power of these Emeralds, Black Doom and his army are finished! This is who I am!"(Pure
Hero - Dark) "I'm Shadow the Hedgehog... and now, I am the most powerful hedgehog in the world! The power of these Emeralds makes me invincible! This is who I am! (cue him letting out a triumphant laugh)"(Semi-Hero - Hero) "I am Shadow the Hedgehog. A research experiment... gone deadly wrong! I've caused so much destruction... I should
never have been created. This is who I am..." (Semi-Hero - Dark) "I am Shadow the Hedgehog. The Ultimate Lifeform born and raised aboard the ARK... I am living proof of the ultimate Lifeform... This is who I am. (Eggman: What?) Leave now and never return... I won't allow anyone to violate the sacred
ARK."(Neutral - Hero) "I am Shadow Android. The ultimate battle life form created by Eggman. You may have created me, doctor, but I will now lead this empire, and androids will rule! This is who I am!"(Neutral - Dark) "I am Shadow Android, the ULTIMATE life form, a copy of Shadow the Hedgehog. With the power of these Emeralds, I will be
stronger than him! This is who I am!"(Semi-Dark - Hero) "I am Shadow the Hedgehog. I and only I know what is best. No-one can tell me what to do. This is who I am!"(Semi-Dark - Dark) "I'm Shadow the Hedgehog, the ultimate life form born to protect and serve the dark lord, Black Doom. With the power of these Chaos Emeralds, this world will
become the dark empire. This is who I am! (cue Evil Laugh)"(Pure Dark - Hero) "I'm Shadow the Hedgehog. The ultimate life form born to rule all! With the power of these Emeralds, I'm going to conquer the universe. This is who I am! (cue Evil Laugh)"(Pure Dark - Dark) "I'm Shadow... the Hedgehog. I was created to bring order and justice to the
humans. With the power of these Emeralds, I'm doing to destroy this damn planet! This is who I am! (cue Evil Laugh)"— The ending dialogue for all ten non-Omega Ending endings from Shadow the Hedgehog, his bizarre humor shines through
with lines like comparing a Chaos Emerald to taking candy from a baby. Shadow the Hedgehog is often considered to be one of the greatest anti-heroes in gaming, and though he doesn't speak very often when he appears in the games,
he's still managed to produce a fair share of iconic guotes over the years. Shadow is a pretty unique character in the series, as although he's clearly wise and knowledgeable of the world around him, he can still come across as a little naive sometimes due to his unusual upbringing. Related Sonic's greatest foe has not always been a playable character.
 but there have been some games where it was possible to play as Dr. Eggman. As a result, it's hard to ever predict what's going to come out for how impactful, memorable, or hilarious they ended up being. Needless to say, when Shadow has been a specific few bits of dialogue that especially stand out for how impactful, memorable, or hilarious they ended up being. Needless to say, when Shadow has a result, it's hard to ever predict what's going to come out for how impactful, memorable, or hilarious they ended up being. Needless to say, when Shadow has a result, it's hard to ever predict what's going to come out for how impactful, memorable, or hilarious they ended up being. Needless to say, when Shadow has a result, it's hard to ever predict what's going to come out for how impactful, memorable, or hilarious they ended up being. Needless to say, when Shadow has a result, it's hard to ever predict what's going to come out for how impactful, memorable, or hilarious they ended up being.
