SONIC MARS

Game Script 1.1

Obtained by BiggestSonicFan
and Rockman Zero

Presented by

Sega Technical Institute
May 17,1994

I. Synopsis

A. Game Title
SONIC MARS

B. Game Script by
Michael Kosaka

C. Date
May 16,1994

D. Version
1.1

E. Category
Action-Arcade

F. Players
One player
Two players, co-op mode

G. Hardware
Sega Genesis Sega 32-X adapter
Standard game controller(s)

H. Media
16 meg Standard cartridge

I. Final Code Completion Date
June 1995
(Approximately 10-12 months after complete 32-X development systems are in place.)

Script by Michael Kosaka

Presented by Sonic Cult

II. Storyline

A. High Concept

Sonic the Hedgehog battles Dr. Robotnik in a Virtual Reality (VR) world.

B. Theme

1. Environment:

SONIC MARS is based on the ABC network cartoon characters and environment.

The cartoon series portrays Sonic and his friends as good-hearted "Robin Hood"-type characters who battle the evil Dr. Robotnik and his nefarious plans to conquer and exploit the planet Mobius.

2. Game Story:

While Sonic is away checking on a security alarm in a remote part of the Great Forest, his pals (Sally, Bunnie, Tails and Knuckles) have discovered a strange message from within one of Robotnik's super computers.

(Dr. Robotnik is trying to take over a computer VR world (Micro Mobius) and the message is a plea for help from it's peaceful inhabitants.)

Sonic returns to Knothole to discover that Robotnik has captured his friends and taken them into his VR world.

Sonic is tasked with trying to liberate his friends and thwart Robotnik's plan to completely "reformat" Micro Mobius.

C. Main Characters

1. Sonic the Hedgehog:

Our hero. The one-and-only, incomparable speedy hedgehog.

2. Princess Sally Acorn:

Intelligent, practical, courageous and clever computer whiz.

3. Tails:

Young, innocent, but extremely dexterous companion to Sonic.

4. Bunnie Rabbot:

Exceptionally strong and a solid team player.

5. Knuckles:

Very cool, very capable Sonic buddy.

6. Doctor Robotnik:

Evil and conniving nemesis of Sonic and his pals.

7. King Cyberooski:

Elderly and benevolent leader of Micro Mobius.

8. Mips:

Inhabitants of Micro Mobius who are being morphed into Robotnik's various bad guys.

9. Princess Tiara:

Daughter of King Cyberooski. She will vie for Sonic's attention (much to Sally's displeasure). Will Sonic have to choose?

Presented by Sonic Cult

Script by Michael Kosaka

D. General Gameflow Sequence

1. Sega Logo Opening
2. Title Screen
3. Options Screen
4. Main Play Screen
5. Special Zone (Chaos Emerald) Screen
6. Bonus Zone (Starpost) Screen
7. End of Zone Boss Screen
8. Rescued Character Screen
9. End Game Sequence

Script by Michael Kosaka

Presented by Sonic Cult

III. Main Play Screen

A. View

First-person, behind Sonic view. Objects and terrain scale towards the player.

Sonic primarily runs "into" the screen, although he can also run left right and back. The camera remains locked (pointing "North") relative to the terrain, thus Sonic can be seen from all angles.

The "terrain" consists of "floating" platforms suspended in "air." Various heights (altitudes) separate each platform. Each platform can have a number of slopes (angles) and so are not necessarily flat.

Objects and characters appear either sitting on or floating close above the platform.

"Teleport" pads move Sonic back and forth through the level, making replay and re-exploration possible

B. User Control

1. First controller

a. SONIC

C Button - Sonic Jump (Sonic Spin Attack)
B Button - (Call Mips)
A Button -
A + Down on D-pad - Sonic Dash (Super Speed Dash from standing) in direction pointing. (Stand), press and hold A, (stand), press **Down** and hold, (ducks), repeated presses of A, (revs up), release **D-pad, (Go).**
D-pad in direction - Run in that direction (hold to accelerate)
D-pad opposite of current direction- Brake
-Pressing A, B **or** C **buttons** twice quickly activates an Insta-shield, which protects Sonic for a split second.
START-button pauses the game. Play bell sound and display text "PAUSE" over center screen.

2. Second controller - While playing with Sonic and a pal, the second controller is used to control the second character. The play screen always remains centered around Sonic. The second character only has a limited radius from Sonic to "operate" in.

Sonic rescues a pal on each level. Each character he rescues becomes available to him as a partner on succeeding levels. Pressing START-button on the second controller sends the current partner offscreen to be replaced by the next partner (if available.) The roster cycles through available partners.

a. TAILS - use Tails as Sonic's historical sidekick. With Tails' limited flying/swimming ability, he can fly to otherwise inaccessible areas, or swim up for air if underwater.

C Button - Tails Jump (Tails Spin Attack)
B Button -
A Button -
A + Down on D-pad - Tails Dash (Super Speed Dash from standing) in direction pointing. (Stand), press and hold A, (stand), press **Down** and hold, (ducks), repeated presses of A, (revs up), release **D-pad, (Go).**
D-pad in direction - Run in that direction
D-pad opposite of current direction- Brake
-Pressing **A, B or C buttons** twice quickly makes Tails fly or swim. Multiple double presses will increase altitude. He can transport Sonic for a short distance, before he tires.
START-button - Change partner

Presented by
Sonic Cult
Script by Michael Kosaka

b. KNUCKLES - use Knuckles as a new "buddy." He is very quick and can fly and climb.

C Button - Knuckles Spin Attack
B Button -
A Button -
A + Down on D-pad - Knuckles Dash (Super Speed Dash from standing) in direction pointing. (Stand), press and hold A, (stand), press **Down** and hold, (ducks), repeated presses of A, (revs up), release **D-pad, (Go).**
D-pad in direction - Walk in that direction
D-pad opposite of current direction- Brake
-Pressing A, B **or** C **buttons** twice quickly makes Knuckles fly or climb sheer walls. Multiple double presses will gain some altitude, but mostly his flying is limited to soaring.
START-button - Change partner

c. BUNNIE - use Bunnie as a "fighter." She has a bio-mechanical arm that can be used as a battering ram, or extendible grabber.

C Button - Bunnie Jump
B Button -
A Button - Bunnie hits in current facing direction
Hold A + Up on D-pad - quickly extends arm vertically.
-If arm latches on to a surface, then **Up on D-pad** pulls Bunnie up (if Sonic is standing near, he will be grabbed and taken along.)
-If arm latches on to a surface, then **Down on D-pad** retracts arm.
-Arm will grab objects, then retract.
D-pad in direction - Run in that direction
D-pad opposite of current direction- Brake
START-button - Change partner

d. SALLY - use Sally's Hoverboard much like Tails' tail. She has a mini-computer named Nicole, that she uses to open special doors, disable traps and access Robotnik's computer.

C Button - Sally Jump Attack
B Button -
A Button - Sally uses Nicole to reprogram boxes
D-pad in direction - Run in that direction
D-pad opposite of current direction- Brake
-Pressing A, B **or** C **buttons** twice quickly makes Sally activate her Hoverboard. This allows her to fly or swim. Multiple double presses will increase altitude. She can transport Sonic for a short distance, before the Hoverboard runs out of power.
START-button - Change partner

e. TIARA - use Tiara like Tails. Her capabilities should exceed Tails, and rival Sonic's. When Tiara uses her special powers, she assumes an electrical form.

C Button - Tiara Jump Spark Attack
B Button -
A Button -
A + Down on D-pad - Tiara Tacheyon Tornado (Super Speed Dash from standing) in direction pointing. (Stand), press and hold A, (stand), press **Down** and hold, (ducks), repeated presses of A, (revs up), release **D-pad, (Go).**
D-pad in direction - Run in that direction
D-pad opposite of current direction- Brake
-Pressing **A, B or C buttons** twice quickly makes Tiara hover as electrical particles. Multiple double presses will increase altitude. She can transport Sonic for a short distance, before she tires.
START-button - Change partner

C. Main Screen Display Readouts

1. Overhead Map Window

-A small graphic area of the main play area that shows the immediate area as an overhead map. Sonic's "dot" remains in the center of the map.
-When not used, as in Bonus/Special screens, fill area with Sonic Logo Plate.

2. Timer

-Counts up from **0:00** to 9:59
-9:59 is the maximum time allowed to complete the Act (including elimination of the boss.)
-When time is expended, then show Sonic Dead animation and lose one life.

3. Ring Counter

-Tracks number of rings from 0 **to** 999.
-Flash text "RINGS" when ring count is 0.
-If Sonic is hit when ring count is 0, then show Sonic Dead animation and lose one life.
-When Ring count = **100,** then add one Sonic life. Play Got New Life tune.
-If Sonic hits an active Starpost while holding >= 50 rings, a Bonus Zone Entry Blackhole appears. By jumping into the blackhole, Sonic is transported to the Bonus Zone.

4. Ring Holder

-Visual re-enforcement for Ring collection. As rings are collected, show rings accumulating in tube. Rings held at the end of an Act "splash" out from the tube.

5. Running Score

-Show running score total as collected- 6 digits.
-Enemies = 100 to 1000 points.
-Bosses = 1000 to 5000 points.
-Rings are tallied as score at the end of the Act.
-Time Bonus is tallied at the end of the Act.

6. Life Counter

-Tracks Sonic lives from 0 **to** 99.
-Show the number of Sonic lives remaining as a number and "rack" of Sonic head icons. When the player is on his last life, display should show "0" and no Sonic heads left. For each **10** Sonic lives, display one larger Sonic head.
-If Sonic dies and there are no Sonic lives (or Continues) remaining, freeze screen and display text "GAME OVER." On **START-button** press, goto Title screen. (If there is a Continue available, goto Continue Screen.)

7. CHAOS Emerald Counter

-Tracks number of Chaos Emeralds held by Sonic.
-Show Emeralds as colorful small icons in a "rack."
-Chaos Emeralds are collected by successfully completing a Special Zone. A Special Zone Entry Star appears in various hidden locations throughout a level.
-The number of Chaos Emeralds held at the end of the complete game will determine what ending is presented to the player. The player will get the complete End Game Celebration only if he has all 7 Chaos Emeralds.

Presented by
Sonic Cult

8. Character Cameos

-Certain events trigger small character faces to appear in the upper left of the Main Play area.
-Each character has an associated text balloon. -Cameos are timed out.

Sonic - Assured with wink Start Act

"Let's go!"
"Time to jam!"
"No problemo!"
"It's All-pro time!"
"No rookies allowed!"
"Let's go get it!"
"Time's a wastin'!"
"Time to rocket!"
"Let's kick some Robuttnik!"
"Lemme at 'em!"
"Soup's on!"
"Hyper!"
"Time for serious action!"
"Strap in! Let's go!"
"Are you listening?!"
"Home stretch!"
"Cranial overload!"
"Bottom of the ninth!"

1-Ring left

"Hurtin'!"
"Check the ring situation!"
"On the edge!"
"On the ropes!"

Tails - Celebrating

Got Super Ring Box

"Way to go!"
"Ring time!"
"I love rings!"
"B-R-R-Ring!"

Knuckles - Assured smile

Got Invincibility

"Cool trick!"
"Can't touch this!"
"Motor on!"
"Wacky Time!"

Bunnie - Worried

Time at 9:00

"Hurry up!"
"Time's a wastin'!"
"Step on it!"
"Watch the clock!"

Script by Michael Kosaka

Presented by Sonic Cult

Sally - Celebrating
Got 1-Up box
"Very cool!"
"Terrific!"
"Alright!"
"Yes!"

King Cvberooski - Celebrating
Got 100 rings
"Impressive!"
"Fortuitous!"
"Richly deserved!"
"Most splendid!"

Tiara - Celebrating
Got 50.000 points
"Awesome!"
"Yow!"
"So very cool!"
"Groovy!"

Swatbot - Aggressive
Boss coming up (Trigger by proximity to end of level. Play only once.)
"Alert! Alert!"
"Danger ahead!"
"Condition: Red!"
"Intruder alert!"
"Warning! Warning!"
"Notify Robotnik immediately!"

Robotnik - Laughing
Sonic dies
"Too bad!"
"Try again!"
"Boo hoo!"
"So sad!"
"A shame!"
"Tsk! Tsk!"
"Pity!"
"Bad luck!"

D. Character Animation

1. Sonic Animation

Sonic stand
Sonic bored
Sonic walk
Sonic run
Sonic swim
Sonic on edge
Sonic falling
Sonic off spring
Sonic brakes
Sonic ducks
Sonic looks up
Sonic pushes
Sonic Dash
Sonic Spin Attack
Sonic Insta-shield
Sonic moves as electron particles
Sonic breaths from air bubble
Sonic being grabbed and transported from above
Sonic dies
Sonic finishes Act 1 & 2 celebration (Hand on hip, legs crossed, waving finger "#1")
Sonic finishes Zone 1- rescues Tails (Jump High Five)
Sonic finishes Zone 2- rescues Knuckles (Spin Dash with fireworks)
Sonic finishes Zone 3- rescues Bunnie (Hand out for "gimmie five"; on butt, w/ knees up; head spinning effects)
Sonic finishes Zone 4- rescues Sally (Being kissed; hold cheek; stand and glare)
Sonic finishes Zone 5- rescues Tiara (Getting hugged; turning red; stand and look both ways)
Sonic plays air guitar
Sonic sleeping with Z's

2. Tails Animation

Tails stand
Tails bored
Tails run
Tails swim
Tails on edge
Tails falling
Tails off spring
Tails brakes
Tails ducks
Tails looks up
Tails pushes
Tails Dash
Tails Spin Attack
Tails dies
Tails flying
Tails flying fatigue
Tails finishes Act 1 & 2 celebration (Fist in the air)
Tails Zone 1 rescue celebration (Jump High Five w/ sparks)

3. Knuckles Animation

Knuckles stand
Knuckles bored
Knuckles walk
Knuckles swim
Knuckles on edge
Knuckles falling
Knuckles off spring
Knuckles brakes
Knuckles ducks
Knuckles looks up
Knuckles pushes
Knuckles jump
Knuckles Dash
Knuckles Spin Attack
Knuckles dies
Knuckles flies
Knuckles climbs
Knuckles finishes Act 1 & 2 celebration (Karate pose)
Knuckles Zone 2 rescue celebration (Runs and Spin Dash; Fireworks; thumbs up)

4. Bunnie Animation

Bunnie stand
Bunnie bored
Bunnie walk
Bunnie run
Bunnie swim
Bunnie on edge
Bunnie falling
Bunnie offspring
Bunnie brakes
Bunnie ducks
Bunnie looks up
Bunnie pushes
Bunnie jump
Bunnie jump and hits
Bunnie dies
Bunnie hits
Bunnie arm extends upwards
Bunnie taking Sonic along upwards
Bunnie finishes Act 1 & 2 celebration (Jumps into flying side kick pose)
Bunnie Zone 3 rescue celebration (Slaps Sonic's hand in "gimmie five")

5. Sally Animation
Sally stand
Sally bored
Sally walk
Sally swim
Sally run
Sally on edge
Sally falling
Sally off spring
Sally brakes
Sally ducks
Sally looks up
Sally pushes
Sally jump attack
Sally dies
Sally on Hoverboard
Sally's Hoverboard running out of power
Sally pulls out computer (Nicole)
Sally types on computer (Nicole)
Sally finishes Act 1 & 2 celebration (Vanna pose w/ one hand on hip, other hand out)
Sally Zone 4 rescue celebration (Kiss Sonic on cheek; stands with arms folded, tilt head w/ big smile)
Sally Zone 5 rescue celebration (Stand with arms folded, toe tapping and scowl; walks off with nose in air)

6. Tiara Animation
Tiara stand
Tiara bored
Tiara walk
Tiara run
Tiara swim
Tiara on edge
Tiara falling
Tiara off spring
Tiara brakes
Tiara ducks
Tiara looks up
Tiara pushes
Tiara Jump Spark Attack
Tiara dies
Tiara Tacheyon Tornado
Tiara (figure-8) hover
Tiara finishes Act 1 & 2 celebration (Spark flies from fingertip)
Tiara Zone 5 rescue celebration (Hugs Sonic; looks sideways at Sally; walks off with nose in air)

7. Character Cameos
Sonic
Tails
Knuckles
Bunnie
Sally
King Cyberooski
Tiara
Swatbot
Robotnik

E. Zones and Acts - There are 6 Zones, each with 3- Acts. 1.

1.General

a. Sonic starts the game with three (3) lives. He can collect extra lives by picking up 1-UPs, collecting **100** rings, or scoring **50,000** points.

b. Terrain Types:

Open flat
Narrow
Narrow sideways
Narrow 45 degree
Ramps - various angles
Falling bridges
Elevators
Moving platforms
Loops
Angle walls
Split vertical Y's
Ferris wheel
Swings
Slides
Messenger tubes
Breakaway floors and walls
Jaw traps
Tube cages
Spiral paths
Merry-go-rounds
Spongy squares

c. Object Types:

Rings - (**100** rings = extra life)

Super Ring Box -**10** rings

Shield Box - protects from one hit

Invincibility Box - limited time

Power Sneakers Box - extra fast for limited time

Magnetic Box - magnetizes Sonic to attract nearby Rings

Air Bubble Box - gives Sonic an air bubble

Electron Box - turns Sonic into electron particles; enables Sonic to move along tiny circuits

1-Up Box- extra life

Swatbot Time bomb Box - when the top plunger is triggered, a three-second countdown to explosion occurs. Show numbers

Swatbot Repel Box - repels rings. Times out after 15 seconds

Robotnik Box - acts as one hit on Sonic; does not go away

Three Bop Mystery Box - acts as a slot machine; plunger on top of box will trigger three times; each bop will change prize randomly. If Sonic likes the #1 or #2 bonus, he must break the box from the side, otherwise on the fourth bop, the third prize is automatically given

Presented by
Sonic Cult
Script by Michael Kosaka

Starpost - acts as a way point when tripped; also as the entry way to a Bonus Zone

Special Zone Entry Star - acts as the entry way to a Special Zone

Robotnik/Sonic spinning billboard - end of a zone marker; also used for extra points and boxes

d. Bad guy definitions:

Names: Skuzzy, Socket, Cache Masher, Stacker, Viruz, Chipset, Floppy, etc.

Sentries - Stay at one post. They activate upon proximity to player.

Patrollers - Follow prescribed path. They follow standard patterns and do not know player's location.

Hunter-Killers - Either sentries or patrollers until activated. They will home in on player.

2. Start Zone/Act Title Display

-Disable player control (except **START-button** as Pause). Play Start Zone/Act fanfare.
-Fade-in the Act background with Sonic in place.
-Over the top, quickly slide in two title bars (Zone and Act). Hold for 2 seconds.
-Slide bars offscreen. Restore complete player control.

3. **Zone 1 - King's Gambit Zone**
a. General Description - Chessboards
b. Object - Rescue Tails (use Tails on next level)
c. Bad guys -
d. Obstacles -
e. End zone boss - (see sec. VI)

4. **Zone 2 - Ice Breaker Zone**
a. General Description - Ice floes and glaciers
b. Object - Rescue Knuckles (use Knuckles, or Tails on next zone)
c. Bad guys -
d. Obstacles -
e. End zone boss - (see sec. VI)

5. **Zone 3 - Fat Tuesday Zone**
a. General Description - Parade floats and caketops
b. Object - Rescue Bunnie (use Bunnie, Knuckles, or Tails on next zone)
c. Bad guys -
d. Obstacles -
e. End zone boss - (see sec. VI)

6. **Zone 4 - Dream Weave Zone**
a. General Description - Cloudtops and Starfields
b. Object - Rescue Sally (use Sally, Bunnie, Knuckles, or Tails on next zone)
c. Bad guys -
d. Obstacles -
e. End zone boss - (see sec. VI)

7. **Zone 5 - Cryptic Grotto Zone**
a. General Description - Seaweed beds and caverns
b. Object - Rescue Tiara (use Tiara OR Sally, Bunnie, Knuckles, or Tails on next zone)
c. Bad guys -
d. Obstacles -
e. End zone boss - (see sec. VI)

8. **Zone 6 - Core Memory Zone**
a. General Description - Electrical paths and data busses
b. Object - Get to Robotnik
c. Bad guys -
d. Obstacles -
e. End zone boss - (see sec. VI)

9. End of Act/Zone Scoring

Acts 1 & 2 Only

-At the end of an Acts 1 & 2, the Robotnik/Sonic billboard spins down from the sky. Sonic (and his rescued pal) can knock it around until it finally plants into the ground. Each knock **=100 points.** Tally score as each knock is made.

-A successful knock may dislodge a random power up box. (1 in 25)

-Play End of Act celebration animation for Sonic (and current partner.) Goto scoring sequence.

Act 3 Only

-After End of Zone Boss is dead, then scroll in Free the Mips Package. Keep on screen until Sonic "pops" package. Play Free Mips animation. Play End of Zone celebration animation. Goto scoring sequence.

-End of Zone Celebration animation

a. **Zone** 1 - Tails is rescued. Sonic and Tails run to either side of the screen, then run towards each other and Spin jump into a high five. Colorful sparks fly as they high five. They fly past each other and land.

b. **Zone 2** - Knuckles is rescued. Sonic and Knuckles run to either side of the screen then Spin Dash towards each other. As the two "balls" closely orbit each other in the air, a shower of fireworks explode. Knuckles lands and gives a thumbs up sign.

c. **Zone 3** - Bunnie is rescued. Bunnie runs on screen and stands by Sonic. Sonic offers his hand for a "gimme five." Bunnie slaps down on Sonic's hand with such force that Sonic spins in place. Sonic lands in a heap with a silly smile and dizzy stars orbiting his head.

d. **Zone 4** - Sally is rescued. Sally runs on screen and stands by Sonic Sally coyly kisses a startled Sonic on the cheek. Sonic holds his cheek while glaring at Sally. Sally turns her back on Sonic, crosses her arms and smiles demurely.

e. **Zone 5** - Tiara is rescued. Tiara runs on screen and stands by Sonic. Tiara gives Sonic a big hug. Sonic turns red. Sally walks on from left side screen and stands there with arms folded, foot tapping and look of displeasure. Tiara releases Sonic. Sally walks off with nose in air. Tiara walks off right side screen. Sonic looks both ways.

-Display flashing text: **<- ? ->**

-Enable all controls. Allow player to run Sonic off screen edge.

-Whoever Sonic runs after will be available as a partner character on the next level. The unchosen character will not appear as a potential partner.

f. **Zone 6** - Robotnik is dead. Play normal End of Act celebration animation for Sonic (and current partner.)

Presented by Sonic Cult

Scoring Sequence

-Disable player control (except **START-button** as Pause). Play the End of Act tune, then over center play screen, display text:

Time Bonus XXXXX
Ring Bonus XXXXX
Total Bonus XXXXXX

-Immediately display scores in Time and Ring Bonus slots, but not in the Total slot. Hold for 2 seconds.

-Flash Time Bonus text line and display "comet swipe" animation quickly wiping across line (changing score to zeros.) Flash Total text line to register score there. (The effect is like the score is magically sent from the Bonus line to the Total line.)

-Quickly repeat for Ring Bonus line. If there is no score for a Bonus line, do not show animation for that line.

-Then, quickly tally up the Total Bonus points (play Tick Score sound) into the running Total score. Play End of Act fanfare. Hold for 2 seconds, then goto next Zone/Act. (If end of Act 3 of Zone 6, then goto End Game Celebration Screen.)

