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Sonic the hedgehog

[Sonic Added to the Super Smash Bros. Brawl List of Featured Characters](#)

If there's anything that the title lacked, it's SEGA's blue mascot

In a move meant to ensure that [Super Smash Bros. Brawl](#) sells 1 million more copies than planned, [Nintendo](#) and [SEGA](#) Europe have revealed that Samus Aran, Link, Mario and other characters featured in the upcoming beat 'em up title will be making room for SEGA's frenetic blue hedgehog, known worldwide as [Sonic](#). Just so everyone knows what we're talking about here, Sonic is pictured on the left side of the article, being himself - frenetic. He is SEGA's long time mascot, making his debut in 1991 in Sonic The Hedgehog for the SEGA Mega Drive, or SEGA Genesis as the system is dubbed. Since then, the blue hedgehog has been appearing in numerous titles in which he is featured as the main character, rapidly making his way into gamer's hearts. Here's a couple of official statements below: Laurent Fischer, European Managing Director for Marketing and PR: "I am very pleased that Nintendo is extending its relationship with SEGA in this way and that our gaming icons can come together in such an action packed title. I am sure many fans will share my enthusiasm to see Sonic appear Super Smash Bros. Brawl to battle it out with a whole host of Nintendo favourites!" Mike Hayes, President and COO of SEGA Europe: "It's amazing that after all these years we get to see these two much loved characters compete against each other in another fantastic title. Bringing Mario and Sonic together again underlines the continuing partnerships between Nintendo and SEGA, and produces another industry first for our two companies." In Super Smash Bros. Brawl players will have some nifty weapons available to choose from and blast their opponents into nonexistence. Visual improvements have also been made with this latest installment in the series, but more recently, some details about the game's control scheme have been revealed. One in particular is that players will be able to [choose to use whatever controller they like](#) to play the game, even the Game Cube's. Remember: Super Smash Bros. Brawl launches across Europe in early 2008, exclusively for Nintendo's Wii., being priced at 60 Euros. Screens haven't been released yet, but stay close 'cause the minute they hit the web we'll have them available for your viewing pleasure.