something to say, people listen, so let's reflect on some of his most iconic quotes, and what exactly they mean within the context of his character. 7 "You're Not Even Good Enough To Be My Fake." Shadow Adds Insult To Injury With This Verbal Jab Featured in: Sonic Adventure 2 (2001) Though Shadow is clearly taken aback upon seeing Sonic for the
first time in Sonic Adventure 2, he also manages to throw a few quick insults at the Blue Blur in an attempt to prove his superiority. At first, Shadow calls Sonic nothing but a knock-off version of himself, before going even further and claiming Sonic couldn't even pass as a doppelganger. It's soon revealed that Shadow is actually a lot more interested
in Sonic than he's letting on, but quick comments like this make it seem as though he's not phased by his new rival, and it's a perfect way to highlight his cocky persona in action. Of course, a sentiment like this also manages to easily get under Sonic's skin, which is exactly what Shadow was going for. Featured in: Shadow the Hedgehog (2005) The
Shadow The Hedgehog game receives a lot of flack for its "edgy" dialogue and writing, but now and again, Shadow would say something so outlandish that it ends up being far funnier than it was probably supposed to be. The biggest example of this is when Shadow, randomly stumbles upon a Chaos Emerald in a space shuttle. He proceeds by
seemingly talking directly to the player as he compares collecting the emeralds to taking "candy from a baby", which he assures is completely acceptable by his standards. Related "Darkest" may not come to mind when thinking of Sonic games. However, many titles have complex stories, intense soundtracks, and deeper meanings. Clearly, this was an
attempt to demonstrate just how rude and brash of a character Shadow is, but it's such a bizarre comparison that it comes off as more of a comedic quip than anything serious. It's gone on to become one of the most well-known lines from the entire game, which is frequently being used in memes of the character even to this day. Featured in: Sonic the
Hedgehog (2006) Though Shadow has developed a few bonds throughout his many adventures in the series, he's always been known as a loner who prefers to do things his own way rather than relying on others. Being created as some sort of twisted experiment and barely escaping with his life intact undoubtedly convinced Shadow that it was going
to be him versus the world, so it's a good thing he wields all the power he needs to take on anyone who stands in his way. Shadow perfectly sums up this underlying feeling with this quote which he says to Mephilis near the end of Sonic The Hedgehog (2006). Rather than saying he's going to turn on the world, Shadow simply says he would come out
the victor if he was forced to, reminding players that he's not a monster, but just someone who's been dealt a pretty tough ordeal in life. Featured in: Shadow the Hedgehog (2005) Despite the Shadow the Hedgehog game having multiple different paths and endings players can acquire, the goal at the center of every playthrough is the same: finding
out who Shadow really is. Shadow is suffering from amnesia at the beginning of the story, though he eventually comes to learn he was created by Gerald Robotnik to act as a cure for his daughter, Maria, who was suffering from a deadly illness. Related Vocal songs are a big part of the Sonic franchise. The following themes showcase what these
characters are all about. After he was deemed to be a threat though, he was chased out of the facility by GUN soldiers. As a result of this shocking revelation, Shadow starts to question his own purpose in life, which begins to severely affect his self-worth, as shown through this depressing line uttered during one of the game's many endings. Featured
in: Sonic the Hedgehog (2006) Shadow is already a strong enough combatant when he isn't in possession of the Chaos Emeralds, but when he is able to turn into Super Shadow, his maximum power reaches a whole new level. As a result, he can afford to act a little more confident when in this form, since he has the strength to back up what he says, to
the point where he even decides to bad mouth a literal god-like being in the form of Solaris. Even though Sonic has long been his main rival. Shadow is always on the hunt for strong opponents, despite this being a hard task considering there are few who are brave enough to step up to the hedgehog himself. This guick comment was a clever way to
demonstrate just how powerful Shadow truly is when he's fully prepared for an encounter, and is allowed to unleash his full power. Featured in: Sonic Adventure 2 (2001) There have been plenty of Shadow boss battles sprinkled throughout the series, but the most iconic encounter for a lot of people is the duel between him and Sonic at the very end of
Sonic Adventure 2. As the two trade verbal jabs at one another, they gradually accelerate from a light jog to a full-on sprint, leading into an intense one-on-one brawl that takes place aboard floating debris in outer space. This specific quote is the line said by Shadow once the battle kicks off, and it's a chilling reminder that even though Shadow has
come to appreciate Sonic and his abilities, he's still prepared to take him down, and isn't afraid to demonstrate his full power in the process. Because of how difficult this fight can be, this is also a quote that a lot of fans were forced to hear multiple times after restarting to the nearest checkpoint. Featured in: Sonic Adventure 2 (2001) Shadow says
these words on multiple occasions throughout the series, but the first time was during his first appearance in Sonic Adventure 2. In an attempt to showcase his mastery over the Chaos Emeralds, Shadow shouts out the line before warping above a rooftop in the blink of an eye, surprising Sonic who couldn't believe what he had just witnessed. In the
Shadow the Hedgehog game, players actually get to use this otherworldy power for themselves where Shadow will fly through the level automatically after screaming out the iconic phrase. Though anyone can technically use Chaos Control abilities if they are in possession of the Emeralds, Shadow has made it somewhat of his own catchphrase due to
saying it so many times. Shadow may be a violent and ruthless individual when he wants to be, but at least he gives a quick warning before he's about to unleash the immense power of the Chaos Emeralds. More The Master Chief has had a long career in the Halo franchise, and the iconic Spartan has provided us with some unforgettable quotes along
the way. Share — copy and redistribute the material in any medium or format for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit, provide a
link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licenser endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may
not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation. No warranties are given. The license may not give you all of the
permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Sign in to edit A collection of quotes regarding Shadow the Hedgehog [] "Someone worked very hard to keep this hidden."