Time Bonus

time **<= 30 seconds**	then **50,000 points**
time **<= 45 seconds**	then **10,000 points**
time **<= 1 minute**	then **5,000 points**
time **<= 1 minute, 30 seconds**	then **4,000 points**
time **<= 2 minutes**	then **3,000 points**
time **<= 3 minutes**	then **2,000 points**
time **<= 4 minutes**	then **1,000 points**

Ring Bonus

1 Ring = 100 points

10. Zone/Act Art Listing

Zone and Act Title bars - Each zone should have a unique color scheme of bars. **SONIC**

MARS main title bar
6 Zone title bars
Act I, II, III title bars

Main Play screen

Main Play background General font and numbers Small and large Sonic life heads
7 Small Chaos Emeralds
Sonic Logo Plate -Overhead Map Window

Objects **Ring**

Super Ring Box Shield Box
Invincibility Box Power Sneakers Box Magnetic Box

Air Bubble Box Electron Box
1-Up Box
Swatbot Time bomb Box
Swatbot Repel Box
Robotnik Box
Three Bop Mystery Box
Exploding Box animation
Dead (exploded) Box
Starpost Active
Starpost Rotate
Starpost Done
Bonus Zone Entry Blackhole
Special Zone Entry Star Robotnik/Sonic spinning billboard
Robotnik/Sonic spinning billboard sparkles (follows knock) Comet
Swipe on End of Act scoring
Air bubbles form, grow and rise
Free the Mips Package
Free Mips

F. Sound and Music

Got New Life tune

Start Zone/Act fanfare

End of Act

End of Act tune
End of Act fanfare
Robotnik/Sonic billboard spins down
Robotnik/Sonic billboard gets knocked around
Comet Swipe on End of Act scoring
Tick Score

Game Over fanfare

Presented by
Sonic Cult
Script by Michael Kosaka

IV. Special Zone (Chaos Emerald) Screen

A. View

First-person, behind Sonic view. Objects and terrain scale towards the player.

Sonic runs "into" the screen. The camera remains locked behind Sonic, so unlike the main game, Sonic is always seen from the rear.

The "terrain" consists of 2-4 "floating" cubes suspended in "air." There are various configurations of cubes arrays which get more complex as the game progresses.

The only path across a cube face is along the centerline. with the ability[7] to turn left or right at the center intersection. Rings appear on the path. (Death spikes can appear at center intersections.)

B. Art Direction

1. Screen Layout

Use standard Main Play screen.

2. Cube Complex

Cube complexes are 2-4 cubes connected by at least one common edge. (See diagrams.) Each face of a cube has a clear centerline path that Sonic travels along.

Enough of the cube complex must appear in the player's peripheral vision to allow him to get the sense of solving a 3-D "puzzle."

Each face of the cube complex is a scaling textured bit-map polygon.

3. Backgrounds

Each zone has a unique background for that Special Zone screen.

The horizon line shifts and scrolls according to Sonic's direction. Since the cube complex is rigid in space, the background sky and ground must move accordingly. This means the horizon line can appear as a vertical strip.

4. Rings

There are 4 rings per cube face "radius." There are 16 total rings per cube face. There are 96 rings per complete cube. There can be **384** rings in a 4 cube complex.

C. User Control

1. Sonic

C Button - Sonic jumps
B Button
A Button
D-pad up - Run forward
D-pad left/right - Change direction only at intersection.
START-button pauses the game. Play bell sound and display text "PAUSE" over center screen.

Presented by Sonic Cult

D. User Feedback

1. During Special game

Display normal data in Main Play screen (Time, Score, Lives, Rings, Chaos Emeralds.) Display Sonic Logo Plate in Overhead Map Area.

Decrease number X-rings left as each ring is collected.

If **256** rings are collected, play Get Continue fanfare.

If Sonic collects all rings, then play End Special Zone fanfare - emerald end. Display Sonic-Turns-and-Wins-Emerald animation.

2. After Special game - display text over Main Play area:

Ring Bonus - total points of all collected rings.
Perfect Bonus - 5000 points collected if Special Zone is completed. Do not display this line unless applicable.
Total Special Score

3. Continues

Collect **256** rings in the Special Zone = **1** Continue. A Continue allows the player to continue with 3 new lives from the last Act after a "Game Over."

E. Character Animation

Chaos Emerald
Death Spikes
Ring
Sonic from rear Running
Sonic from rear Jumping
Sonic turns and Dies
Sonic turns and Wins Emerald
(If possible, show reflections in cube surface)

F. Cube Arrays - Each Zone has three types of Special Zone cube complexes.

1. Zone 1 - King's Gambit Zone

Background (if space available, otherwise use main Play Zone background): Bright blue sky, puffy clouds, brown and green land, golden hills, bright sun in sky.

a. Cube complex - 2 cubes, 10 surfaces
Rings available: X = 160 Time to finish:

b. Cube complex - 2 cubes, 12 surfaces
Rings available: X = 192 Time to finish:

c. Cube complex - 3 cubes, 14 surfaces
Rings available: X = 224 Time to finish:

Presented by Sonic Cult

2. Zone 2 - Ice Breaker Zone
Background (if space available, otherwise use main Play Zone background): Multi-colored (color cycle) Northern lights in dark sky, ice mountains, glaciers, ice bergs and ice floes on black sea.

a. Cube complex - 4 cubes, 18 surfaces
Rings available: X = 288
Time to finish:

b. Cube complex - 3 cubes, 18 surfaces
Rings available: X = 288
Time to finish:

c. Cube complex - 3 cubes, 18 surfaces
Rings available: X = 288
Time to finish:

3. Zone 3 - Fat Tuesday Zone
Background (if space available, otherwise use main Play Zone background): Futuristic high-rise city at red-orange sunset, neon signs, lit office buildings, car headlights and taillights on freeways below.

a. Cube complex - 4 cubes, 22 surfaces
Rings available: X = 352
Time to finish:

b. Cube complex - 4 cubes, 24 surfaces
Rings available: X = 384
Time to finish:

c. Cube complex - 4 cubes, 24 surfaces
Rings available: X = 384
Time to finish:

4. Zone 4 - Dream Weave Zone
Background (if space available, otherwise use main Play Zone background): Suspended in deep space, stars, moons, planets, spiral galaxies, comets. There is no visual up or down.

a. Cube complex - 4 cubes, 22 surfaces
Rings available: X = 352
Time to finish:

b. Cube complex - 4 cubes, 24 surfaces
Rings available: X = 384
Time to finish:

c. Cube complex - 4 cubes, 24 surfaces
Rings available: X = 384
Time to finish:

Script by Michael Kosaka

Presented by Sonic Cult

5. Zone 5 - Cryptic Grotto Zone

Background (if space available, otherwise use main Play Zone background): Underwater look. Slowly undulate background. Deep blue/greens below and brighter ripples towards the surface. Dark seaweed beds on horizon.

a. Cube complex - 4 cubes. 22 surfaces
   Rings available: X = 352
   Time to finish:

b. Cube complex - 4 cubes. 24 surfaces
   Rings available: X = 384
   Time to finish:

c. Cube complex - 4 cubes, 24 surfaces
   Rings available: X = 384
   Time to finish:

6. Zone 6 - Core Memory Zone

Background (if space available, otherwise use main Play Zone background): Floating between two printed circuit boards (above and below). Traces, sockets, chips, pots, etc. Fade to fuzzy black on horizon.

a. Cube complex - 4 cubes, 24 surfaces
   Rings available: X = 384
   Time to finish:

b. Cube complex - 4 cubes, 24 surfaces
   Rings available: X = 384
   Time to finish:

c. Cube complex - 4 cubes, 24 surfaces
   Rings available: X = 384
   Time to finish:

G. Computer Intelligence

-Chaos Emeralds are won by successfully collecting all the available rings on the cube complex and thus completing a Special Zone.

-A Special Zone Entry Star appears in various (hidden) locations throughout an Act. By jumping into the Entry Star, Sonic is transported to the Special Zone game. After the Special Zone game is complete. Sonic is returned to the Entry Star location. Regardless of Sonic's success or failure, that Entry Star is then removed from the game.

-Display normal data in Main Play screen (Time, Score, Lives. Rings. Chaos Emeralds.)

-Show Sonic Logo Plate in Overhead Map Window.

-Decrease number of rings as each ring is collected.

If 256 rings are collected, play Get Continue fanfare, and award a Continue. A Continue allows the player to continue with 3 new lives from the last Act after a "Game Over."

If Sonic collects all rings, then play End Special Zone fanfare - emerald end. Display Sonic Turns-and-Wins-Emerald animation.

Track **Ring Bonus** - total points of all collected rings.

Track **Perfect Bonus - 5000** points collected if Special Zone is completed. Do not display this line unless applicable.

Track **Total Special Score** - Total of Ring Bonus and any Perfect Bonus.

H. Sound and Music

Special Zone tune
End Special Zone fanfare - death end End
Special Zone fanfare - emerald end Get
Continue fanfare
Collect ring sf/x

V. Bonus Zone (Starpost) Screen

A. View

-3/4 high, end view of "Hedge Hockey" table. Sonic (as semi-transparent or wire-frame) in the foreground. Robotnik faces the player from rear of table.

B. Art Direction

1. Screen Layout

Use full screen. Sonic's score is displayed at the bottom. Sonic goals are displayed as 5 lights at bottom.

2. Hedge Hockey Table

Like an "Air Hockey" table, shown end view. Two goals arc embedded in the center of each short end.

Two Bonus Tubes appear at the center of each long side. These tubes dispense the Puck and Bonus Spheres. The Bonus Tubes spiral away to the screen edges. The tubes flash when a Puck or Bonus Sphere is about to be dispensed onto the table.

Table markings denote goal areas, centerline. half-court line, and center tip-off area.

3. Players

Sonic appears as a semi-transparent or wire-frame shape. The player controls Sonic's shuttle.

Robotnik appears at the other end of the table.

3. Backgrounds

The background remains the same in every Zone/Act..

Background and details are cyber-organic.

On Sonic's side of the table are "celebration" flowers that light and animate.

On Robotnik's side of the table are his "celebration" lights.

4. Objects

Bonus Spheres are dispensed onto the table at random intervals. They roll around until broken by a directed (player hit. not rebounded) puck, or flash and disappear after X-seconds.

When a shuttle hits the puck, flash the collision.

When a puck enters a goal, flash the goal.

Sonic's score racks up like a pinball machine after each Sonic goal. Light a goal light (up to 5 goals) after every Sonic goal.

C. User Control

1. Sonic

C Button - Snap Hit, if puck is within Whack Radius of shuttle. Otherwise move shuttle towards puck.
B Button - Extra Speed. Use in concert with D-pad.
A Button - Defend Goal. Moves shuttle to front-center of goal.
D-pad direction - Move Sonic's shuttle.
START-button pauses the game. Play bell sound and display text "PAUSE" over center screen.

Presented by
Sonic Cult
Script by Michael Kosaka

D. User Feedback

1. Bonus Spheres

Bonus Tubes Hash when a Puck or Bonus Sphere is about to be dispensed onto the table

Bonus Spheres Hash for **5 seconds** before they disappear. The flashes accelerate as it gets closer to disappearing.

Prizes are awarded if the directed puck hits and breaks open a Bonus Sphere. The Prize graphic floats momentarily above the broken sphere, then disappears.

2. Shuttle/Puck

When a shuttle hits the puck, flash the collision (if space allows, show relative flash size to hit speed).

When a puck enters a goal, flash the goal, and related background celebration lights.

On Sonic's side of the table are "celebration" flowers that light and animate. These animate before the game begins and when Sonic scores a goal.

On Robotnik's side of the table are his "celebration" lights. These animate before the game begins and when Robotnik scores a goal.

After a Sonic goal, animate Bonus Tubes before dispensing new puck.

3. Scoring

Sonic can play to a maximum of **5** goals or **1** Robotnik goal (whichever comes first.) One Sonic goal = **500 points.**

If Sonic wins all **5** games = **10,000 point bonus.**

Flash **10,000 + 2,500 point** bonus at bottom.

If Robotnik wins, animate Robotnik Win animation, and flash score bonus (if any) at bottom.

E. Character Animation

Sonic Playing - Body
Sonic Playing - Arm, Hand and Shuttle
Sonic Wins - Arms up
Sonic Loses - Turn and face player, sad
Robotnik Playing - Body
Robotnik Playing - Arm, Hand and Shuttle
Robotnik Wins - Laughs
Robotnik Loses - Head down, pounding fist, crying
Bonus Sphere rolling
Bonus Sphere flashing
Bonus Sphere "pops" to disappear
Bonus Sphere breaking
Bonus Prizes Float up
Bonus Tube launches sphere or puck
Puck
Puck/shuttle Whack Flash (various sizes)
Puck in Goal Flash
Sonic's Shuttle
Sonic Win Lights
Robotnik Win Lights
Sonic Score Numerals
Sonic Game Win Lights
Misc. Background animation

Script by Michael Kosaka

Presented by Sonic Cult

F. Levels

-There are no levels, but Robotnik plays stronger as the number of Sonic goals increases.

Robotnik parameters:
Number of shots on goal; aggressiveness
Accuracy of shots on goal
Awareness of Bonus Spheres (will try and break them before Sonic can.)
Defense ability (ability to get back to defend)
Speed of shots

G. Computer Intelligence

1. General Rules

If Sonic hits an active Starpost while holding >= **50 rings,** a Bonus Zone Entry Blackhole appears. By jumping into the blackhole. Sonic is transported to the Bonus Zone.

This zone allows the player to obtain random prizes and point bonuses. Prizes appear after a Bonus Spheres are "broken open" by a directed puck.

1-Up
1 Continue
100 Points
250 Points
500 Points
Invincibility
Magnetic
Air Bubble
Immobilize Robotnik (lasts **5 seconds)**

2. Control

Whack Radius - a X-pixel radius around the shuttle that auto-targets the puck when the **C-button** is pressed.

Extra Speed - When the **B-button** is held down, quickly double the speed of the shuttle in the direction of the **D-pad.**

Defend Goal - When the **A-button** is pressed, immediately move the shuttle to the front-center of Sonic's goal.

3. Scoring

Sonic can play to a maximum of 5 Sonic goals or 1 Robotnik goal (whichever comes first.) **One** Sonic goal = **500 points.**

If Sonic wins all **5 games = 10,000 point bonus.**

Flash **10,000 + 2,500 point** bonus at bottom.

If Sonic scores a goal (<5), animate Sonic Wins and Robotnik Loses animation. Rack up score at bottom. Light up next Goal Light. Flash Bonus Tubes and dispense next puck.

If Sonic wins the fifth game (=5), animate Sonic Wins and Robotnik Loses animation. Play End Bonus Zone fanfare - total win. Rack up score and bonus at bottom. Flash all Goal Lights. Fade out and return Sonic to last Starpost.

If Robotnik wins, animate Robotnik Win and Sonic Loses animation. Play End Bonus Zone fanfare - death end. Flash score bonus (if any) at bottom. Fade out and return Sonic to last Starpost.

Presented by
Sonic Cult
Script by Michael Kosaka

H. Sound and Music

Bonus Zone tune
End Bonus Zone fanfare - death end
End Bonus Zone fanfare - total win end
Score goal fanfare
Goal Light lights up zing
New puck dispensed spit
Shuttle travels on table - variable pitch whoosh
Whack puck clack- variable intensity
Puck hits edge thump- various
Puck hits Bonus Sphere - casual click
Bonus Sphere hits Bonus Sphere
Bonus Sphere dispensed
Bonus Sphere breaks - egg crack
Bonus Sphere disappears - pop
Prize appears

Script by Michael Kosaka

Presented by

VI. End of Zone Boss Screen

A. Level 1 - King's Gambit Zone: "Orbotnik"

1. View

- 3/4 angle, behind Sonic view. Use standard Main Play Display Readouts (note: not shown in storyboards.) Display Sonic Logo Plate in Overhead Map Area.

2. **Art Direction**

a. Background

The main play area is the surface of a huge spinning roulette wheel. Sonic can run along the outer roll track or along the inner wedge slot area. Sonic must Spin Attack the center sphere to attack Orbotnik.

b. Boss - "Orbotnik"

"Orbotnik" sits in a glass sphere in the center of the roulette wheel. He releases deadly steel balls onto the roulette surface, and he electrifies random wheel "wedge." He laughs when Sonic is hit. When his glass sphere is hit by Sonic, the sphere cracks and he winces.

c. Objects

Steel balls - scale as they roll and bounce around the perimeter of the wheel. They behave as a typical roulette ball, i.e. they should first roll around the edge then bounce and rattle around as they settle into a groove (pie slice.) Contact with a steel ball is deadly. Steel balls stay on the wheel and act as obstacles unless eliminated by Orbotnik.

Electrified Wedges - Orbotnik randomly selects and electrifies a roulette "wedge." Contact with an electrified wedge is deadly. Any steel ball that happens to be sitting on an electrified wedge is destroyed.

3. User Control

First controller

C Button - Sonic Jump (Sonic Spin Attack)
B Button -
A Button -
A + Down on D-pad - Sonic Dash (Super Speed Dash from standing) in direction pointing. (Stand), press and hold A, (stand), press **Down** and hold, (ducks), repeated presses of A, (revs up), release **D-pad,** (Go).
D-pad in direction - Run in that direction (hold to accelerate)
D-pad opposite of current direction- Brake
-Pressing **A, B or C buttons** twice quickly activates an insta-shield, which protects Sonic for a split second.
START-button pauses the game. Play bell sound and display text "PAUSE" over center screen.

4. Character Animation

a. Background

Spinning roulette wheel -16 multi-colored wedges
Two Steel ball entry tubes - one at each end
Electrified wedge - show electrical arcs moving from sphere to edge
Misc. casino lights around edge and in far background

b. Boss - sitting in center sphere

Moving controls - Releasing steel ball
Moving controls - Electrifying wedge
Laughing when Sonic is hit
Wincing when hit by Sonic
Sphere cracking - **6 steps**
Death - Burned up

c. Objects

Steel ball (reflect play surface) Steel ball electrified and destroyed

5. Computer Intelligence

a. Boss

Attack - Steel balls are released in a set pattern. Their bounce path and rest position is random. Electrified wedges are randomly chosen.

Show "Orbotnik" laughing when Sonic is hit.

Boss Sore Point - Center sphere top is vulnerable to being hit by Sonic's Spin Attack. Flash the sphere, show "Orbotnik" wincing, and crack the sphere when hit.

Hit Points - "Orbotnik" must be hit **6 times** before he is destroyed. Show standard multiple explosions upon death.

h. Background

Roulette wheel - A 3-D polygon clockwise spinning wheel. Sonic can run along each ridge line. Sonic can run along the outer roll track or along the inner wedge slot area. Sonic can run in either directionHe must avoid all steel balls by slipping by or jumping over them. Sonic must Spin Attack the center sphere to attack Orbotnik.

6. Sound and Music

Boss Zone tune
End Boss Zone fanfare - Sonic death end
End Boss Zone fanfare - Sonic win end

B. Level 2 - Ice Breaker Zone: "Frozebotnik"

1. View

- 3/4 angle, behind Sonic view. Use standard Main Play Display Readouts (note: not shown in storyboards.) Display Sonic Logo Plate in Overhead Map Area.

2. Art Direction

a. Background

The main play area consists of the two intersecting snow-covered ridge lines and the four small stone outcroppings. The far-away background are snow-covered (Himalayas-type) mountains. The sky is clear blue.

b. Boss - "Frozebotnik"

"Frozebotnik" looms over the far mountains. His two hands let loose giant snowballs from the top end of each ridge line. His fists pound to release a deadly rain of icicles. He laughs when Sonic is hit. He winces and his carrot nose shortens when it is hit.

c. Objects

Snowballs - scale larger as they roll from the far ends of the ridge line. Snowballs will sometimes make the 90 degree turn at the intersection of the ridge lines.

Icicles - Three sizes. Do not scale. Show shadows on playable surfaces to show impact point.

3. User Control

First controller

C Button - Sonic Jump (Sonic Spin Attack)
B Button -
A Button -
A + Down on D-pad - Sonic Dash (Super Speed Dash from standing) in direction pointing. (Stand), press and hold A, (stand), press **Down** and hold, (ducks), repeated presses of A, (revs up), release **D-pad**, (Go).
D-pad in direction - Run in that direction (hold to accelerate)
D-pad opposite of current direction- Brake
-Pressing **A, B or C buttons** twice quickly activates an Insta-shield, which protects Sonic for a split second.
START-button pauses the game. Play bell sound and display text "PAUSE" over center screen.

4. Character Animation

a. Background

Outcropping shakes
Outcropping looses rocks
Outcropping loses surface area **(6 steps of surface sizes)**
Small snow rocks fall from edges (Sonic's feet at edge)

b. Boss

Hands release snowball
Hands make fist and pound mountain
Hat bounces on hit
Carrot nose flashes on hit
Carrot nose shortens - **8 steps**
Eyes, mouth and mustache wince on hit
Eyes, mouth and mustache laugh when Sonic is hit
Death (as melt down) or death explosions

Script by Michael Kosaka

Presented by Sonic Cult

c. Objects

Snowball rolling
Snowball making 90 degree turn
Snowball leaving snow debris behind
Icicles **(3 sizes)**
Icicle impact shadow
Icicle impact explosion

5. Computer Intelligence

a. Boss

Attack - Snowballs and icicles occur in a set pattern. Certain snowballs will make a 90 degree turn at the intersection of the ridge lines. Icicles, when triggered by "Frozebotnik" pounding his fists on the mountain (shake screen), fall in a random scatter pattern over the entire screen.

(e.g. 1Left, 1 Right, Both, 1Left, Pound, Both, -1 Right, Pound, etc.)

Show "Frozebotnik" laughing when Sonic is hit.

Boss Sore Point - Carrot nose is vulnerable to being hit by Sonic's Spin Attack. Flash the nose, show "Frozebotnik" wincing, and bounce his hat when hit. Shorten the nose with each successful hit.

Hit Points - "Frozebotnik" must be hit **8 times** before he is destroyed. If possible, show Frozebotnik "melting" into the mountainside, otherwise use standard multiple explosions upon death.

h. Background

Ridge lines - Sonic can run along each ridge line. He can jump to the outcroppings and from ridge line to ridge line (if he is close enough.) He cannot run off a ridge line or outcropping, but he can fall to his death from a misdirected jump.

Outcroppings - Outcroppings shake when Sonic stands on them. Show small rock pieces falling off and drop away part of the outcropping each time Sonic **jumps off** of one. The outcroppings start in various sizes, and thus can last for only so many uses **(2-6 uses)** before being removed (drop away) from the play area.

6. Sound and Music

Boss Zone tune
End Boss Zone fanfare - Sonic death end
End Boss Zone fanfare - Sonic win end
Pound mountain
Snowball rolling
Icicle explosion
Outcropping loses rocks

C. Level 3 - Fat Tuesday Zone: "Beignetnik"

1. View

- Slight 3/4 angle, side Sonic view. The playfield is two screens wide. Use standard Main Play Display Readouts *(note: not* shown in storyboards.) Display Sonic Logo Plate in Overhead Map Area.

2. Art Direction

a. Background

The background is vintage New Orleans (during Mardi Gras) with festive balconies, ornate grillwork and ironwork. Sonic will able to jump onto second floor balconies as well as rooftops.

b. Boss - "Beignetnik"

"Beignetnik" stands at the extreme right of the two screens. He is a very colorful masked clown figure. He throws and rolls objects at Sonic. He also has a sneeze attack.

c. Objects

Necklaces - thrown by the handful, they rain down on the screen.

Barrels - roll and bounce down the street at Sonic.

Magic Wands - spin like shuriken as flying weapons.

3. User Control

First controller

C Button - Sonic Jump (Sonic Spin Attack)
B Button -
A Button -
A + Down on D-pad - Tails Dash (Super Speed Dash from standing) in direction pointing. (Stand), press and hold A, (stand), press **Down** and hold, (ducks), repeated presses of A, (revs up), release **D-pad**, (Go).
D-pad Left/Right - Run in that direction (hold to accelerate)
-Pressing **A, B or C buttons** twice quickly activates an Insta-shield, which protects Sonic for a split second.
START-button pauses the game. Play bell sound and display text "PAUSE" over center screen.

