

SONIC THE HEDGEHOG #001 – “FALLOUT”

PART ONE

Sonic the Hedgehog #001 – “Fallout” Part One – Ian Flynn – v3.0 – 1/10/18

PGS: 20

D.O.S.:

CODE#:

C.C.:

SETTINGS & ASSETS

NOTE: THIS PAGE IS FOR PRODUCTION PURPOSES ONLY

VILLAGE

The setting for most of the issue. It is a quaint, walled city in the middle of rolling hills. The architecture is of vaguely of eastern European design – that used in *Sonic Forces* and Spagonia from *Sonic Unleashed*. See also: *Attack on Titan*. A massive portcullis is raised over the front gate into the walled city.

BADNIKS

We’re using Motobugs and Egg Pawns, specifically of the *Sonic Forces* designs. These are sleek, “Apple Store” versions – lots of clean curves and minimal details.

SUPER BADNIKS

We’re using Egg Hammers from *Sonic Heroes*, updated to fit the design of the other robots. These are like giant Egg Pawns, standing over 12 ft. tall, burly in design, and carrying massive two-handed hammers.

TOWNSFOLK

The citizens in distress are all animals like Sonic. Just about any species will do. They wear modern clothing. Male citizens should be dressed in gloves, shoes and little else – *no pants*. (Seriously. It’s a rule.) Female citizens should be fully clothed.

WISPON

Special weapons powered by Wisps. These each have unique designs. We will be showing the Cube Hammer.

PAGE ONE REFERENCES

These are the final boss robots from each game. For reference:

- Egg Viper – *Sonic Adventure*
- Egg Emperor – *Sonic Heroes*
- Egg Dragoon – *Sonic Unleashed* // *Sonic Generations* version
- “Phantom” Death Egg Robot – *Sonic Forces* (big, grey humanoid one)

SETTINGS & ASSETS

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TITLE: Fallout – Part One

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PAGE ONE

NOTE: For this page we have four equally sized and spaced panels with SONIC overlapping them at the center of the page. The focus on each panel is Dr. Eggman's killer robots. A small silhouette of SONIC is worked into the BOTTOM CENTER of each panel border – we're getting artistic in how we show SONIC battling across the ages.

PANEL 1 – Flashback. We are in a massive silo-like chamber. The EGG VIPER rears up like a giant snake, menacing the SONIC silhouette.

PANEL 2 – Flashback. It's a dark and stormy night. The EGG EMPEROR floats in the air, pointing its massive lance at the SONIC silhouette.

PANEL 3 – Flashback. We are in a massive subterranean tunnel made of metal and glass. We see raw earth and molten magma through the glass. The EGG DRAGOON bears down on us, flying, aiming its multi-barrel machine gun arm at the SONIC silhouette.

PANEL 4 – Flashback. It's a dark and stormy *day* in Eggman's Imperial City. The "PHANTOM" DEATH EGG ROBOT looms monstrously over the SONIC silhouette, its multiple arms reaching into the sky. **Please refer to the reference material for specific design.**

INSET 1 – SONIC takes the center of the page, overlapping PANELS 1-4. SONIC is in a full sprint, arms swept back, feet whirling under him. SONIC smiles adventurously.

- (A) **TEXT BOX** (as best fits)
Sonic the Hedgehog has spent years fighting the forces of Dr. Eggman.
- (B) **TEXT BOX** (as best fits)
Time and again the mad doctor attacks,
Sonic strikes back, then relaxes until Eggman returns.
- (C) **TEXT BOX** (as best fits)
But after their last battle...
- (D) **TEXT BOX** (as best fits)
...Dr. Eggman **vanished**...

PAGE TWO

PANEL 1 – Rolling Hills – Exterior – Day

SONIC takes the foreground as he runs along a rise in the terrain. In the shallow valley below we see the VILLAGE. Smoke rises from between the buildings, and laser-fire lances the air overhead. SONIC sees this as he sprints.

(A) TEXT BOX

...but his robot army **did not!**

(1) SONIC

Whuh-oh – that doesn't look good.

PANEL 2 – SONIC banks sharply, legs whirling under him – think of a motorcycle turning sharply, almost skimming the road. SONIC grins, excited.

(2) SONIC

Sounds like the locals are putting up a fight.

(3) SONIC

I hope they don't mind me lending a hand!

PANEL 2 – Largest panel on the page. We see SONIC *rocket* off across the landscape. A plume of dust, grass and grit flies in his wake. We see the trail of dust cut across the terrain, making a bee line for the VILLAGE.