 —G.U.N. Mean Bean Agent to Walters[src] "My God. Project Shadow." —Walters[src] Sonic the Hedgehog[src] "Why won't you leave me alone?" —Shadow the Hedgehog to G.U.N. Soldiers[src] "You're a colorful bunch." —Shadow the Hedgehog to
Team Sonic[src] "Weakling. Don't try to follow me." —Shadow the Hedgehog[src] "A light shines, even though the star is gone." —Shadow the Hedgehog[src] "Maria, do you think I'm... dangerous?" —Shadow the Hedgehog[src] "Maria, do you think I'm... dangerous?" —Shadow the Hedgehog to Sonic the Hedgehog to Sonic the Hedgehog[src] "Maria, do you think I'm... dangerous?" —Shadow the Hedgehog to Sonic the Hedgehog the Hed
thing from that movie we watched. I don't know... what I am."—Shadow the Hedgehog to Maria Robotnik[src] "I don't know what I'd do without you."—Shadow the Hedgehog to Maria Robotnik[src] "Boo."—Shadow the Hedgehog to Maria Robotnik[src] "Boo."—S
"You must be the long-lost grandson." —Shadow the Hedgehog to Doctor Eggman[src] "G.U.N. took everything from us. And now we are going to take everything from them." —Shadow the Hedgehog to Team Sonic[src] "G.U.N. theadquarters is right there. Let me go in, get the key and destroy anyone in my way! I wan't revenge." —Shadow the
Hedgehog to Gerald Robotnik[src] "Gabriella should kill them both. She's not a prize to be won." —Shadow the Hedgehog[src] "What?" —Shadow the Hedgehog[src] "It's
almost finished, Maria. You will have justice." —Shadow the Hedgehog[src] "Is G.U.N. launching missiles at us?" —Shadow to Super Sonic[src] "Why are you alone? Where are your friends? They tried to stop you, didn't they? But you came
anyway. Your anger was too much. What kind of hero abandons his friends to pursue revenge? Abandons his family?" —Super Sonic[src] "Go ahead. Finish it! What are you waiting for? Do it! I'm right here!" —Shadow the Hedgehog to Super Sonic[src] "The last time I sat beneath stars like this... I was with her. I've felt this pain for so
long, It's all I know." —Shadow the Hedgehog[src] "This whole mess is my fault. I've been so blinded by rage I thought... I had no choice." —Shadow the Hedgehog to Sonic the Hedgehog[src] "So this was your plan?" —Super Shadow to Super
Sonic[src] "We're not done here! You try to stabilize the reactor. Buy me some time, I'll push the station away from Earth before it explodes. This is our last chance to do the right thing." —Super Shadow to Doctor Eggman[src] Spoken about Shadow the Hedgehog[] "I don't know what I'd do without you. I'd probably be a totally different hedgehog."
—Sonic the Hedgehog[src] "There is a very dangerous situation unfolding right now in Tokyo." —Rockwell[src] "Whoa! Are you guys seeing this?" "He looks just like you." "Impossible!" —Sonic the Hedgehog[src] "Whoa! Are you guys seeing this?" "He looks just like you." "Impossible!" —Sonic the Hedgehog[src] "Whoa! Are you guys seeing this?" "He looks just like you." "Impossible!" —Sonic the Hedgehog[src] "Whoa! Are you guys seeing this?" "He looks just like you." "Impossible!" —Sonic the Hedgehog[src] "Whoa! Are you guys seeing this?" "He looks just like you." "Impossible!" —Sonic the Hedgehog[src] "Whoa! Are you guys seeing this?" "He looks just like you." "Impossible!" —Sonic the Hedgehog[src] "Whoa! Are you guys seeing this?" "He looks just like you." "Impossible!" —Sonic the Hedgehog[src] "Whoa! Are you guys seeing this?" "He looks just like you." "Impossible!" —Sonic the Hedgehog[src] "Whoa! Are you guys seeing this?" "He looks just like you." "Impossible!" —Sonic the Hedgehog[src] "Whoa! Are you guys seeing this?" "He looks just like you." "Impossible!" —Sonic the Hedgehog[src] "Whoa! Are you guys seeing this?" "He looks just like you." "Impossible!" —Sonic the Hedgehog[src] "Whoa! Are you guys seeing this?" "He looks just like you." "Impossible!" —Sonic the Hedgehog[src] "Whoa! Are you guys seeing this?" "He looks just like you." "Impossible!" "He looks just like you." "He looks 