4. Character Animation

a. Background

Various Mardi Gras weirdoes on ground floor, hanging out of windows and standing on balconies.

b. Boss

Hands throw necklaces
Hands throw Magic Wand
Hands release barrel
Big nose flashes on hit
Full body (hair stands on end) wince on hit
Full body dance when Sonic is hit
Death (as chicken feather pluck) or death explosions

c. Objects

Barrel rolling and bouncing **(2 sizes)**
Necklace in a throw **(3 sizes)**
Magic Wand spinning
Blown debris in sneeze attack (leaves, rocks, etc.)
Necklace impacts on ground explosion

Presented by
Sonic Cult

5. Computer Intelligence

a. Boss

Attack - Necklace and Magic Wand attacks occur randomly, depending on Sonic's location. Barrel attacks happen in a set pattern.

Beignetnik also has a random sneeze attack. He will try and inhale Sonic (impact with his mouth counts as one Sonic hit.) The sneeze sends a powerful wind down the length of the play screen, blowing Sonic and other debris to the far left end (impact with the far left wall counts as one Sonic hit.)

Show "Beignetnik" dancing when Sonic is hit.

Boss Sore Point - Bulbous clown nose is vulnerable to being hit by Sonic's Spin Attack. Flash the nose, show "Beignetnik" wincing, and straighten his hair when hit.

Hit Points - "Beignetnik" must be hit **12 times** before he is destroyed. If possible, show Beignetnik's feathers being plucked like a chicken, otherwise use standard multiple explosions upon death.

b. Background

Balconies - Sonic can jump onto balconies and run behind the grillwork.

Rooftops - Sonic can jump onto rooftops.

6. Sound and Music

Boss Zone tune
End Boss Zone fanfare - Sonic death end
End Boss Zone fanfare - Sonic win end
Necklace explosion
Barrel rolling
Wand spinning
Inhale
Sneeze

D. Level 4 - Dream Weave Zone: "Trouble Clef Trap"

1. View

- Slight 3/4 angle, side Sonic view. The playfield is many screens wide. Use standard Main Play Display Readouts (note: not shown in storyboards.) Display Sonic Logo Plate in Overhead Map Area.

2. Art Direction

a. Background

The backdrop is a subtle undulating blue/black color-cycling background, which rhythmically pulses to the accompanying music.

h. Staff and Notes

A metallic music staff with colorful notes scrolls from left to right. The notes and scroll speed coordinate with the music being played. Sonic is able to stand on the various musical notation, but will fall to his death if unsupported. As each note is played, it lights up.

c. Objects

Sharps - deadly, if landed on.

3. User Control

First controller

C Button - Sonic Jump (Sonic Spin Attack)
B Button -
A Button -
A + Down on D-pad - Tails Dash (Super Speed Dash from standing) in direction pointing. (Stand), press and hold A, (stand), press **Down** and hold, (ducks), repeated presses of A, (revs up), release **D-pad**, (Go).
D-pad Left/Right - Run in that direction (hold to accelerate)
-Pressing **A, B or C buttons** twice quickly activates an Insta-shield, which protects Sonic for a split second.
START-button pauses the game. Play bell sound and display text "PAUSE" over center screen.

4. Character Animation

a. Background

Subtle character color cycling

h. Staff and Notes

Whole note
Half note
1 /4 note
1/8 note
1/16 note
Whole rest
Half rest
Treble clef
Sharp (Looks deadly)
Flat
Tie

5. Computer Intelligence

a. The Tune

Sonic tries to reach the end of the song without being scrolled off the left edge of the screen, or falling off the staff along the way.

The tune has rests, high and low notes, glissades, long and short pauses, and changes in tempo. This translates to a wide variety of leaps, slides, pauses, speed ups and slow downs.

Any Sonic death fall (or collision with a Sharp symbol) will pop open his rings and rebound Sonic back onto the staff. Subsequent death falls without rings result in his death.

b. Background

The background pulses to the rhythm of the music.

6. Sound and Music

The Tune
End Boss Zone fanfare - Sonic death end
End Boss Zone fanfare - Sonic win end

E. Level 5 - Cryptic Grotto Zone: "Octocknik"

1. View

- 3/4 angle, behind Sonic view. Use standard Main Play Display Readouts (note: not shown in storvboards.) Display Sonic Logo Plate in Overhead Map Area.

2. Art Direction

a. Background

The single screen background is a typical undersea floor with rocks, bubbling oxygen fissures, bright and colorful coral reefs, ship wreck, and undulating seaweed beds. Slowly undulate entire screen with water effect.

b. Boss - "Octocknik"

"Octocknik" sits in the top center of the screen. He is a very powerful, armored octopus. He throws objects, spews ink and tries to grab and strangle Sonic. Each of his six undulating tentacles is made up from circular "sucker/ball" parts.

c. Objects

Seashells - thrown by the tentacleful, they rain down on the screen.

Starfish - spin like shuriken as flying weapons.

Oxygen bubbles - give Sonic air.

Ink - show spew of ink from Octoknik's mouth, then darken screen to near blackout.

3. User Control

First controller

C Button - Sonic Jump (Sonic Spin Attack) Use also to breathe from oxygen bubble.
B Button -
A Button -
A + Down on D-pad - Tails Dash (Super Speed Dash from standing) in direction pointing. (Stand), press and hold A, (stand), press **Down** and hold, (ducks), repeated presses of A, (revs up), release **D-pad**, (Go).
D-pad Left/Right - Run in that direction (hold to accelerate)
-Pressing **A, B or C buttons** twice quickly activates an Insta-shield, which protects Sonic for a split second.
START-button pauses the game. Play beil sound and display text "PAUSE" over center screen. Frantic button and D-pad pushing will help extricate Sonic from a tentacle grasp sooner.

4. Character Animation

a. Background

Undulating seaweed beds
Occasional school offish

b. Boss

Tentacle throws Seashell
Tentacle throws Starfish
Tentacle grabs Sonic
Forehead gem flashes on hit
Eyes wince on hit
Spew ink
Death (as tentacles spin and wrap themselves into a tight jumble then explode) or death explosions

Presented by
Sonic Cult

c. Objects

Seashell **(2 types)**
Seashell spinning
Starfish **(1 size)**
Starfish spinning
Oxygen bubbles
Seashell impacts on ground explosion

5. Computer Intelligence

a. Boss

Attack - Grab, seashell and starfish attacks occur randomly, depending on Sonic's location. Ink attacks occur infrequently.

When Sonic is grabbed by a tentacle, start a countdown from **5 seconds.** If Sonic has not extricated himself within that time, release Sonic and treat him as a hit.

Show "Octocknik" eyes wince on hit

Tentacles exhibit realistic undulating behavior.

Boss Sore Point - Forehead gem is vulnerable to being hit by Sonic's Spin Attack. Show "Octocknik" wincing when hit.

Hit Points - "Octocknik" must be hit **14 times** before he is destroyed. If possible, show Octocknik's tentacles being spun and wrapped into a tight mess, then explode out in a sea of tentacle pieces, otherwise use standard multiple explosions upon death.

b. Background

Ink Attack - Fade the entire screen to near blackout when ink is spewed. Hold for **4-5 seconds,** then start to return to clear water.

6. Sound and Music

Boss Zone tune
End Boss Zone fanfare - Sonic death end
End Boss Zone fanfare - Sonic win end
Seashell explosion
Starfish spinning
Oxygen bubbles rising
Squeeze squeak
Ink spew

F. Level 6 - Core Memory Zone: "Endless Loop Trap"

1. View

- 3/4 angle, behind Sonic view. Use standard Main Play Display Readouts (note: not shown in story boards.) Display Sonic Logo Plate in Overhead Map Area.

2. Art Direction

a. Background

The main play area is the continuous surface of a Mobius strip. There are stars and moons suspended in space which change position relative to Sonic's position on the loop.

The loop's floor forces movement "into" the screen. This speed increases with time.

b. Boss - "Robotnik"

Robotnik attacks Sonic using three different vehicles, the Ball Bomber, the Gatling Gun, and the Hammer. These vehicles are rendered in the classic Sonic "metal" style.

c. Objects

Bowling balls - scale larger as they roll over the surface of the loop towards Sonic.

Surface Speed Bumps - scale larger as they move towards Sonic. These are pre-existing obstacles. Bowling balls roll over these bumps are momentarily bounced into the air.

3. User Control

First controller

C Button - Sonic Jump (Sonic Spin Attack)
B Button -
A Button -
D-pad left/right - Move horizontally that direction (hold to accelerate)
-Pressing A, B **or** C **buttons** twice quickly activates an Insta-shield, which protects Sonic for a split second.
START-button pauses the game. Play bell sound and display text "PAUSE" over center screen.

4. Character Animation

a. Background

Tube shake
Far away stars and moons

b. Boss

Ball Bomber vehicle
Gatling Gun vehicle
Hammer vehicle
Gun impact explosions
Upper Section whole
Upper Section without side node
Upper Section without canopy
Upper Section without middle node
Old white ceramic bathtub
Robotnik death explosions
Robotnik death: being plastered onto surface of rolling bowling ball

c. Objects

Bowling ball rolling
Speed Bump

Presented by Sonic Cult

5. Computer Intelligence

a. Boss - Robotnik uses three different vehicles to thwart Sonic. He will utilize them in a pre-set order, but their actual attack pattern is based on Sonic's horizontal position. The underside of each vehicle is deadly.

Ball Bomber Attack - Robotnik flies on screen and attempts to drop the Bowling ball on Sonic. After **8 seconds** of flying around, will release the ball and fly off screen. The ball now becomes a deadly rolling item that will travel over the surface of the loop. As time goes on, more and more balls will accumulate as deadly obstacles.

Gatling Gun Attack - Robotnik flies on screen and strafes Sonic with the Gatling Gun. He makes **2 passes,** then flies off.

Hammer Attack - Robotnik flies on screen and attempts to flatten Sonic. If Robotnik misses and hits the loop, the loop will shake and all Bowling Balls will bounce and reposition horizontally. He attacks for **3 hammer blows,** then flies off.

Robotnik Sore Point - The upper section of each of Robotnik's vehicles is the same part. Robotnik's canopy is vulnerable to attack. As hits are accumulated, more and more pieces of his upper vehicle are broken off. When he is finally destroyed, all that remains is Robotnik sitting in an old ceramic bathtub.

Hit Points - The upper portion of Robotnik's vehicle breaks up in four stages:
4 hits - lose side node
4 hits - lose canopy
6 hits - lose middle node
8 hits - (stop all movement) break apart shell to reveal bathtub. Robotnik flees tub. Stands and fumes, then gets run over by Bowling ball. Show Robotnik plastered onto ball surface and traveling down tube.

b. Background

Mobius Tube -The speed of forward movement in the loop is forced (i.e. Sonic is always running.) Sonic can move left and right, as well as jump. He cannot run off a side edge. The movement rate increases as time passes.

Rings - Movement is "into" the screen. When Sonic gets hit and the Rings explode, they must be spewed in front of Sonic, so he can have a chance to retrieve them.

Bowling balls - Bowling balls are dropped by Mobius. As they are dropped they become rolling obstacles on the loop. All roll at the same speed so a formation of balls remain constant as they roll around the loop. Robotnik will move aside to avoid them.

Speed Bumps - These are arranged in a set pattern. A Bowling ball which runs over a speed bump will bounce into the air and continue to roll. When Sonic hits a speed bump, it is a hit.

6. Sound and Music

Boss Zone tune
End Boss Zone fanfare - Sonic death end
End Boss Zone fanfare - Sonic win end
Robotnik vehicle humming
Robotnik vehicle explosion
Hammer pounds loop
Gatling gun shots
Gatling gun impact
Bowling ball dropped on loop
Bowling ball rolling closer
Bowling ball whoosh in near miss
Bowling ball smacks Robotnik

Presented by
Sonic Cult
Script by Michael Kosaka

Robotnik screaming as he rolls away

VII. Support Screens

A. Opening Story

-The opening story is provided in the form ofa mini-comic book, printed with the game documentation.

B. Sega Logo Opening

1. View:

Standard blue/white "SEGA tm" logo on black screen.

2. Art Direction:

-"SE" letters spin and scale from behind player into screen. "GA" letters spin and scale from behind player into screen.

-Each "drop" is accompanied by a "get ring" sound effect.

-Flash/light burst SE- and GA- letters as Sonic televisidn voice over says "SEGA"

3. User Control:

-Start-button press aborts SEGA Opening sequence. Fade to black, then Goto Title screen.

-Otherwise, time out 3-seconds after voice says "SEGA!" Fade to black, then Goto Title screen.

-During this 3-second time, **any button** or **D-pad** (except **START)** press triggers "SEGA!" voice.

4. User Feedback:

-None

5. Character Animation:

-None

6. Background Graphics:

-Blue/white "SEGA" logo, with "tm"
-Flash letters using palette color changes.

7. Sound and Music:

-"Get Ring" sound effect from original games.
-"SEGA!" shout done in various voices from the network cartoon series:

Sonic
Tails
Sally
Robotnik

C. Title Screen

1. View:

-Sonic character inside of ring emblem with title ribbons above and below, over parallax scrolling background.

Presented by
Sonic Cult
Script by Michael Kosaka

2. Art Direction:
-Fade in animated background terrain. Retain outdoorsy, bright blue sea and sky feeling.

-Ring, stars and ribbons logo (without Sonic) scales in from horizon. Logo is "shot" in like an artillery shell, from slightly right horizon to center screen.

-Sonic, running, scales in from horizon. Show water "rooster tail" along water surface, from slightly left horizon, doing S-curve, then into logo ring. He arrives, gives a big "thumbs-up," tilt head to wink and smile. Sonic character "breaks" over ring and ribbon edges.

-Two text lines below:

One Player
Two Players
c 1995 SEGA

3. User Control:
-Up/Down on **D-pad** cycles between text lines "One Player" and "Two Players."

-START-button to exit screen. Play End Title music fanfare, fade to black, then goto Main Play screen.

-Secret joypad sequence **(TBD)** allows access to hidden Option screen. If the correct code is entered, then on **START-button.** fade to black, then goto hidden Option screen.

4. User Feedback:
-Cute bell sound effect when **any D-pad** or **button** press.
-Cute bell glissade sound effect when **START-button** press.
-Secret joypad sequence (TBD) sounds special "Yow!" sound effect. This indicates to the player that the correct code has been entered.

5. Character Animation:
-Ring and ribbon logo spins and scales while being "shot" in from horizon.
Animate stars to rotate and spin, as they circle the ring.

-Animate scaling water "rooster tail" as Sonic speeds across water surface to logo.

-Sonic gives "thumbs-up"

Closed fist-normal position
Closed fist-up
Thumbs up-down
Thumbs up-normal

-Sonic head normal position
-Sonic tilts head
-Sonic tilts head and smiles larger
-Sonic tilts head, nods and winks-closed eye
-Sonic tilts head, nods and winks-half eye
-Sparkle sprites on Ring logo - (4 frames)
-Rotating and spinning logo Stars

6. Bac kground Graphics:
Sky- Bright, puffy cloud "bands" perspective-scroll horizontally as if in weather "fronts." Some see-through of clouds show gradated background sky.

Mountains- Snow-capped tops with bright green and brown surfaces on distant horizon. Do not scroll.

Water- Subtle reflection of clouds on gradated water surface. Undulate cloud reflection to show water waves. Add occasional sprite sparkles to highlight water.

Presented by
Sonic Cult

Script by Michael Kosaka

7. Computer Intelligence:
-Look for secret Option Screen sequence from player's joypad. If found, play special "Yow!" sound and on **START-button,** play End Title fanfare, fade to black, then goto Option Screen.

-Otherwise, on normal **START-button.** play End Title fanfare, fade to black, then goto Main Play screen (according to One or Two player mode selected.)

8. Sound and Music:
-Cute short bell sound
-Cute bell glissade sound
-Special "Yow!" sound
-Title music - 30 seconds looping.
-End Title Fanfare - End title song with this short fanfare on Start-button press.

D. Option Screen (hidden)

1. View:
-Simple screen for debug/cheat modes.

2. Art Direction:
-Plain text over simple character background.
-Text lines read:

Zone (Zone name)
Act (Act number)
Sound (Sound number)
Music (Song name)
-Press START to exit-

-Highlight currently selected line.

3. User Control:
-Up/Down on **D-pad** cycles between text lines "Zone. Act, Sound and Music."
-Left/Right on **D-pad** changes parameter for currently selected line.
-When Sound or Music is the selected line, **any button** (except **START)** plays that selection.
-START-button press returns to Main Play screen.

4. User Feedback:
-Cute bell sound effect on **any D-pad** press. Highlight text line.
-Cute bell glissade sound effect when **START-button** press.

5. Character Animation:
-None

6. Background Graphics:
-Use simple 16X16 character block as repeated tile background.
-Use hand-rendered text/words (kerned) in x-style font.

7. Computer Intelligence:
-This screen can be used for any other programming debug functions as needed.
-This screen can be used to cheat. Select and play with any character.

8. Sound and Music:
-All sound effects and music can be heard from this screen.

Presented by
Sonic Cult
Script by Michael Kosaka

E. Continue Screen

1. View:

-Simple screen for continuing (or ending) a game after "Game Over."

2. Art Direction:

-Plain text over simple character background.
-Text lines read:

Continue Game?
Yes/No

-Default to highlight **Yes.**
-Show full body Sonic animation below text.

3. User Control:

-Left/Right on **D-pad** changes highlight from **Yes** to **No.**
-START-button press executes choice.

4. User Feedback:

-Cute bell sound effect on **Left/Right** on **D-pad** press.
-Cute bell glissade sound effect on **START-button** press.

5. Character Animation:

-When highlight is on Yes, show Sonic playing air guitar.
-When highlight is on No. show Sonic sleeping with Z's.

6. Background Graphics:

-Use simple 16X16 character block as repeated tile background.
-Use hand-rendered text/words (kerned) in x-style font.

7. **Computer Intelligence:**

-If **Yes** then restore game from last starpost. Use **A, B and C buttons** to play guitar riffs.
-If possible, allow player to "Play" air guitar along with Sonic
-If **No** then end game and return to Title page.

8. Sound and Music:

-Cute short bell sound
-Cute bell glissade sound
(-Optional Guitar riffs)

F. End Game Celebration

The number of Chaos Emeralds (0-7) held by the player at the end of the game will determine which ending will be presented.

1. Incomplete ending (>7 Emeralds) - Disable all user control. Play End Game tune. Roll credits. Hold on "Try Again!" Allow **Start-button** press to return to Title screen.

-Background: Simple character background.

-Animation and text:

Play End Game tune.

Show Sonic and random partner standing below credit text line.

Start credit text. End on **"Try Again!"**

2. Complete ending (7 Emeralds) - Disable all user control. Play entire sequence. Roll credits. Hold on "The End" text. Allow **Start-button** press to return to Title screen.

-Background: 3 vertical screens tall, side view.

Bottom third screen shows New Knothole being built. Various Sonic associates are working on ladders, carrying wood, sawing logs, etc. They are stopped in their tasks and are waving and cheering the return of our heroes. Use background character animation to simply animate associates.

Top two-third screens are trees rising up into the blue sky. Cloud sprites float by.

Horizon is distant treeline and far away mountains.

-Animation and text:

From off screen (5 directions) zoom in "zaps" to **left-center** screen. Animate electronic res-in effect.

Tails materializes. Text balloon reads, **"We're back!"** Tails Spinjumps to tree branch.

From off screen (5 directions) zoom in "zaps" to **right-center** screen. Animate electronic res-in effect.

Knuckles materializes. Text balloon reads, **"Check it out! Knothole's been rebuilt..."** Knuckles climbs tree to branch.

From off screen (5 directions) zoom in "zaps" to **left-center** screen. Animate electronic res-in effect.

Bunnie materializes. Text balloon reads, **"...and in a new place Robotnik will never find!"** Bunnie arm extends to tree branch. She pulls herself up.

From off screen (5 directions) zoom in "zaps" to **right-center** screen. Animate electronic res-in effect.

Sally materializes. Text balloon reads, **"That's if Robotnik ever escapes his own endless loop trap!"** Sally jumps up to rock.

From off screen (5 directions) zoom in "zaps" to **center** screen. Animate electronic res-in effect.

Sonic materializes.

From off screen (5 directions) zoom in "zaps" to **center** screen. Animate electronic res-in effect.

Cyberooski and Tiara materialize.

Cyberooski text balloon reads, **"Thank you, Sonic, for saving Micro Mobius."**

Tiara text balloon reads, **"You and your friends can visit us anytime."** Tiara hugs Sonic. Sally scowls.

Sonic text balloon reads, **"No problemo, Tiara. Glad we could help!."**

Cyberooski text balloon reads, **"Good-bye, everyone. And thank you!."**

Animate electronic res-in effect on Tiara and Cyberooski. Zoom "zaps" off screen (5 directions.)

Presented by
Sonic Cult
Script by Michael Kosaka

One by one, Tails, Knuckles, Bunnie and Sally come down and join around Sonic. They hoist Sonic up and start bouncing him. "Hip, hip, Hor..."

"...Ray!" Sonic is propelled into the air. Scroll treetop background vertically. When treetop screen ends, freeze Sonic.

Sonic flashes a big thumbs up.

Sonic continues off top of screen. Start End Game tune.

Start credit text. End on "The End"

3. Credits

TBD

4. Sound and Music

Zoom "zaps" Electronic
res-in effect Crowd cheer
End Game tune

IX. Design Goals

A. Historical

The original trilogy of highly successful SONIC games, as well as implementations of Game Gear. Spinball and CD derivatives clearly show the necessity for quality execution in any continuing product bearing the SONIC character.

So. why alter a proven vehicle? Two main reasons exist for the evolutionary changes in SONIC MARS.

One. it is unclear whether yet another side-scrolling SONIC game would be readily accepted by a saturated 16-bit Genesis audience.

Two. attempting to out-do the "classic" craftsmanship that is the result of many years of iteration and evolution, without substantial "original creator" support, is improbable.

B. Technical

SONIC MARS is an attempt to take the highly successful SONIC side-scrolling gameplay to another level of player sophistication while not sacrificing the essential core material that makes SONIC a video-gaming icon.

By making the main play view an "over-the-hedgehog" first-person angle. SONIC MARS will exploit a largely neglected (but highly difficult to implement well) play mechanism for arcade/action titles, while exploiting the 32-X hardware.

This will allow SONIC MARS to take advantage of well-developed and recognized SONIC play conventions, while allowing for fresh and unique player interaction.

C. Game Characteristics

It is essential that SONIC MARS execute the following attributes in a top-quality manner:

Speed, speed and more speed-It must be, without question, the FASTEST first-person racing game to date.

Realistic physics-
The environmental physics must remain intuitive, precise and highly realistic.

Quality player control-
The player must always feel in accurate control.

Superior graphics-
The quality of graphic appeal is paramount. The game must contain blow-away art, with precise attention paid to polish and chrome. Eye candy.

Power rings, multiple worlds, power-ups, special zones and multiple paths through a level-
SONIC MARS must retain many of the existing Sonic game conventions.

Use of the network cartoon characters-It is desirable to have the synergy of the network cartoon with a quality game.

Delightful, wondrous, surprising and FUN-
We must retain the "amazing and fabulous" quotient. We must satisfy certainly attempt to surpass the expected level of execution and creativity a SONIC product requires.

Presented by
Sonic Cult
Script by Michael Kosaka

X. Risks

A. Conceptual:

Are players sick of Sonic and Robotnik going at it yet another time?
SONIC MARS will integrate the network TV characters and Knuckles from Sonic 3. This will help soften the focus of just Sonic versus Robotnik.

Level bosses will be uniquely rich Robotnik mutations, not just the Doctor in various vehicles.

Why not do another of the same kind of game? Why go away from what clearly works?
See Design Goals (above). Clearly if we do not take reasonable risks and "push the envelope." we will be passed by. For Sonic to remain focused in the gaming eye, we must consider every possible way to exhibit superior and innovative gameplay.

B. Technical:

Why First-person? Why not 3/4 view, top down or tilted playfield?
First-person view relates well to the Virtual World environment. A 3-D view will allow us to exploit and feature the 32-X hardware.