PAGE THREE

PANEL 1 – Village – Streets – Exterior – Day

TOWNSFOLK flee in terror as BADNIKS swarm the streets. A single VILLAGER holds his ground, shouting and waving the others ahead. The VILLAGER holds a CUBE HAMMER, but not very confidently. A pair of EGG PAWNS bear down on him.

**(1) VILLAGER (burst balloon)
Run! Get to the storm bunker!**

PANEL 2 – The VILLAGER raises the HAMMER to strike, frightened and desperate.

PANEL 3 – An EGG PAWN back-hands him. The VILLAGER crumples, HAMMER flying from his hands.

**SFX
SOK**

PANEL 4 – The VILLAGER curls up in the street, afraid. The EGG PAWNS take aim with their gun-arms.

PANEL 5 – Same layout as PAGE THREE/PANEL 4. The VILLAGER goes wide-eyed, comically surprised, as he's rescued. SONIC is ricocheting off one EGG PAWN into a flying kick to the other. The EGG PAWNS crumple from the hits.

**SFX (x2)
SMASH**

PAGE FOUR

PANEL 1 – SONIC smiles, friendly, as he helps the VILLAGER to his feet. The VILLAGER is star-struck.

- (1) **SONIC**
Hey! You hurt?
- (2) **VILLAGER**
N-Not really. You're...you're **Sonic!**

PANEL 2 – SONIC grins, handing the HAMMER WISPON back to the VILLAGER. The VILLAGER remains awe-struck.

- (3) **SONIC**
The one and only.
- (4) **SONIC**
Here you go. Try swinging it at the robots next time.
I knew somebody who put it to good use.
- (5) **VILLAGER**
You're...**the** Sonic!

PANEL 4 – SONIC waves as he sprints away. The VILLAGER holds the HAMMER limply, gawking as SONIC runs away.

- (6) **SONIC**
Maybe get inside, buddy.
Nice chat! Need to save your town. Bye!
- (7) **VILLAGER**
O-Okay!

PANEL 5 – SONIC sprints past a group of TOWN MILITIA – villagers armed with the basic WISPON blaster. The MILITIA gawk as SONIC passes b.

- (8) **SONIC**
Sweet! The town militia!
- (9) **SONIC**
Bots coming in from the north!
You've got a guy holding his own out there!
- (10) **MILITIA**
O-Okay! We're on it!

PAGE FIVE

PANEL 1 – A pair of VILLAGERS struggle to lift the heavy doors to a bunker, leading below street level. A gang of MOTOBUGS bear down on them. The VILLAGERS panic.

(1) **VILLAGER #1**
Hurry up! They're closing in!

(2) **VILLAGER #2**
I'm trying! It's stuck!

PANEL 2 – The VILLAGERS cringe as robot parts go flying over them. SONIC rockets up to them, a blazing blue aura burning around him like a comet. The MOTOBUGS are obliterated in SONIC'S wake as he boosts through them.

SFX
WHOOSH!

PANEL 3 – SONIC winks and points to the VILLAGERS playfully as they *stare* at him. Robot bits rain down around them.

PANEL 4 – SONIC is *gone*, a dust train showing his route. The VILLAGERS watch him go.

PANEL 5 – The VILLAGERS look at each other and smile nervously.

(3) **VILLAGER #1**
...all this terror might be worth it if I get to say Sonic winked at me!

(4) **VILLAGER #2**
I hope we survive long enough to get his autograph!

PAGE SIX

PANEL 1 – The massive head of an EGG HAMMER’S weapon slams down into the street in front of SONIC. SONIC comes to a screeching halt, heels digging into the street, coming up *just* short of the hammer.

SFX
WHAM

SFX
reeeeeeeeeeeeeeeeeeeech

PANEL 2 – Low angle shot. SONIC looks up to the roofline to see the EGG HAMMER towering over the nearest building. The EGG HAMMER lifts its weapon, dirt and shattered cobblestone falling from it. Despite the ominous look SONIC is cavalier.

(1) **SONIC**
Oh hey. Another hammer-guy.

(2) **SONIC**
I liked the earlier one better.

PANEL 3 – SONIC zips up to the rooftops, his speed and momentum carrying him high into the air. The EGG HAMMER backs up, holding out its weapon defensively.

(3) **SONIC**
Where ya goin’?

PANEL 4 – Overhead shot. We see the EGG HAMMER back up along the street, hammer held defensively. SONIC closes in on it as a zig-zagging blue blur, following rooftops and jumping over alleys to pursue.