this guy?""He is much more impressive than the hedgehog I fought previously." —Tails and Knuckles the Echidna[src] "Now, come on! He can't take us all at once." —Sonic the Hedgehog[src] "Okay, he took us all at once." —Tails and Knuckles the Echidna[src] "I wow, come on! He can't take us all at once." —Sonic the Hedgehog[src] "Okay, he took us all at once." —Sonic the Hedgehog[src] "I wow, come on! He can't take us all at once." —Sonic the Hedgehog[src] "Okay, he took us all at once." —Tails and Knuckles the Echidna[src] "I wow, come on! He can't take us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Sonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "I wow, come on! He can't take us all at once." —Sonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Sonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Sonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Sonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay, he took us all at once." —Tonic the Hedgehog[src] "Okay
one. Who was that guy?""Shadow's story began a lot like yours, Sonic. But where you found family and friends on this planet, Shadow found only pain and loss." —Walters and Sonic the Hedgehog[src] "Then why are you here?""And why did you free Shadow?""Are you kidding? The last thing we want is more super-powered hedgehogs running
around." —Sonic the Hedgehog, Tails, and Stone[src] "The meteorite contained a life-form." —Walters[src] "With the program canceled...Shadow was a loose end no one knew how to deal with. Too dangerous to be walking free, too valuable to destroy." —Walters[src] "Perhaps the fox is right. It could be our only chance to find
this mysterious, more impressive hedgehog." —Knuckles the Echidna[src] "Is this where you grew up, Shadow? No wonder you're so mad." —Sonic the Hedgehog[src] "Stone, babysit the hedgehog." —Doctor Eggman to Stone[src] "I need to stop them. By
any means necessary." —Sonic the Hedgehog to Team Sonic[src] "What is that thermonuclear gerbil doing?" —Doctor Eggman to Gerald Robotnik[src] "But in time, I learned there's somethingg even more powerful than pain. The love we felt for each other. That's what you need to
hold on to, Shadow. Maria might be gone, but your love will always remain." —Sonic the Hedgehog[src] "Shadow... I see you've chosen betrayal. And you were once so useful to me." —Gerald Robotnik[src] "Shadow... I see you've chosen betrayal. And you were once so useful to me." —Gerald Robotnik[src] "Shadow... I see you've chosen betrayal. And you were once so useful to me." —Gerald Robotnik[src] "Shadow... I see you've chosen betrayal. And you were once so useful to me." —Gerald Robotnik[src] "Shadow... I see you've chosen betrayal. And you were once so useful to me." —Gerald Robotnik[src] "Shadow... I see you've chosen betrayal. And you were once so useful to me." —Gerald Robotnik[src] "Shadow... I see you've chosen betrayal. And you were once so useful to me." —Gerald Robotnik[src] "Shadow... I see you've chosen betrayal. And you were once so useful to me." —Gerald Robotnik[src] "Shadow... I see you've chosen betrayal."
Hedgehog[src] Dialogue[] "Um, excuse me. Why do you look like me?" —Sonic the Hedgehog and Shadow the Hedgehog and Sonic the
Hedgehog[src] "Why don't you stop throwing cars at us for a second and come down here to talk?""You jumped out of a G.U.N. Helicopter. There's nothing to talk about." —Shadow the Hedgehog[src] "Why are you running away? We were just getting started.""The more you talk, the harder I want to hit you." —Sonic the
Hedgehog and Shadow the Hedgehog[src] "Yeah, it does. I wonder which one you came from, Shadow.""I don't know anything about my home.""This is your home, Shadow. I knew you'd come home.""I can't get her out of my head. the
pain... It's too much."—Shadow the Hedgehog and Gerald Robotnik[src] "Where is it?""Ha! Good one, Hot Topic."—Shadow the Hedgehog and Sonic the Hedgehog and Sonic the Hedgehog and Gerald Robotnik[src] "Where is it?""Ha! Good one, Hot Topic."—Sonic
the Hedgehog and Shadow the Hedgehog[src] "Come on, Shadow. Got fresh avocados in the crab. We'll make guac.""Revenge quac!"—Stone and Shadow the Hedgehog[src] "Kill this. Murder that." You need to lighten up, Shadow the Hedgehog[src] "Kill this. Murder that." You need to lighten up, Shadow the Hedgehog[src] "Come on, Shadow the Hedgehog[src] "Kill this. Murder that." You need to lighten up, Shadow the Hedgehog[src] "Tome on, Shadow
Hedgehog[src] "Commander Walters.""No, no. No. Wait!" —Shadow the Hedgehog and Tom Wachowski[src] "What I had to." —Sonic the Hedgehog and Shadow the Hedgehog and Shadow the Hedgehog and Shadow the Hedgehog and Tom Wachowski[src] "What I had to." —Sonic the Hedgehog and Shadow the Hedgehog and
she meant to us. Remember what they took from us." —Shadow the Hedgehog and Gerald Robotnik[src] "You hurt my family. This ends now!""Now you know my anger. The pain I've felt for 50 years. And you've made the same choice I did.""I'm nothing like