Will the 32-X adapter really happen and if so, when?
32-X is planned for a Christmas '94 release. Development boards are scheduled to appear by May '94. SONIC MARS is tentatively scheduled to be completed approximately 10-12 months after the complete 32-X development system is made available to STI (Approximately June 30, 1995.)

C. Production and Development Schedule:

Why build a new engine so late in the lifetime of the Genesis?
If the game engine proves to be robust, more Sonic iterations could be developed for the future.

As history indicates, only those highest profile characters and licenses survive into the waning years of a machine's lifetime. Sonic certainly qualifies as one of those high profile characters.

The 32-X adapter, along with quality dedicated software, may greatly extend the lifetime of the Genesis.

D. Marketplace and Competition:

Is the audience still there?
"Being fast just isn't good enough anymore," - a Sonic focus group member.

Perhaps due in part to the cartoon TV exposure, the age group for Sonic fans appears to be skewing younger.

Core players of Sonic #1 have grown up and out of the Sonic phase. They are less likely to buy a Sonic title based solely on the Sonic character, but will demand fresh, high quality gameplay.

Sonic Spinball and CD game reviews indicate a slight weariness with the Sonic character; however, superior game quality continues to emerge as the gating factor in acceptance.

SONIC MARS will attempt to appeal to an older audience (what is considered "cool" by the older players will naturally trickle down to the younger players):

New hardware.
New Main game engine.
New (but familiar) game control.
New storyline and additional characters.
New environments

Presented by
Sonic CulT
Script by Michael Kosaka

Crowded and saturated marketplace?
If the Nintendo 8-bit sales/titles versus hardware lifetime relationship is a model, it will be increasingly more difficult to differentiate new non-licensed themes and characters in a highly saturated action/arcade field.

Due to it's rich heritage. SONIC MARS should have little problem getting exposure at retail.

While other licensed characters are "slugging" it out as side-scrolling action/platform games. SONIC MARS will break away with an innovative technology.

The SONIC MARS game engine could be a core technology for a continuing line of Sonic 16-bit Genesis/32-X games well into the next few years.

Won't the 32-X adapter cut into Saturn sales? Won't the consumer be confused about what to buy? What if 32-X fails?
Supporting the 32-X with a dedicated, quality Sonic title will give the adapter valuable credibility as a "must-have" peripheral.

Should the 32-X adapter be sidetracked, the core technology for SONIC MARS will presumably port easily to Saturn.

Competition-
Existing SEGA:

Sonic 1
Sonic 2
Sonic 3
Sonic Spinball
Sonic CD
Dr. Robotnik's Mean Bean Machine
Sonic 1 Game Gear
Sonic 2 Game Gear
Sonic Chaos Game Gear
Sonic Drift Game Gear

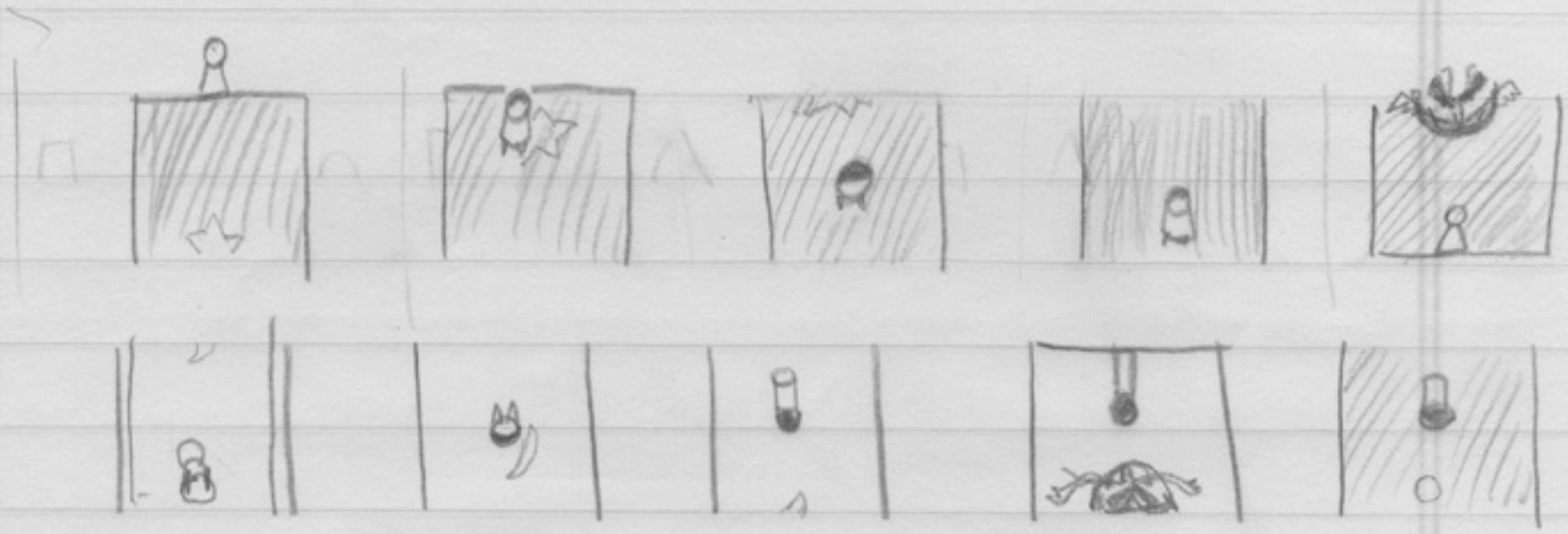
Future SEGA:

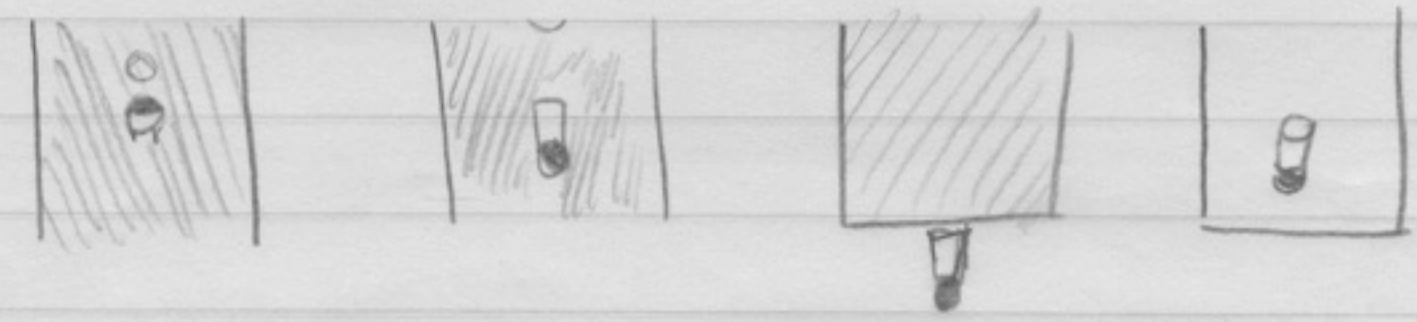
Sonic 3+
Sonic Stadium (SOJ)
Blast Track (SOA-Saturn)

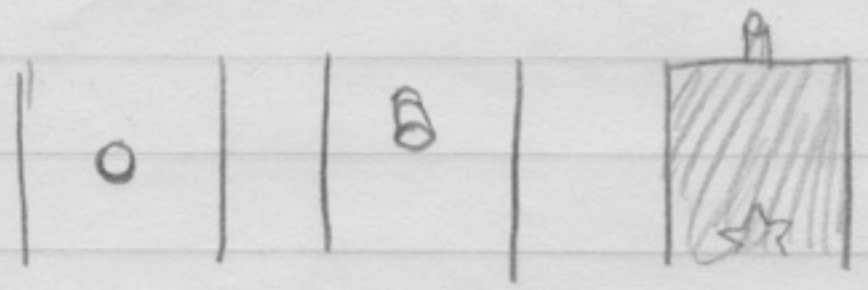
Outside:

Formula One (Domark) racing game with superior speed.
Cotton (EA) first-person action.

Presented by Sonic Cult



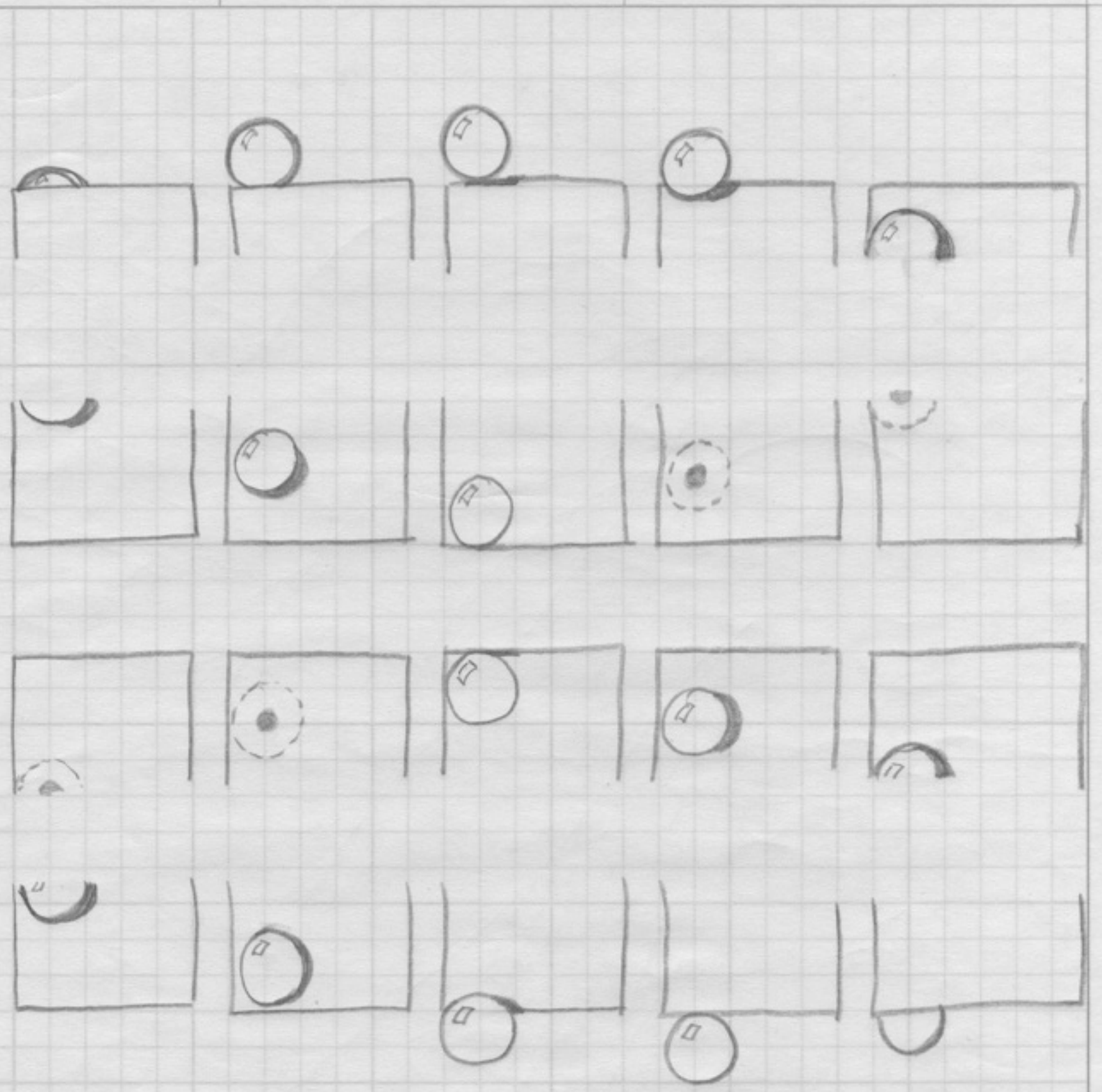




Presented by

Sonic CulT

Script by Michael Kosaka

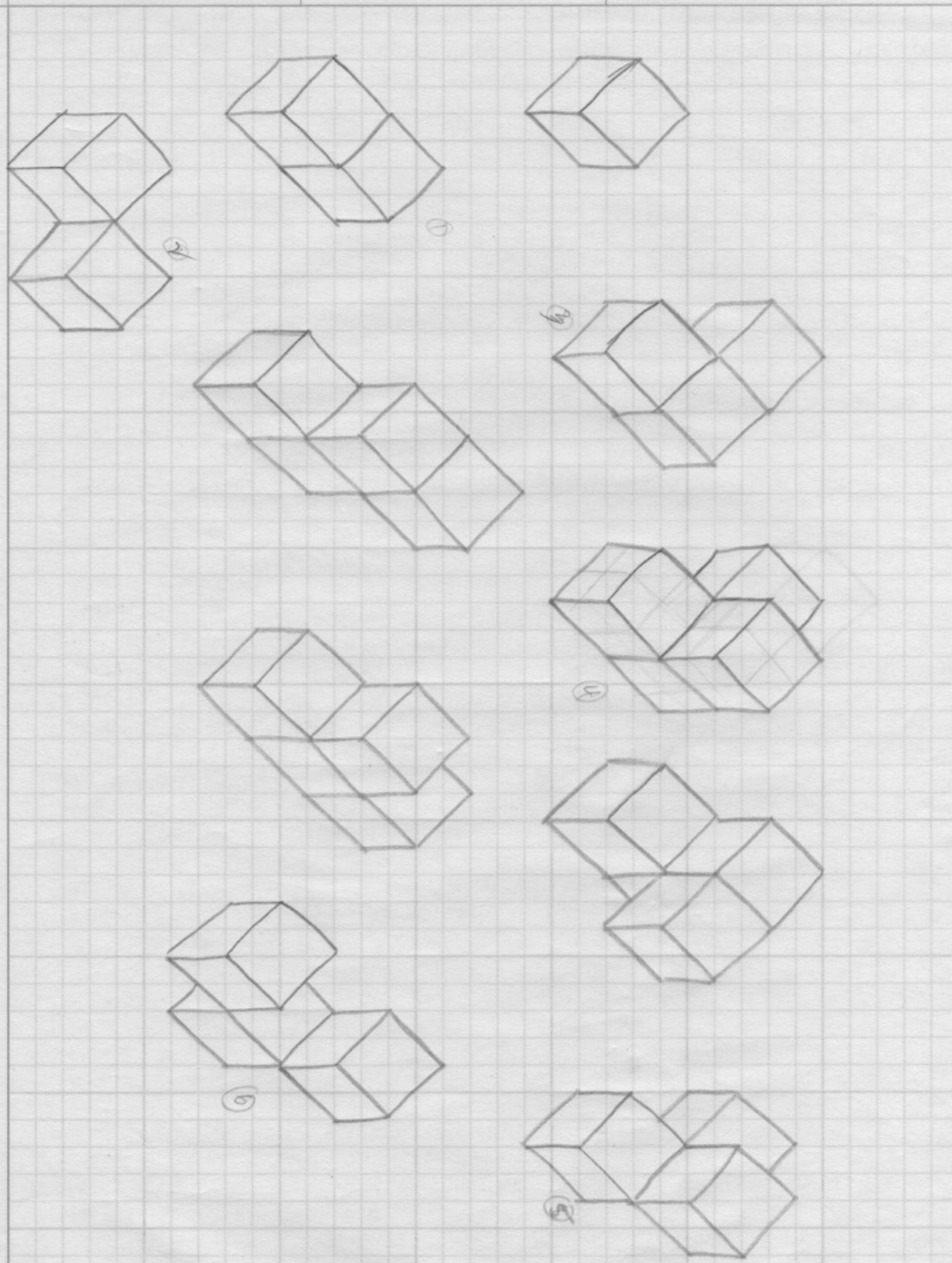


13-782 500 SHEETS FILLER 5 SQUARE
42-381 50 SHEETS EYE-EASE® 5 SQUARE
42-382 100 SHEETS EYE-EASE® 5 SQUARE
42-389 200 SHEETS EYE-EASE® 5 SQUARE
42-392 150 RECYCLED WHITE 5 SQUARE
42-399 200 RECYCLED WHITE 5 SQUARE
Made in U. S. A.
National® Brand

Script by Michael Kosaka

Presented by Sonic Cult

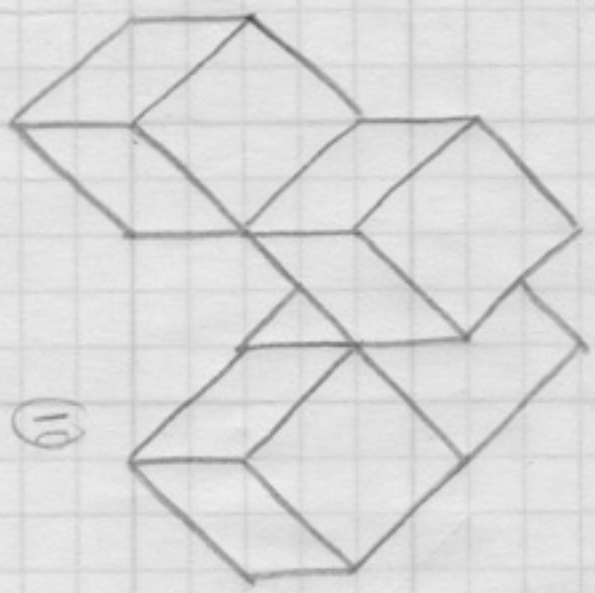
13-782 500 SHEETS, FILLER 5 SQUARE
42-381 50 SHEETS EYE-EASE® 5 SQUARE
42-382 100 SHEETS EYE-EASE® 5 SQUARE
42-389 200 SHEETS EYE-EASE® 5 SQUARE
42-392 100 RECYCLED WHITE 5 SQUARE
42-399 200 RECYCLED WHITE 5 SQUARE
Made in U. S. A.
National® Brand