Three more EGG HAMMERS lie in ambush, hiding against the taller buildings, ready to surround SONIC once he comes into range.

PAGE SEVEN

PANEL 1 – SONIC ricochets off the handle of the EGG HAMMER’S weapon. Sparks fly from the impact.

PANEL 2 – Low angle shot. SONIC lands in the street and smiles up at the EGG HAMMER (unseen). SONIC is eager and excited.

(1) **SONIC**
C’mon, big guy! Swing batta-batta-batta - -!

PANEL 3 – Same layout as last panel. SONIC is in the same pose, but is now acutely aware now that he’s surrounded. The THREE new EGG HAMMERS step into view – cutting off the road from either direction and from behind SONIC.

(2) **SONIC** (small font)
- - swing?

PANEL 4 – Overhead shot. SONIC shrugs as the FOUR EGG HAMMERS close in, hammers raised to strike. We can see SONIC is standing on a manhole cover.

(3) **SONIC**
Yeah, okay, this one’s on me.

PAGE EIGHT

PANEL 1 – All FOUR hammers come down on SONIC’S position. Sparks fly as the heads grate against each other. The road cracks and juts from the impact. We see at least one of the EGG HAMMERS bringing their weapon down.

PANEL 2 – The “eyes” of the EGG HAMMER pivot towards us as it hears SONIC whistle.

(1) **SONIC** (off panel)
♪!

PANEL 3 – SONIC lounges in an open manhole, lifting the lid aside. SONIC grins, taunting.

(2) **SONIC**
“Hedgehog.” Noun. A burrowing animal.

PANEL 4 – SONIC scrambles to his feet, manhole cover cast aside. The EGG HAMMER lunges forward, hammer held high, ready to strike.

(3) **SONIC**
Whoa! You guys can really move when you want to!

PANEL 5 – SONIC grimaces with effort as he gets up to speed. The head of the hammer closes in on him, casting SONIC in shadow.

PAGE NINE

(1 of 2)

PANEL 1 – TAILS carries SONIC high over the rooftops, carrying SONIC by the hands. SONIC smiles up at TAILS, happily surprised. TAILS smiles tightly, concentrating on saving SONIC. TAILS flies via his spinning tails, whirling like helicopter blades.

Below we see the EGG HAMMER striking the street with its hammer. An orange MOTION TRAIL swoops down, under the hammer, and leads up to TAILS – showing his last-second rescue.

(1) **SONIC**
TAILS!

(2) **TAILS**
Could you **not** risk your life for five minutes?

(3) **SONIC**
Sure, but where's the fun in that?

PANEL 2 – SONIC smiles as he drops to the rooftop. TAILS begins to land next to him, his tails slowing.

(4) **SONIC**
Seriously though, thanks for the save.

(5) **TAILS**
My pleasure!

PANEL 3 – TAILS surveys the town, worried. SONIC crosses his arms and speaks seriously.

(6) **TAILS**
What's the status of the town?

(7) **SONIC**
Mostly a small-fry badniks.
I took care of most of them, and the town's militia can handle the rest.

(Page Nine continued – 2 of 2)

PANEL 4 – High angle shot. We see the EGG HAMMERS advancing towards us.

- (8) **SONIC** (off panel)
Those super badniks are another story.

PANEL 5 – SONIC and TAILS smile confidently at each other, clasping opposite hands.

- (9) **TAILS**
Those are better left to the professionals!

- (10) **SONIC**
Let's show 'em how it's done!

PAGE TEN

PANEL 1 – SONIC and TAILS launch off the roof in a COMBO SPIN – a giant, whirling Spin Dash with SONIC and TAILS looping around each other like a yin yang.

PANEL 2 – The COMBO SPIN rolls down the street, kicking up cobblestone. The EGG HAMMER tries to block with its weapon, but the COMBO SPIN cuts through the handle of the hammer.

PANEL 3 – The EGG HAMMER tries to grab onto the COMBO SPIN, but it cuts into it like a giant buzz saw blade.

PANEL 4 – SONIC and TAILS drop into the foreground in SPIN JUMPS – TAILS’S trailing his twin tails – as the EGG HAMMER begins to fall in the background. The EGG HAMMER has been cut in half.

PANEL 5 – SONIC and TAILS land in a deep crouch and grin at each other, exchanging thumbs-up. The EGG HAMMER halves fall to the street, exploding into pieces.