you!""We'll see." —Super Sonic and Shadow the Hedgehog[src] "Don't you dare talk about my family.""And here I thought you cared for them. Especially the one... What's his name? Tom?" —Super Shadow and Super Sonic[src] "This is not who I am.""What are you doing? You won. Take your revenge.""There are no winners with revenge." —Sonic the
Hedgehog and Shadow the Hedgehog[src] "When I lost Longclaw... I felt the same way." —Sonic the Hedgehog and Shadow the Hedgehog[src] "Gotta go fast.""Don't tell me you've got a catchphrase.""That's right, new hedgehog and Shadow the Hedgehog[src] "Gotta go fast.""Don't tell me you've got a catchphrase.""That's right, new hedgehog and Shadow the Hedgehog[src] "Gotta go fast.""Don't tell me you've got a catchphrase.""That's right, new hedgehog and Shadow the 
tin cans?""Just try to keep up." —Super Sonic and Super Shadow[src] "We're out of time. The cannon is about to fire! Where are you?""The reactor core is overloading. It's only a matter of time before it blows.""So what does that mean for
Earth?" —Super Shadow to Doctor Eggman[src] Shadow the Hedgehog: Where's that damn fourth Chaos Emerald? Vector the Crocodile: Find the computer room! Shadow the Hedgehog: Goodbye forever... Shadow the Hedgehog. Charmy Bee:
Hey, Shadow! I gotta ask you something. Vector told me to find five top secret disks, but what's a top secret disk?[repeated line]Dr. Robotnik: You know what they say, the more the merrier!Shadow the Hedgehog. [final ending] I am Shadow the Hedgehog. I've left the past behind me. No one can tell me what to do now! I will destroy you, Black
Doom! Shadow the Hedgehog: You have no control over me, Black Doom. I now understand why I am here. I made a promise and I'm here to keep it. Today, I put my past behind me.[during the final battle with Dr. Eggman, Shadow stops all 3 slots on his machine so that they all have Shadow on them]Dr. Robotnik: What? N-n-no! Not Shadow
Fever!Shadow the Hedgehog: [Growls] Death to all who oppose me!Omega: This is Eggman's secret base! I will destroy him and prove that I am the strongest!Rouge the Bat: Omega, cut it out! Jeez, don't you have anything better to do?Omega: Negative.Shadow the Hedgehog: [Growls] Death to all who oppose me!Omega. This is Eggman's secret base! I will destroy him and prove that I am the strongest!Rouge the Bat: Omega. This is Eggman's secret base! I will destroy him and prove that I am the strongest!Rouge the Bat: Omega. This is Eggman's secret base! I will destroy him and prove that I am the strongest!Rouge the Bat: Omega. This is Eggman's secret base! I will destroy him and prove that I am the strongest!Rouge the Bat: Omega. This is Eggman's secret base! I will destroy him and prove that I am the strongest!Rouge the Bat: Omega. This is Eggman's secret base! I will destroy him and prove that I am the strongest!Rouge the Bat: Omega. This is Eggman's secret base! I will destroy him and prove that I am the strongest!Rouge the Bat: Omega. This is Eggman's secret base! I will destroy him and prove that I am the strongest!Rouge the Bat: Omega. This is Eggman's secret base! I will destroy him and prove that I am the strongest! I will destroy him and prove that I am the strongest him and prove the Bat: Omega. This is expected by the strongest him and prove the Bat: Omega. This is expected by the strongest him and prove the Bat: Omega. This is expected by the B
got ALL the Chaos Emeralds! Sonic the Hedgehog... This is WHO I AM.[laughs evilly]Dr. Robotnik: [watches G.U.N. and Black
Arms soldiers fight on monitor] Those idiots, they're ruining everything! How am I supposed to conquer the city and build the Eggman Empire if there is no city?[slams fists on console in frustration]Dr. Robotnik: I'm at my limit, I have no choice! Deploy the Egg Fleet! Charge!Shadow the Hedgehog: Black Doom! Your reign ends here, and it ends
NOW!Shadow the Hedgehog: You scum! You're going down!Shadow the Hedgehog: I'm going to blow up the whole damn planet!Shadow the Hedgehog: Behold the ultimate power!Vector the Crocodile: When the giant swings his sword sideways
that's your chance to attack his feet!Black Doom: Find the Chaos Emerald![repeated line]Shadow the Hedgehog: Men, forgive me.Suggest an edit or add missing contentYou have no recently viewed pages
```