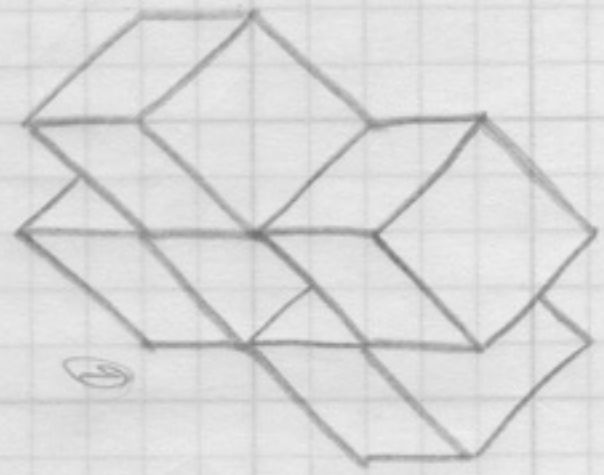


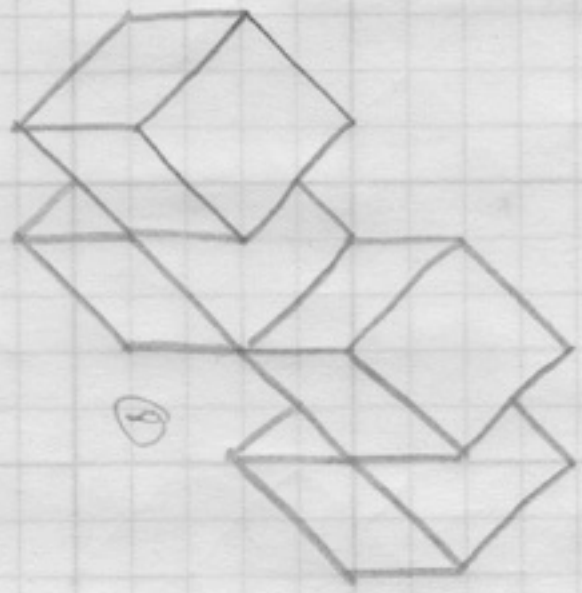
Presented by

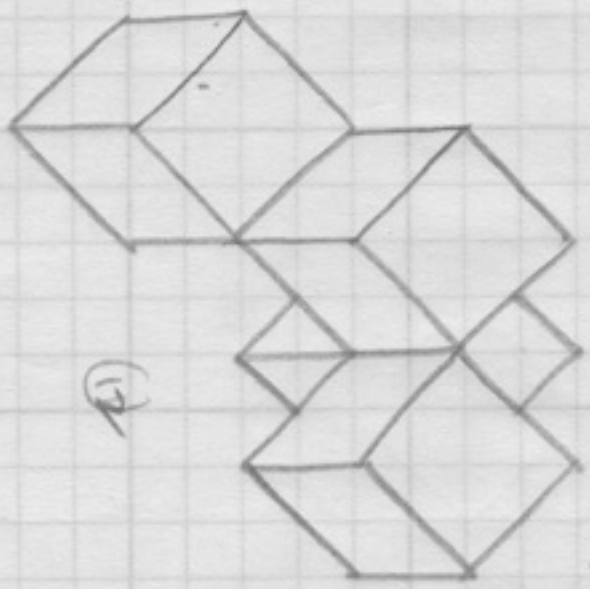
Sonic Cult

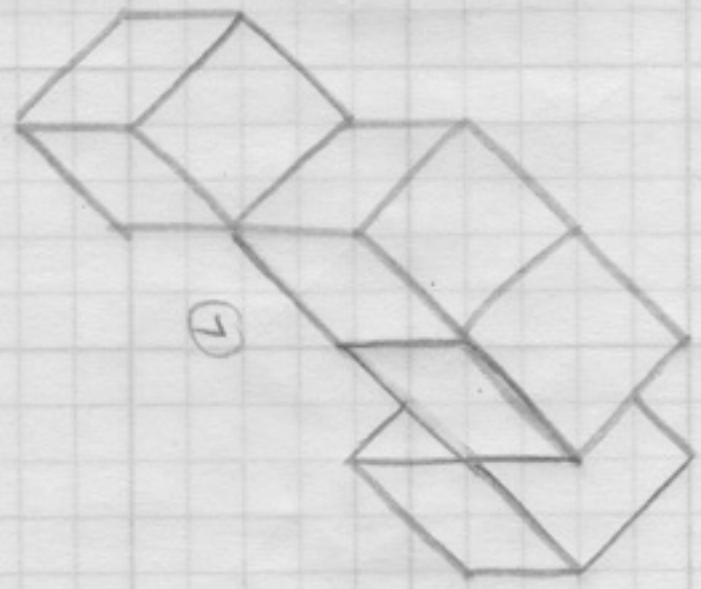
Script by Michael Kosaka

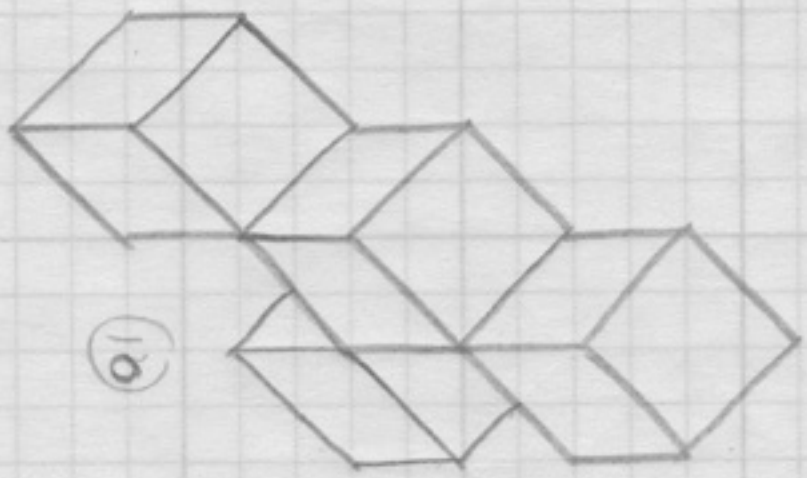


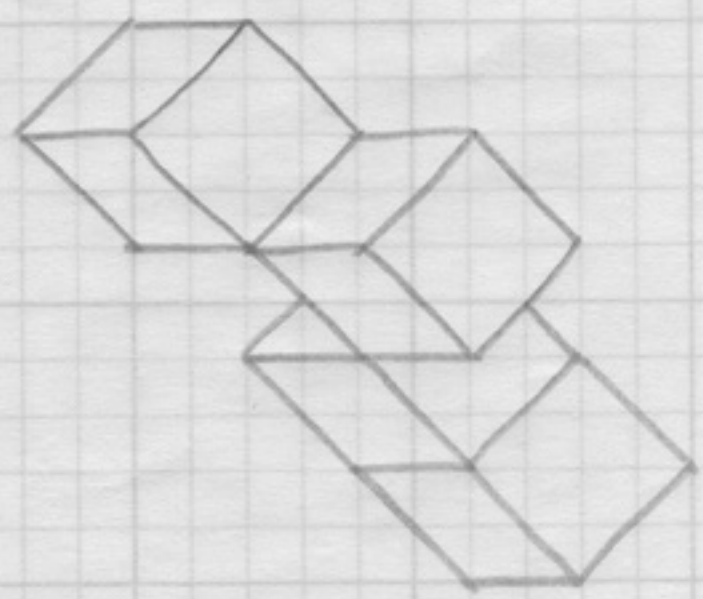












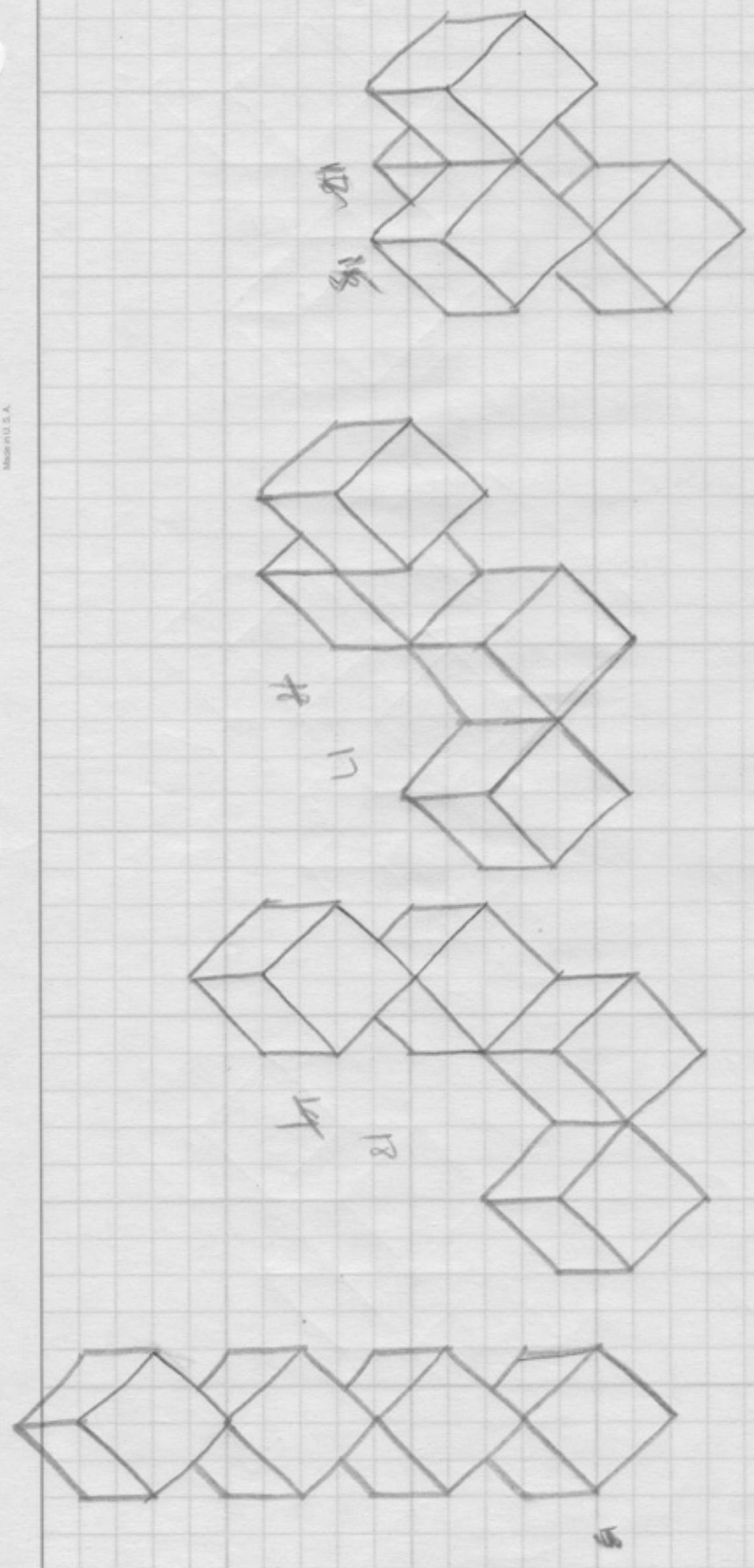
13-782 500 SHEETS, FILLER 5 SQUARE
42-381 50 SHEETS EYE-EASE® 5 SQUARE
42-382 100 SHEETS EYE-EASE® 5 SQUARE
42-389 200 SHEETS EYE-EASE® 5 SQUARE
42-392 100 RECYCLED WHITE 5 SQUARE
42-399 200 RECYCLED WHITE 5 SQUARE
Made in U. S. A.

National® Brand

Presented by

Sonic Cult

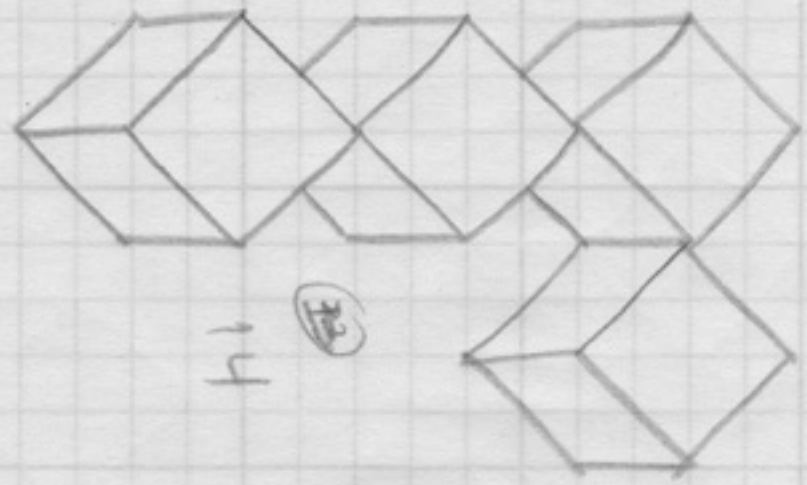
Script by Michael Kosaka

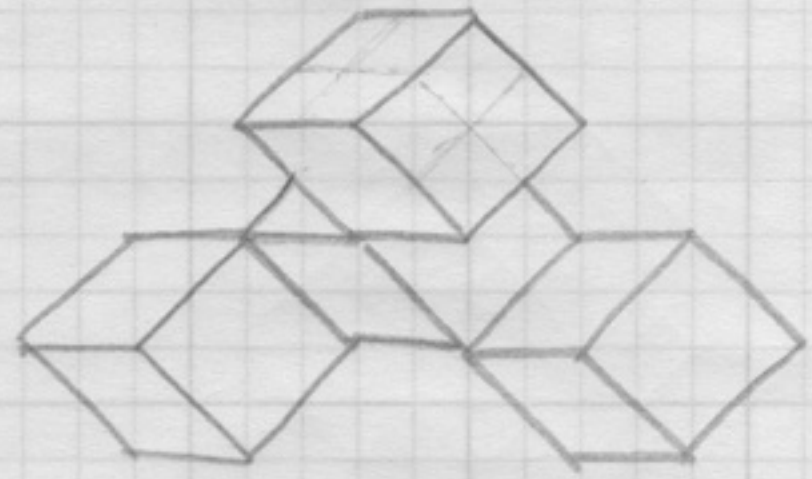


Presented by

Sonic Cult

Script by Michael Kosaka





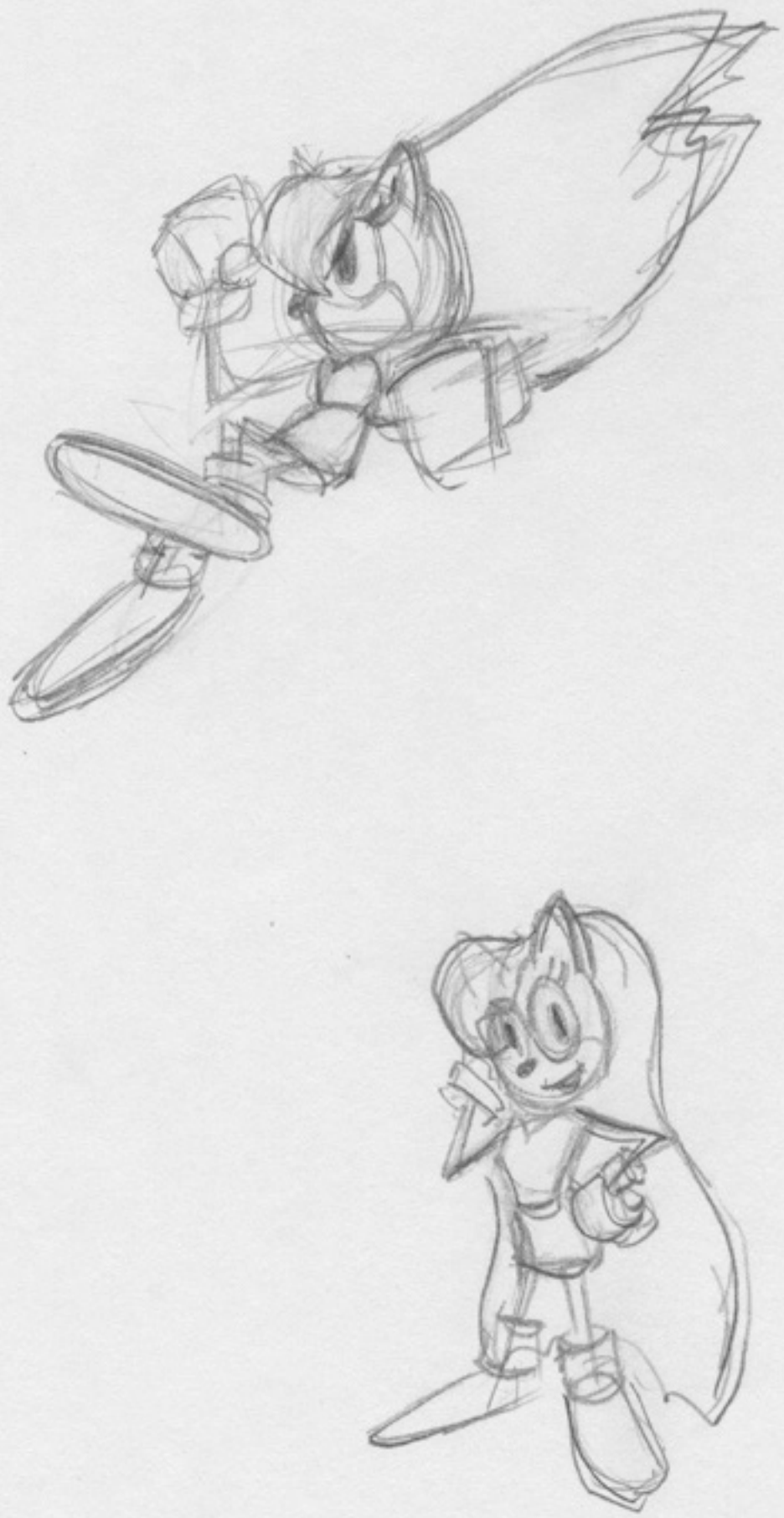
Presented by
Sonic CulT

Script by Michael Kosaka

Script by Michael Kosaka

Presented by

Sonic Cult



Script by Michael Kosaka

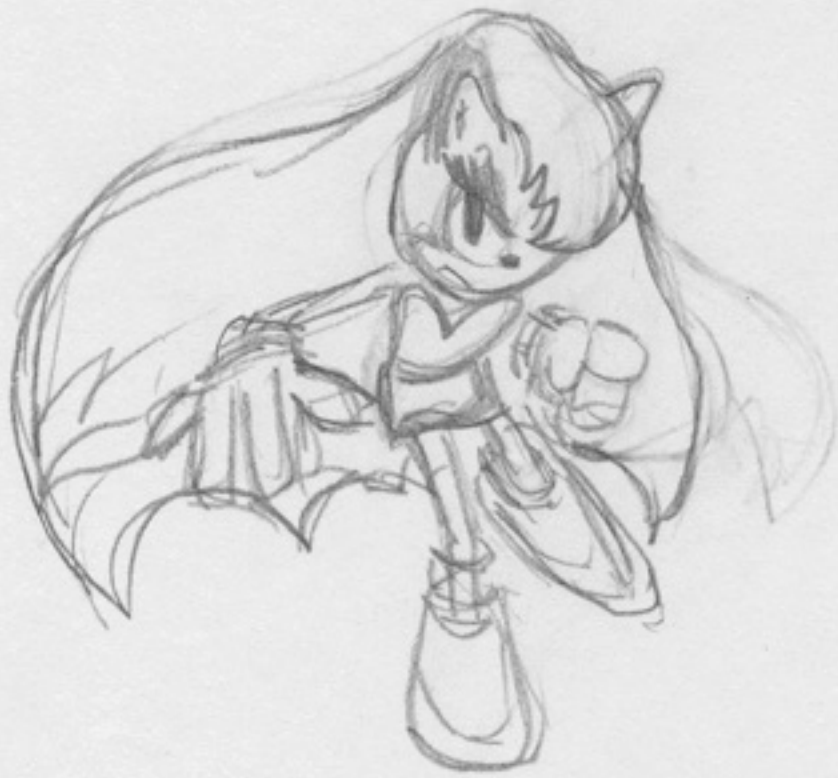
Presented by

Sonic Cult

Script by Michael Kosaka

Presented by

Sonic Cult



Script by Michael Kosaka

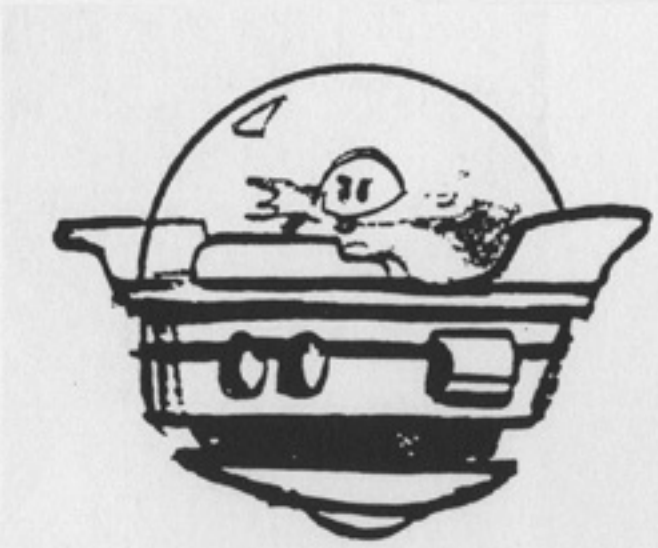
Presented by

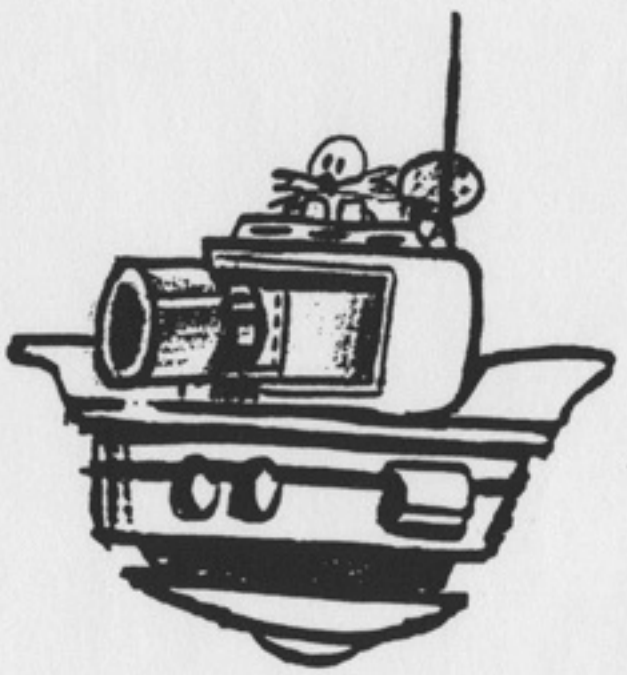
Sonic Cult

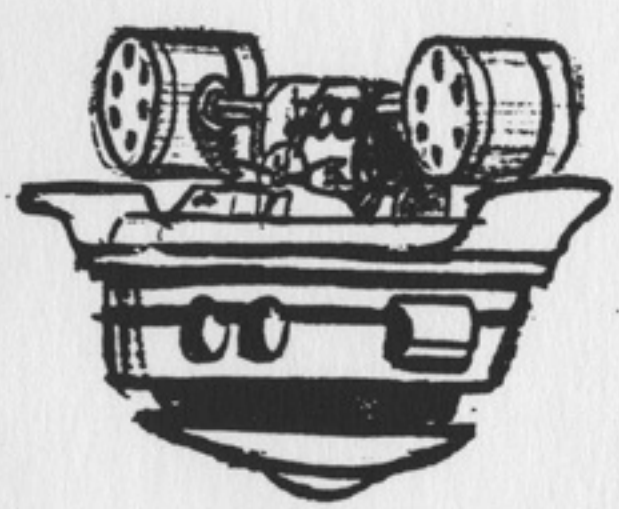
Script by Michael Kosaka

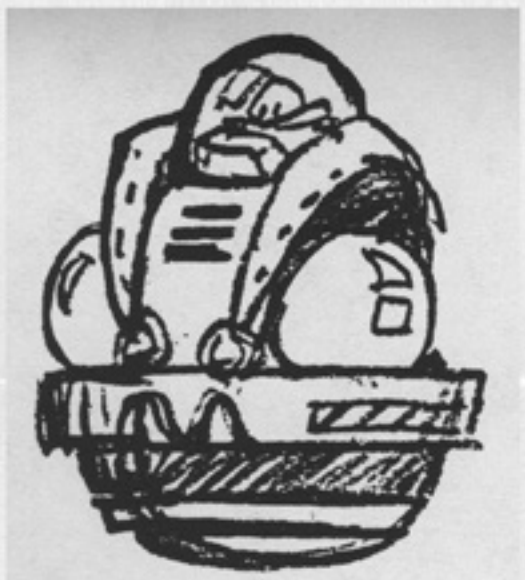
Presented by

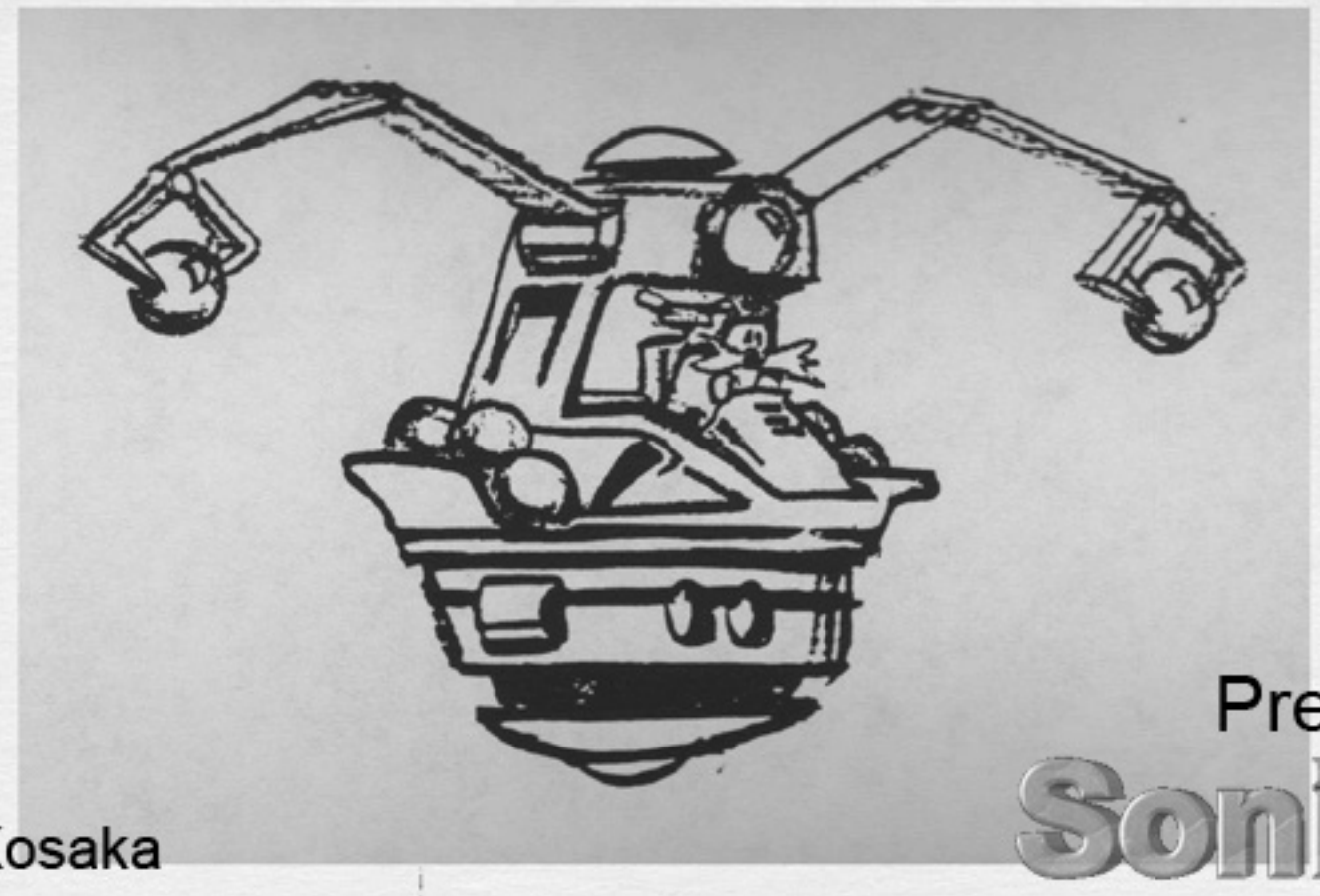
Sonic Cult







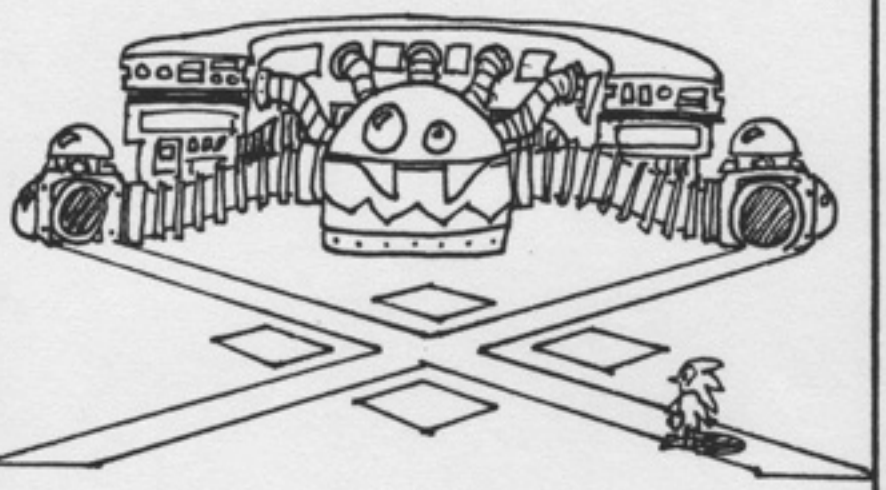




Presented by

Sonic Cult

Script by Michael Kosaka



FORCE FIELD

ROBOTNIK IN GLASS SPHERE

ICY BLAST

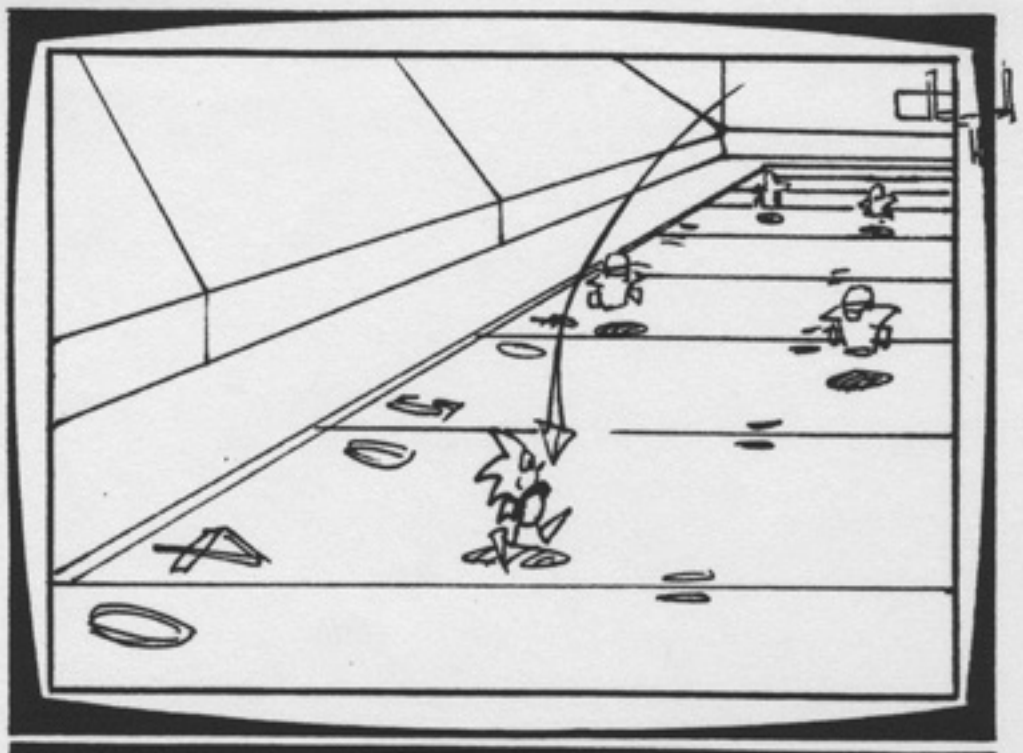
ICICLE

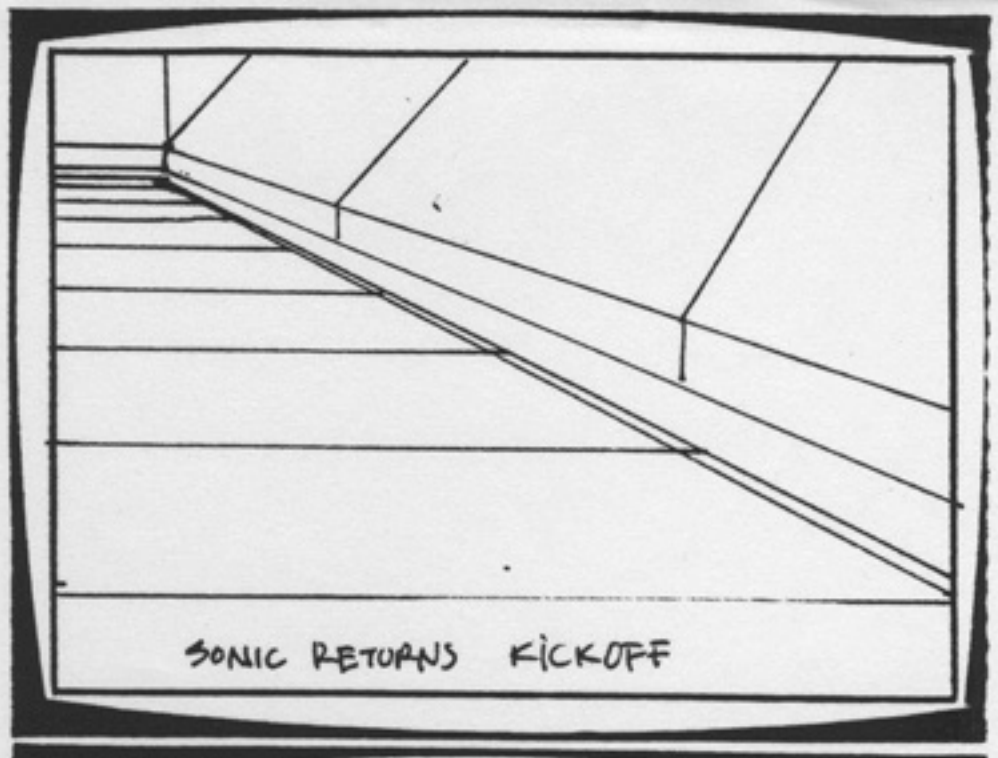
SNOW BALL

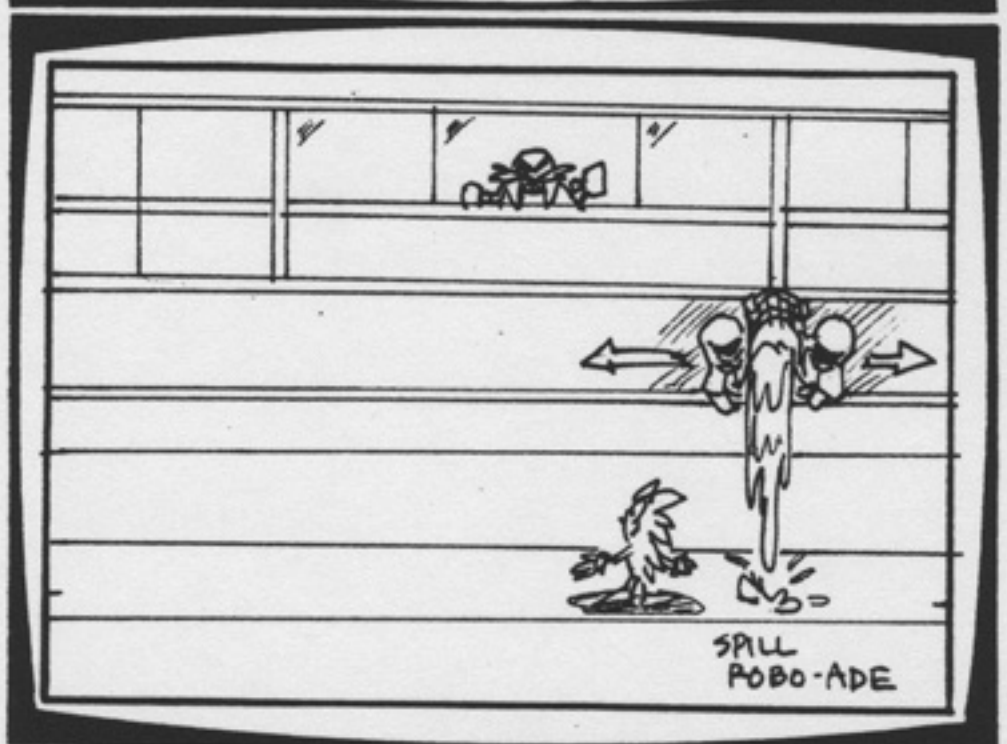
Script by Michael Kosaka

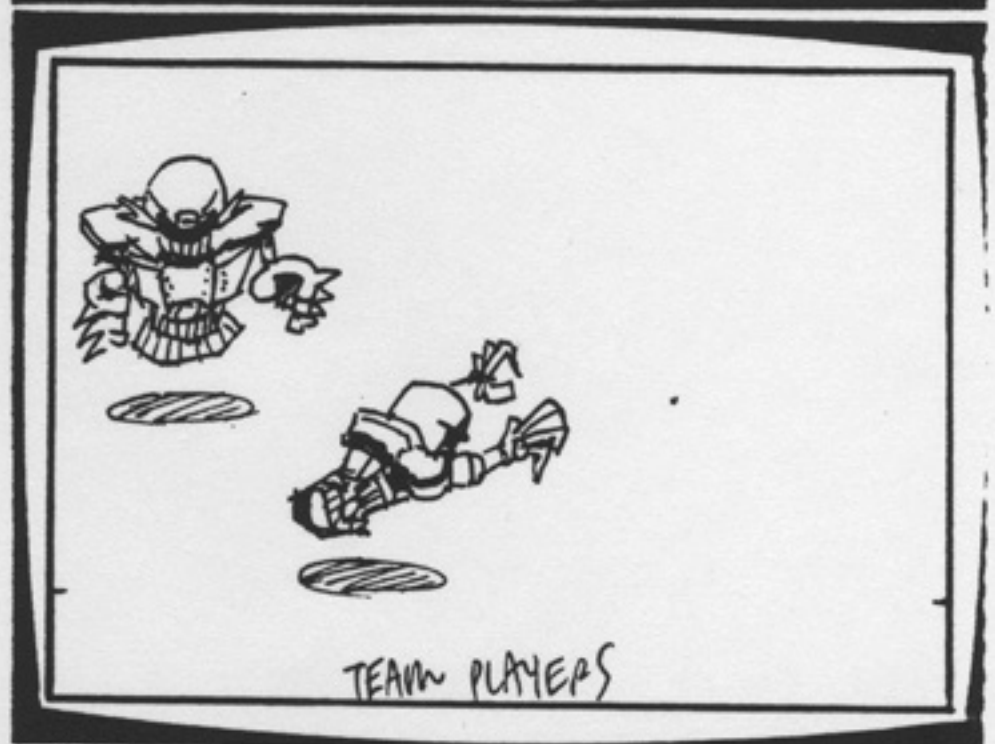
ICE MACHINE

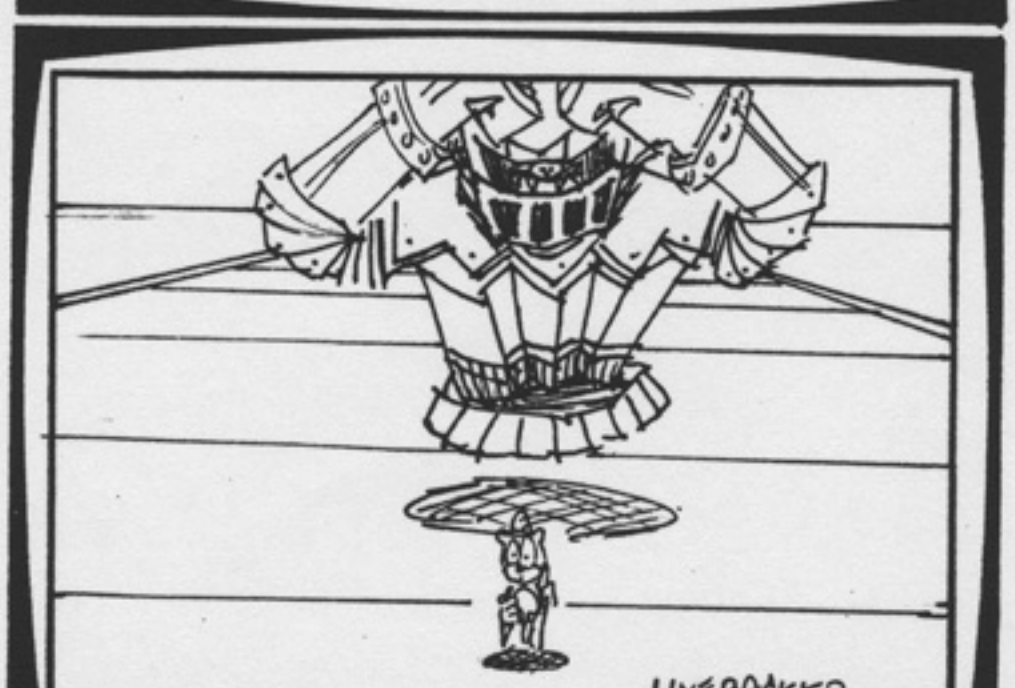
Presented by Sonic Cult











Script by Michael Kosaka

SONIC BOWL

Presented by

Sonic Cult

Sonic Cult

OPEN FLAT

THIN RODS

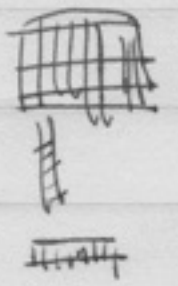
THIN SIDE RODS

THIN 45° ANGLE RODS

RAMP multi-Angle

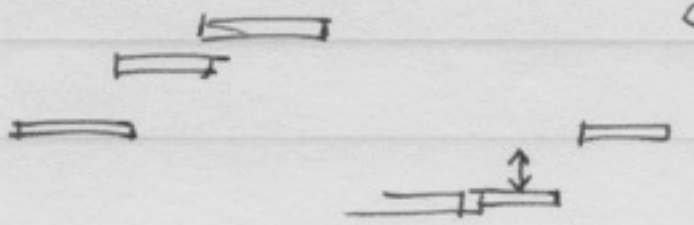
HOP

FALLING BRIDGE



MULTI-LEVEL

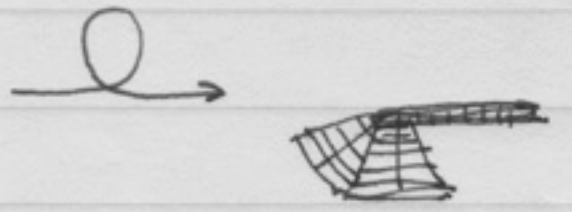
ELEVATORS



~~Bumpers~~ SPRINGS BUMPERS

Moving platforms

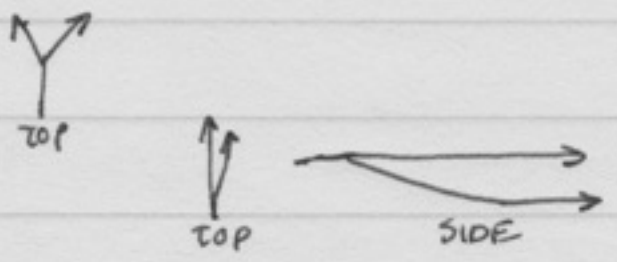
Loops



Angle walls

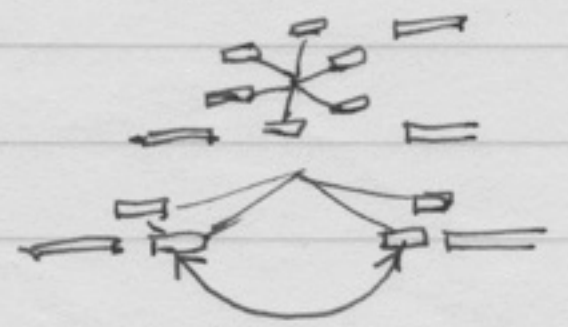
Split Ys

Split vert Ys

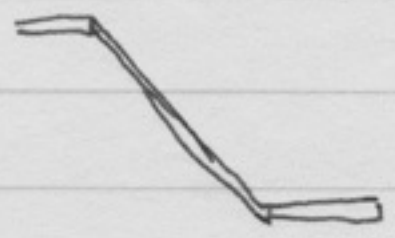


Ferris wheels

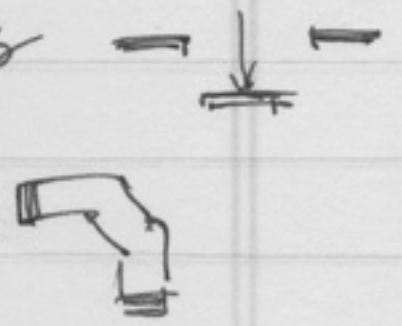
Swings



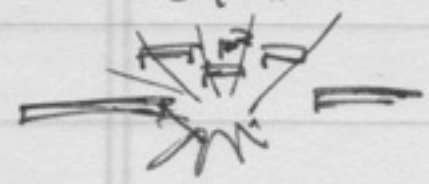
SLIDES

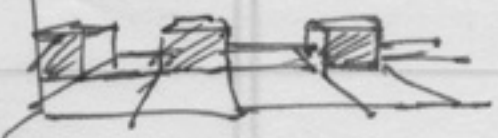


TRAP SQUARES

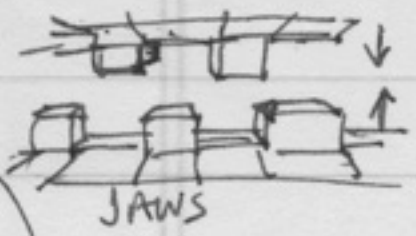


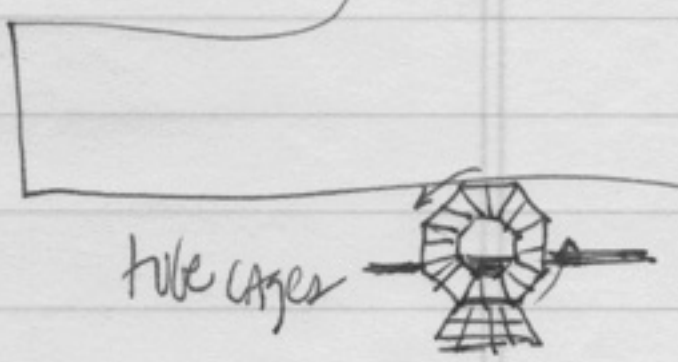
BREAKAWAY WALLS & FLOOR SQUARES





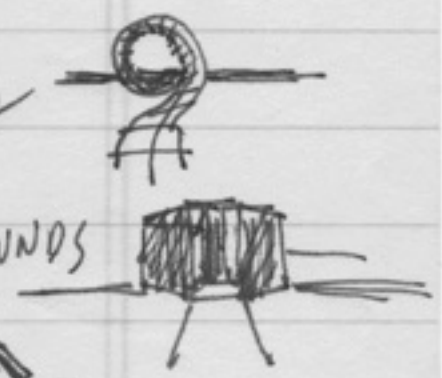
TANK TRAPS





tube cages

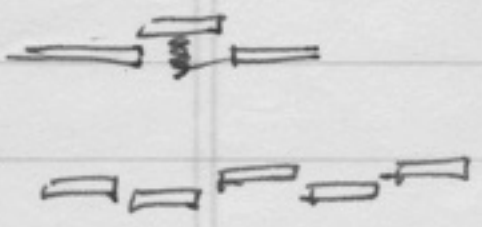
Spiral paths



Merry-go-rounds

Spring squares

Spongy squares

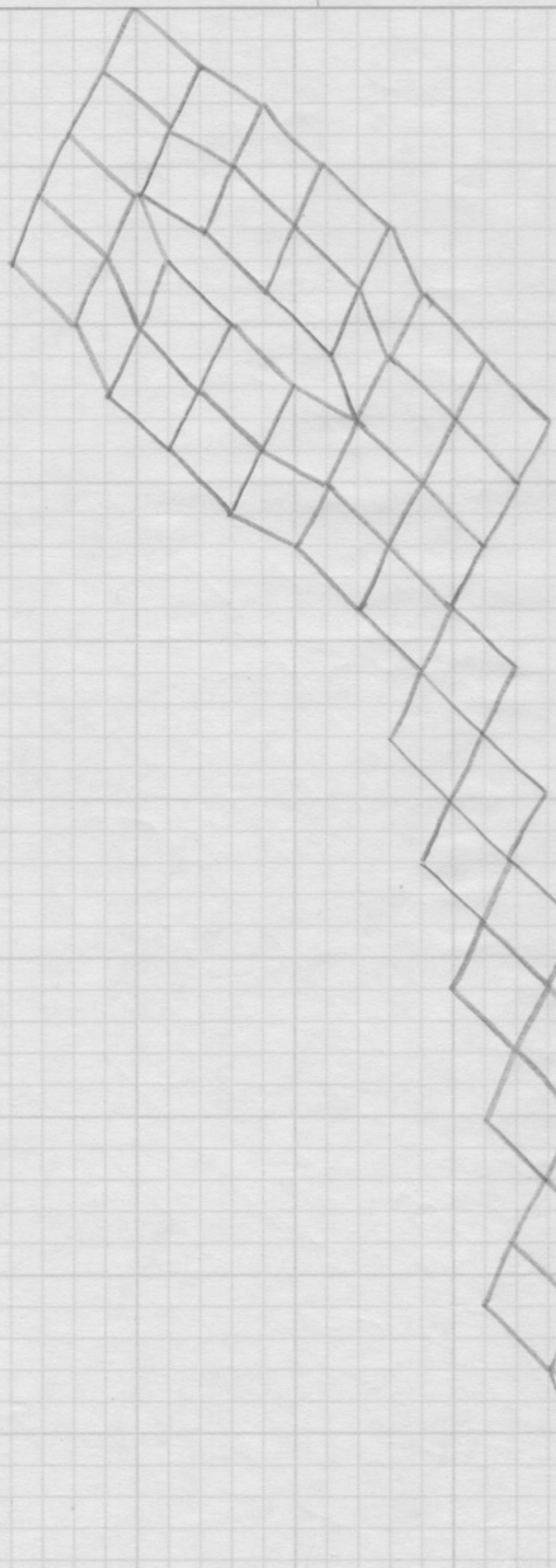


Script by Michael Kosaka

National "Brand"

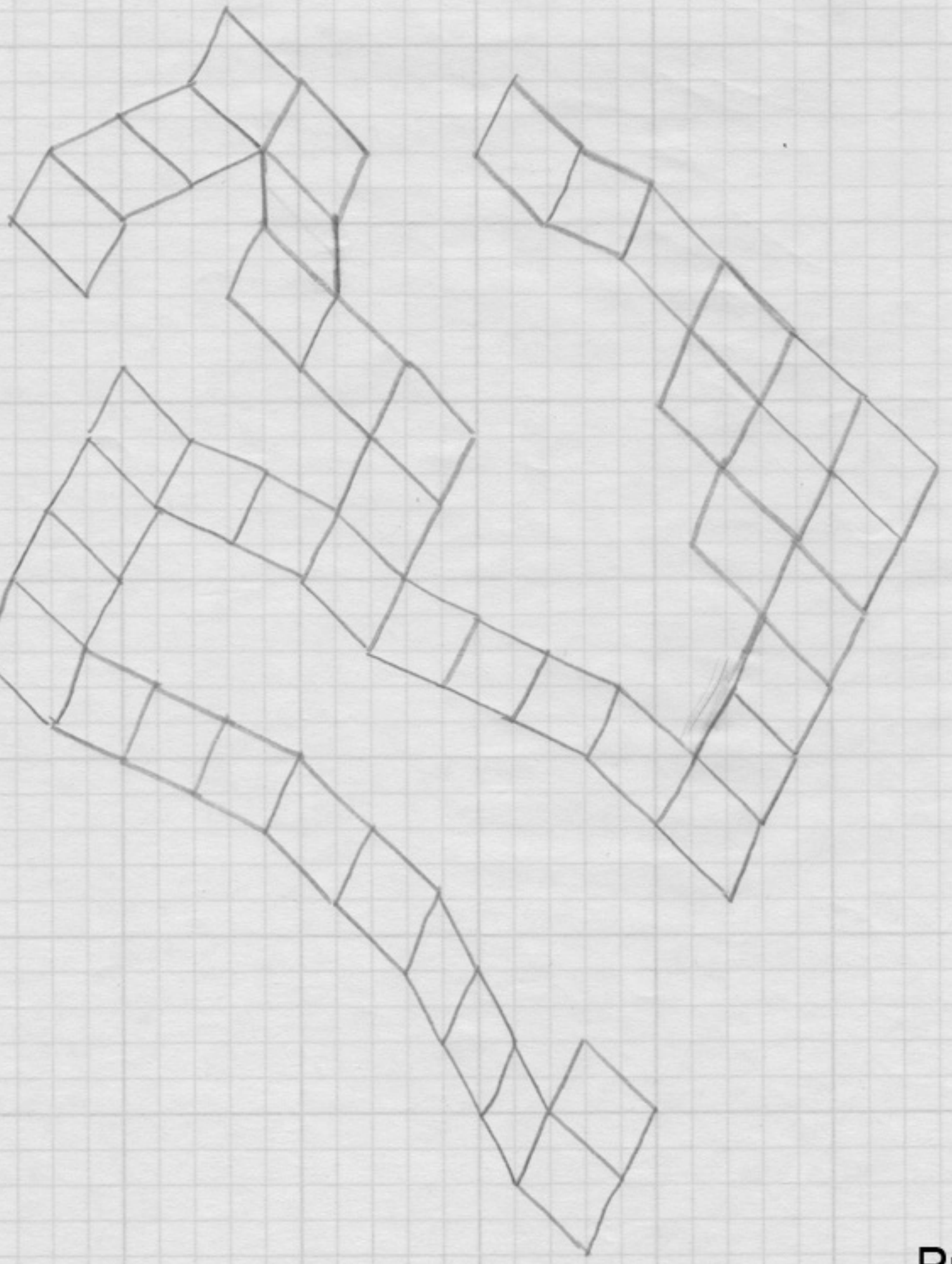
13-762 100 SHEETS, FILLER 5 SQUARE
42-381 50 SHEETS EYE-EASE® 5 SQUARE
42-382 100 SHEETS EYE-EASE® 5 SQUARE
42-389 200 SHEETS EYE-EASE® 5 SQUARE
42-392 100 RECYCLED WHITE 5 SQUARE
42-399 200 RECYCLED WHITE 5 SQUARE

Made in U. S. A.



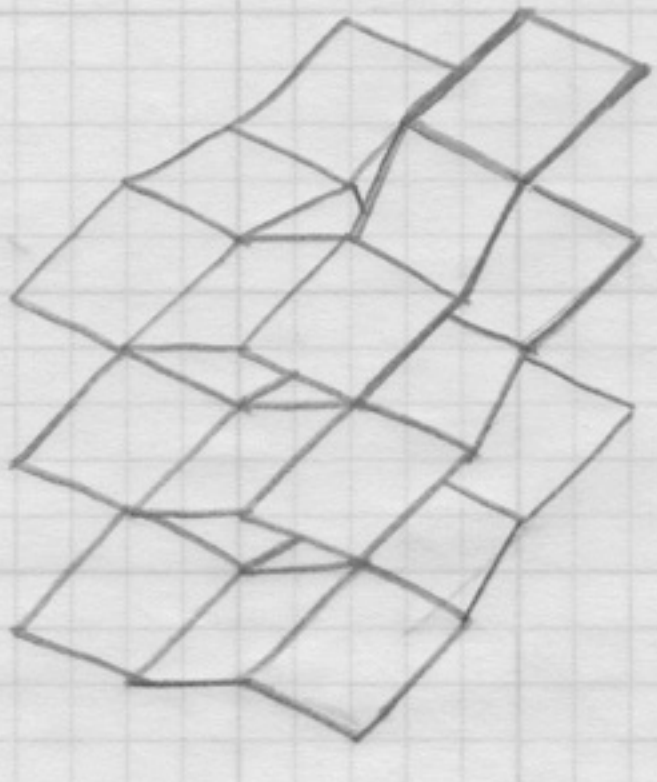
Script by Michael Kosaka

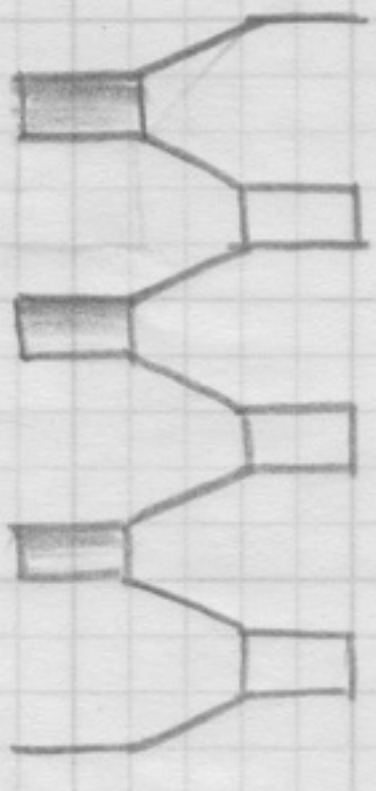
Presented by Sonic Cult



Script by Michael Kosaka

Presented by Sonic Cult

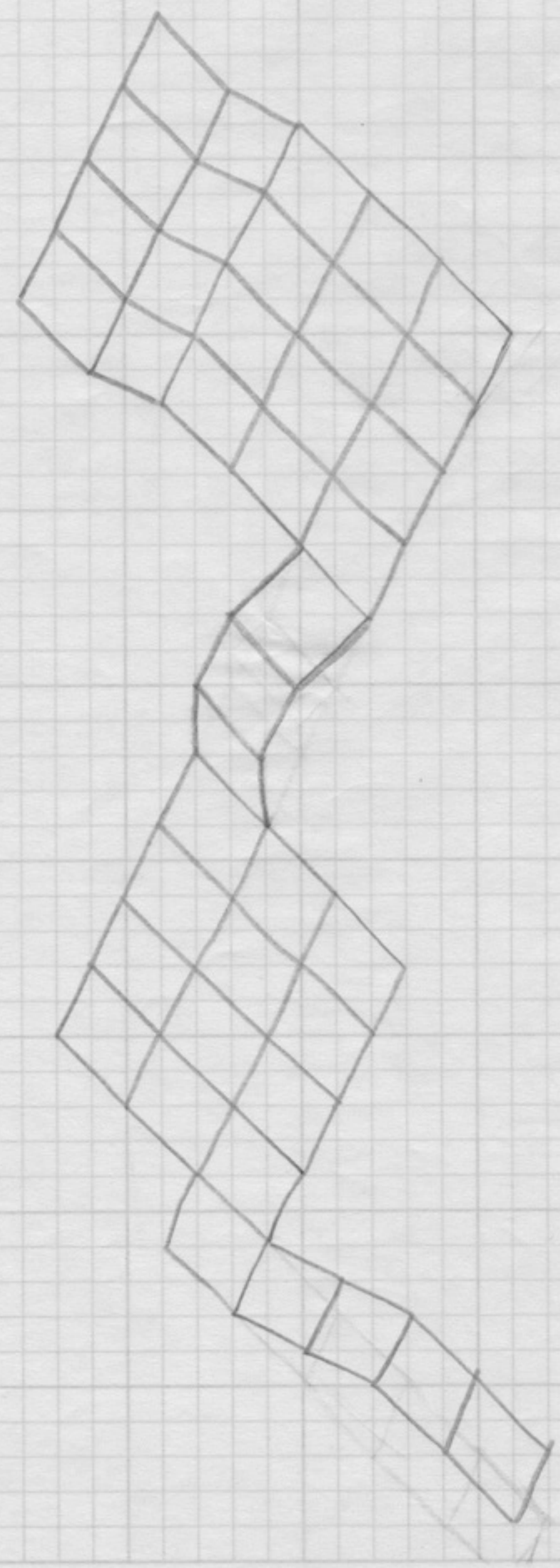




13-782 500 SHEETS, FILLER 5 SQUARE
42-381 50 SHEETS EYE-EASE® 5 SQUARE
42-382 100 SHEETS EYE-EASE® 5 SQUARE
42-389 200 SHEETS EYE-EASE® 5 SQUARE
42-392 100 RECYCLED WHITE 5 SQUARE
42-399 200 RECYCLED WHITE 5 SQUARE
Made in U. S. A.
"National" Brand

Script by Michael Kosaka

Presented by Sonic Cult

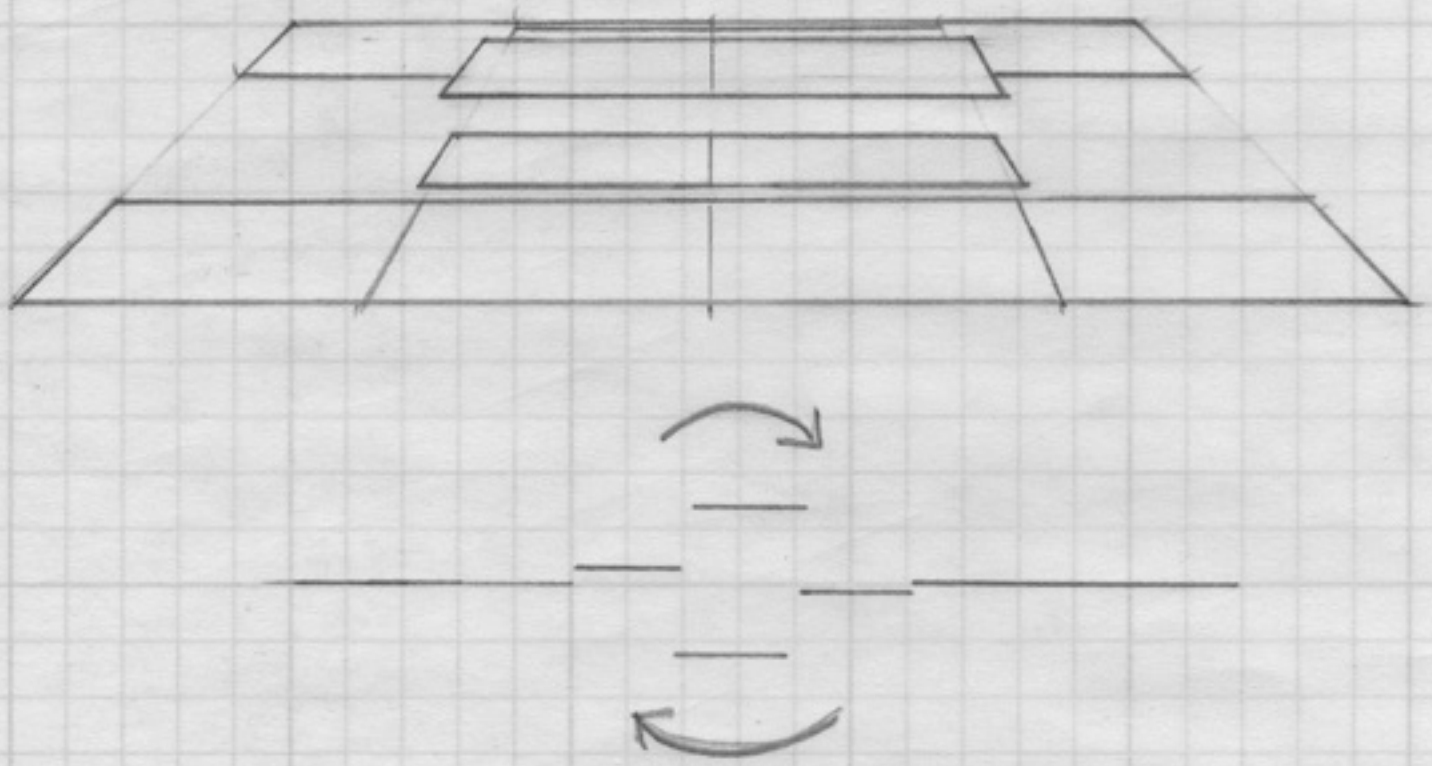


13-782 500 SHEETS, FILLER 5 SQUARE
42-381 50 SHEETS EYE-EASE® 5 SQUARE
42-382 100 SHEETS EYE-EASE® 5 SQUARE
42-389 200 SHEETS EYE-EASE® 5 SQUARE
42-392 100 RECYCLED WHITE 5 SQUARE
42-399 200 RECYCLED WHITE 5 SQUARE
Made in U. S. A.
National® Brand

Presented by

Sonic Cult

Script by Michael Kosaka

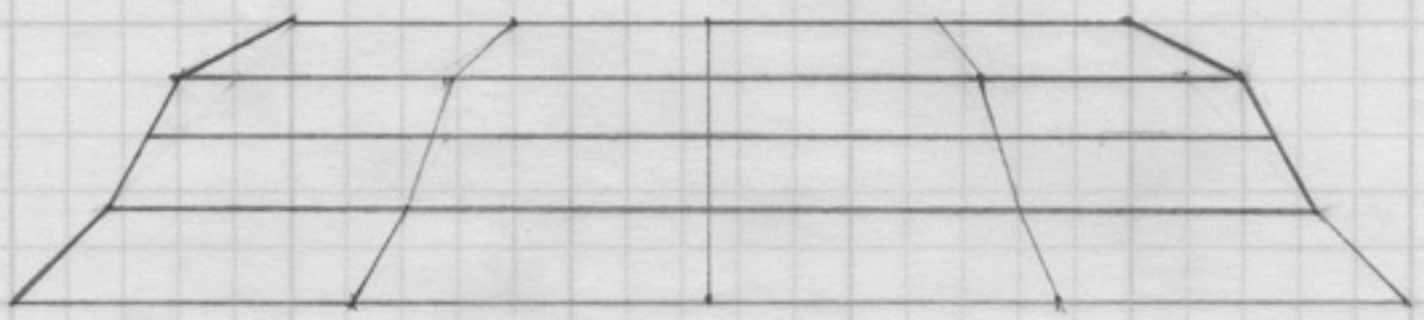


FERRIS WHEEL

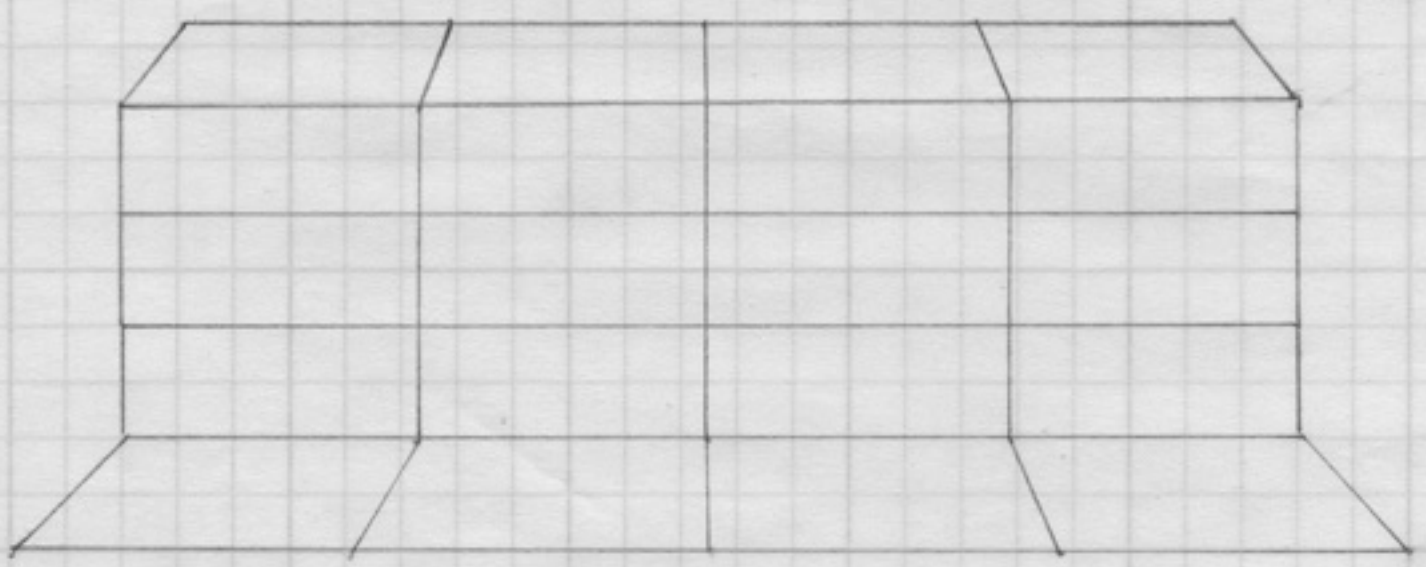
(PADDLE WHEEL)

Script by Michael Kosaka

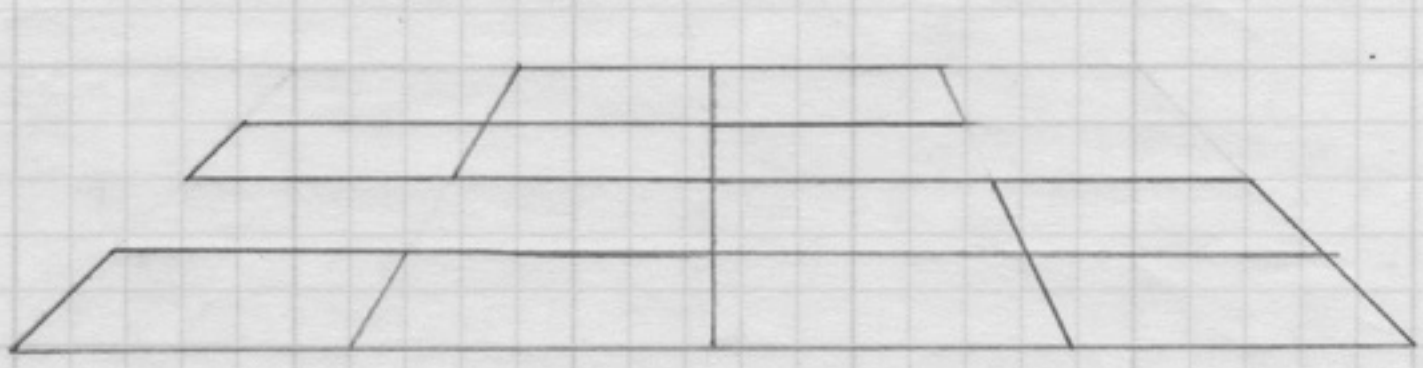
Presented by Sonic Cult



ELEVATOR



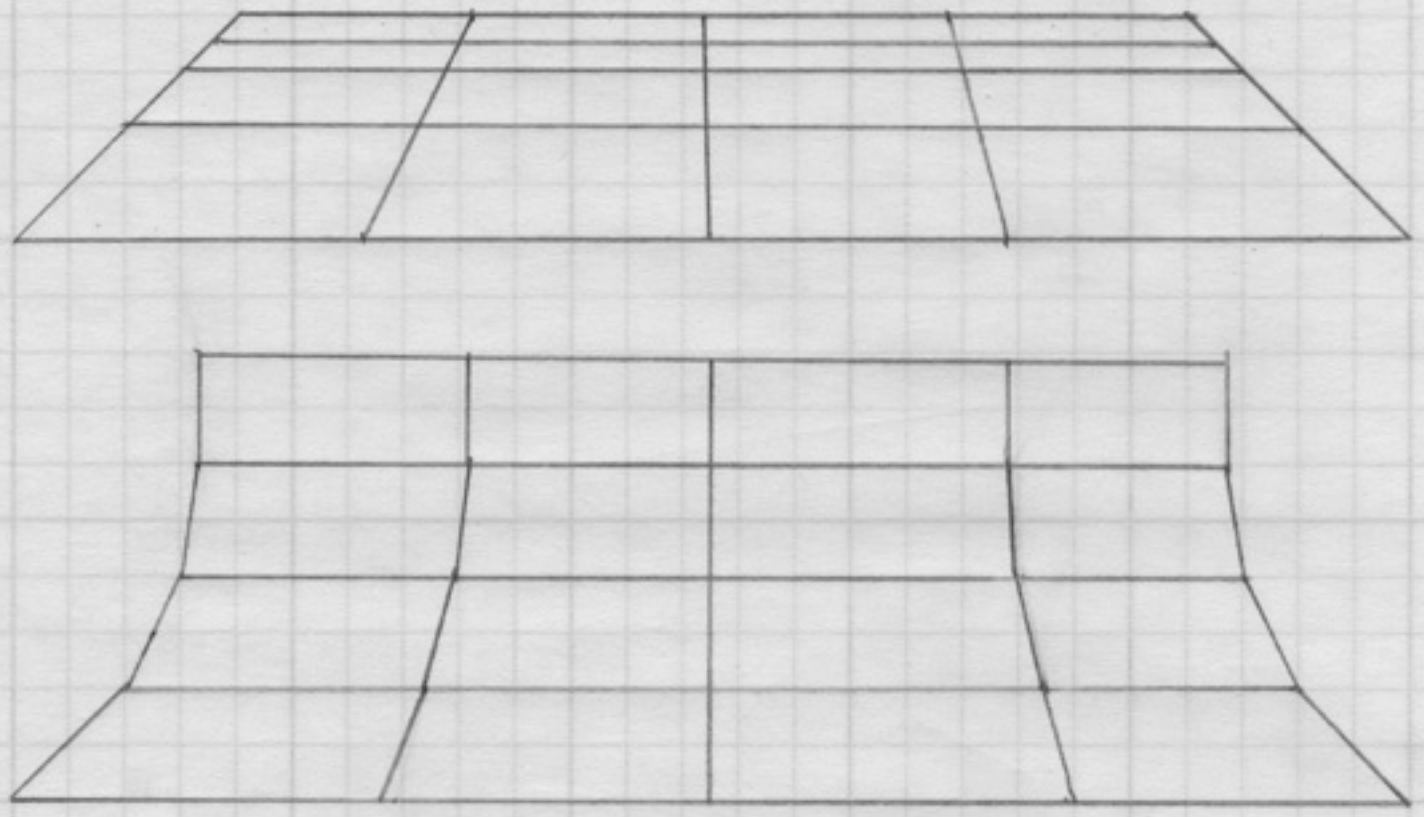
MOVING PLATFORMS



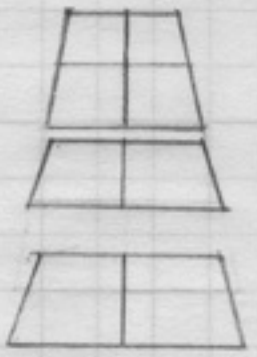
Script by Michael Kosaka

Presented by Sonic Cult

RAMP



FALLING BRIDGES



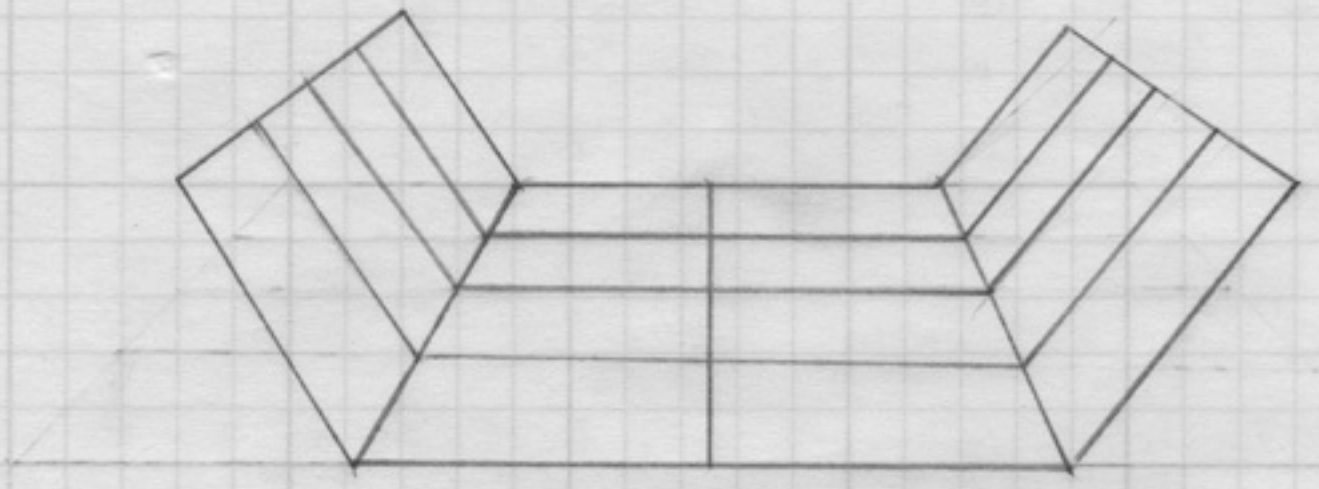
FALLING BRIDGES

Presented by

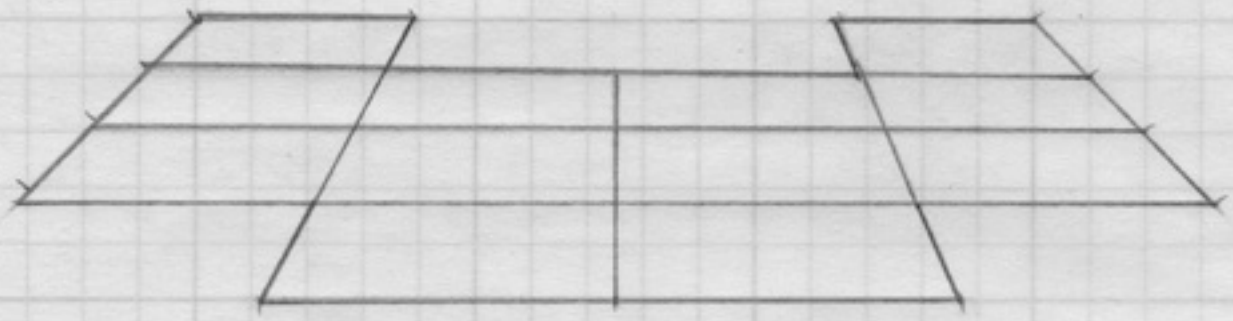
Sonic Cult

Script by Michael Kosaka

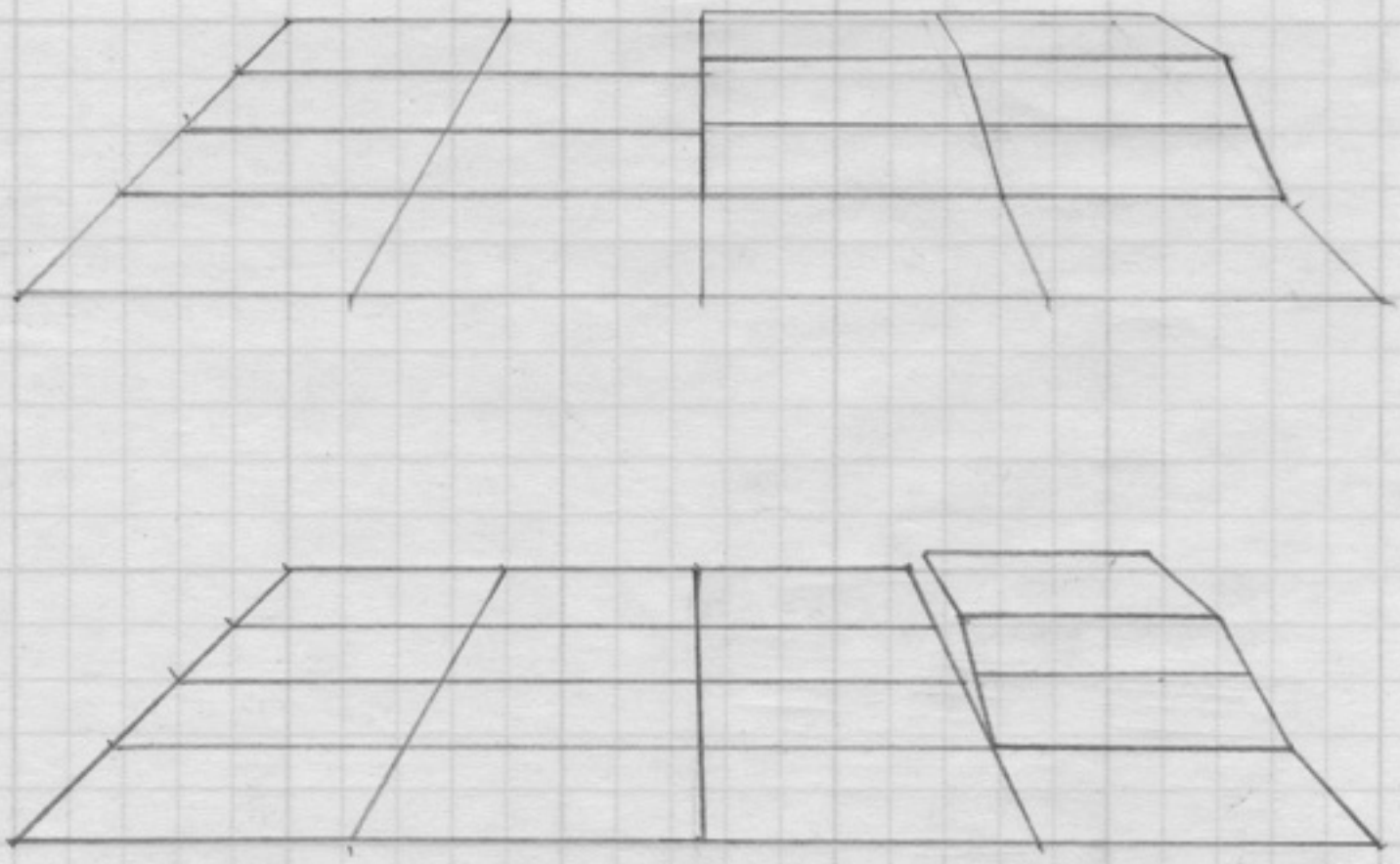
ANGLE WALLS



SPLIT Y'S



SPLIT VERT. Y'S

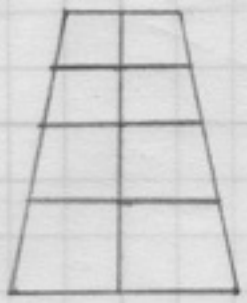


Presented by

Sonic Cult

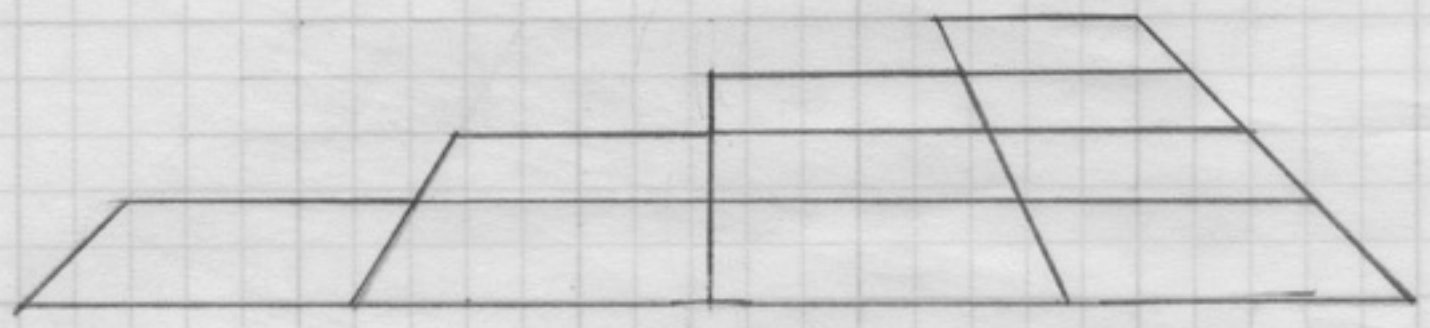
Script by Michael Kosaka

NARROW



NARROW SIDE WAYS

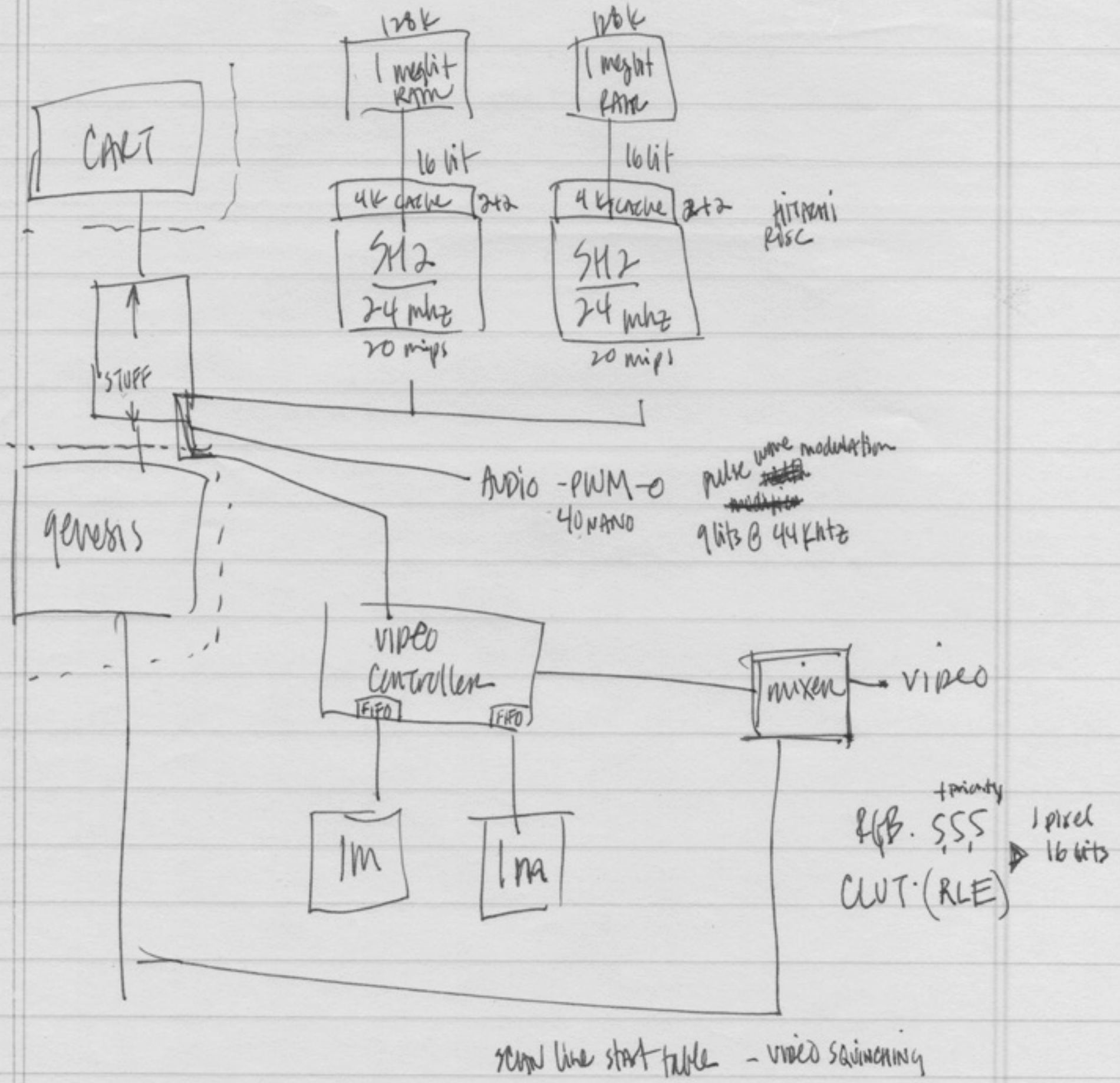
45°



Script by Michael Kosaka

Presented by Sonic Cult

13-782 500 SHEETS, FILLER 5 SQUARE
42-3811 50 SHEETS EYE-EASE® 5 SQUARE
42-3812 100 SHEETS EYE-EASE® 5 SQUARE
42-3819 200 SHEETS EYE-EASE® 5 SQUARE
42-3802 100 RECYCLED WHITE 5 SQUARE
42-3809 200 RECYCLED WHITE 5 SQUARE
Made in U. S. A.
National® Brand



Presented by
Sonic Cult
Script by Michael Kosaka

GREEN HILL
MARBLE
SPRING YARD
LABYRINTH
STARLIGHT
SCRAP BRAIN

GREEN HILL
BRIDGE
JUNGLE
LABYRINTH
SCRAP BRAIN
SKY BASE

PALMTREE PANIC
COLLISION CHAOS
TIDAL TEMPEST
QUARTZ QUADRANT
WACKY WORKBENCH
STARDUST SPEEDWAY
METALLIC MADNESS

EMERALD HILL
CHEMICAL PLANT
AQUATIC RUINS
CASINO NIGHT
HILL TOP
MYSTIC CAVE
OIL OCEAN
METROPOLIS
SKY CHASE
WING FORTRESS
DEATH EGG

UNDERGROUND
SKY HIGH
AQUA LAKE

GREEN HILL
GIMMICK MT.
SCRAMBLED EGG
CRYSTAL EGG

ANGEL ISLAND
HYDROCITY
MARBLE GARDEN
CARNIVAL NIGHT
ICECAP
LAUNCH BASE

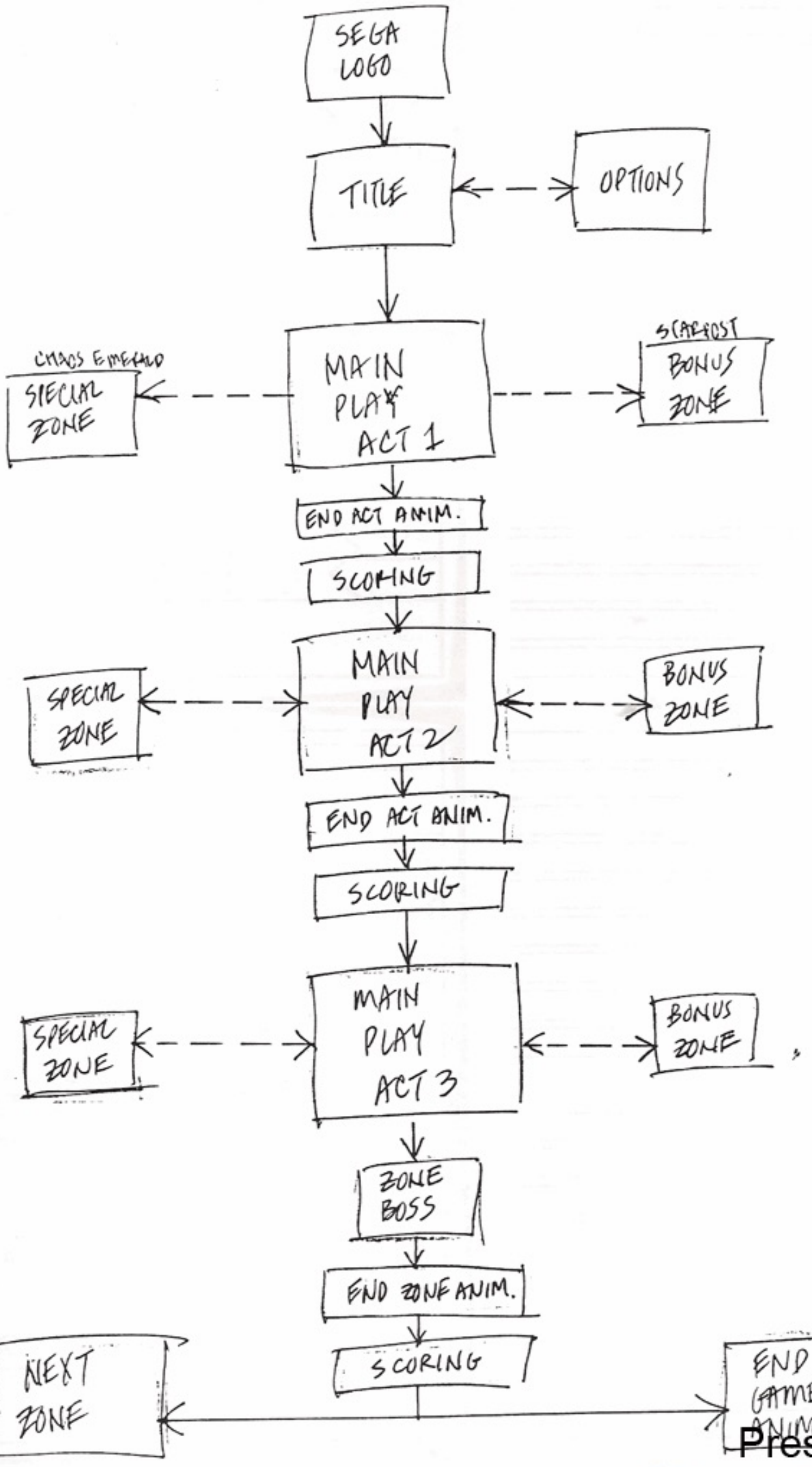
AZURE LAKE
BALLOON PARK
CHROME GADGET
DESERT PALACE
ENDLESS MINE

2 ZONES

TOXIC CAVES
LAVA POWERHOUSE
THE MACHINE
SHOWDOWN

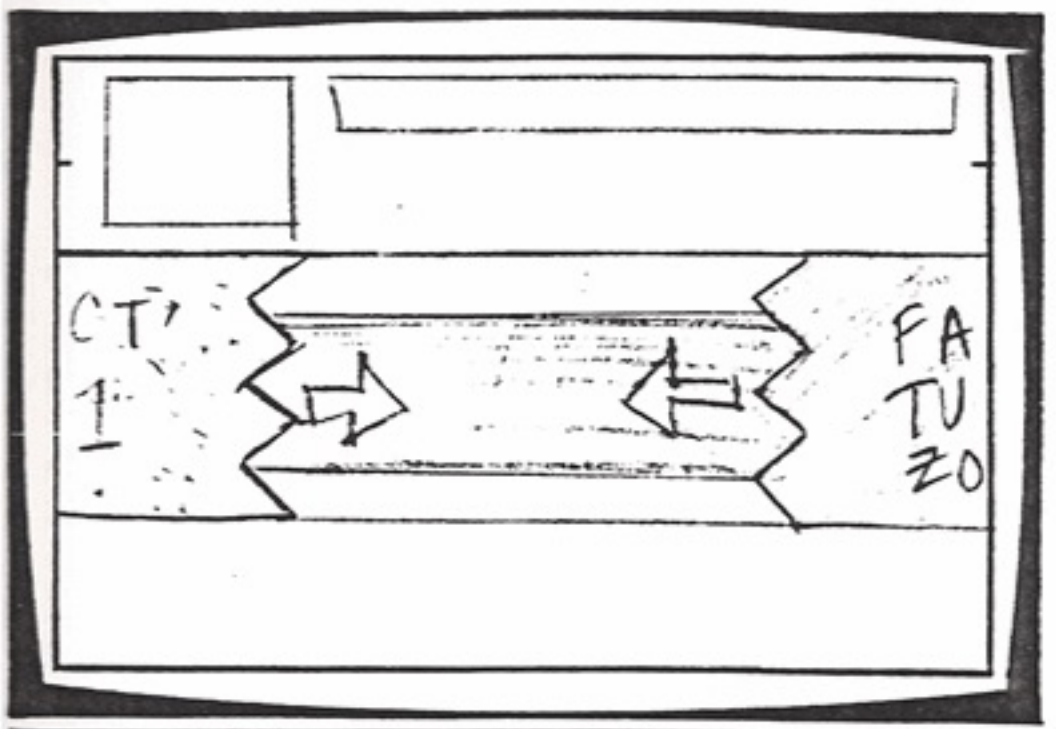
Presented by
Sonic Cult

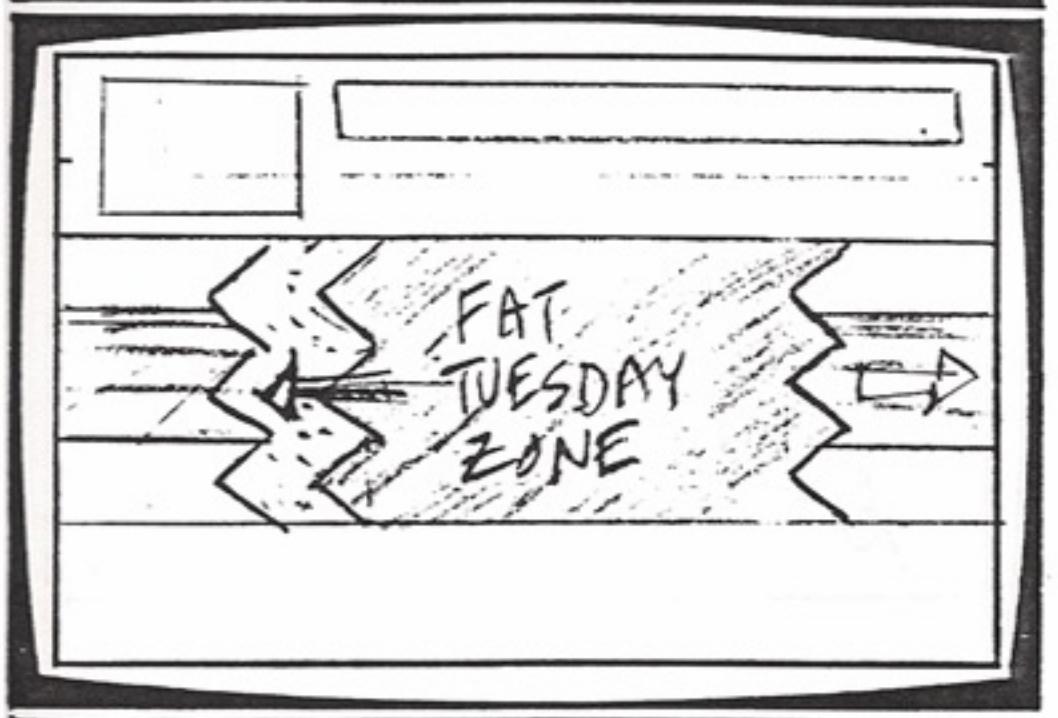
Script by Michael Kosaka

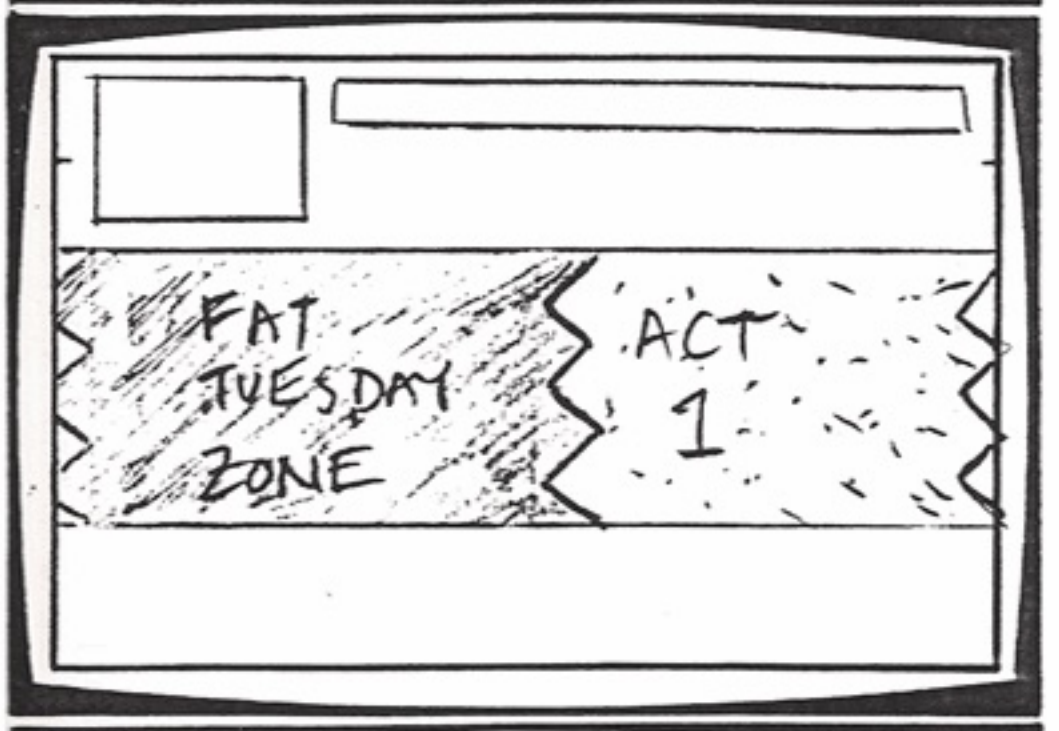


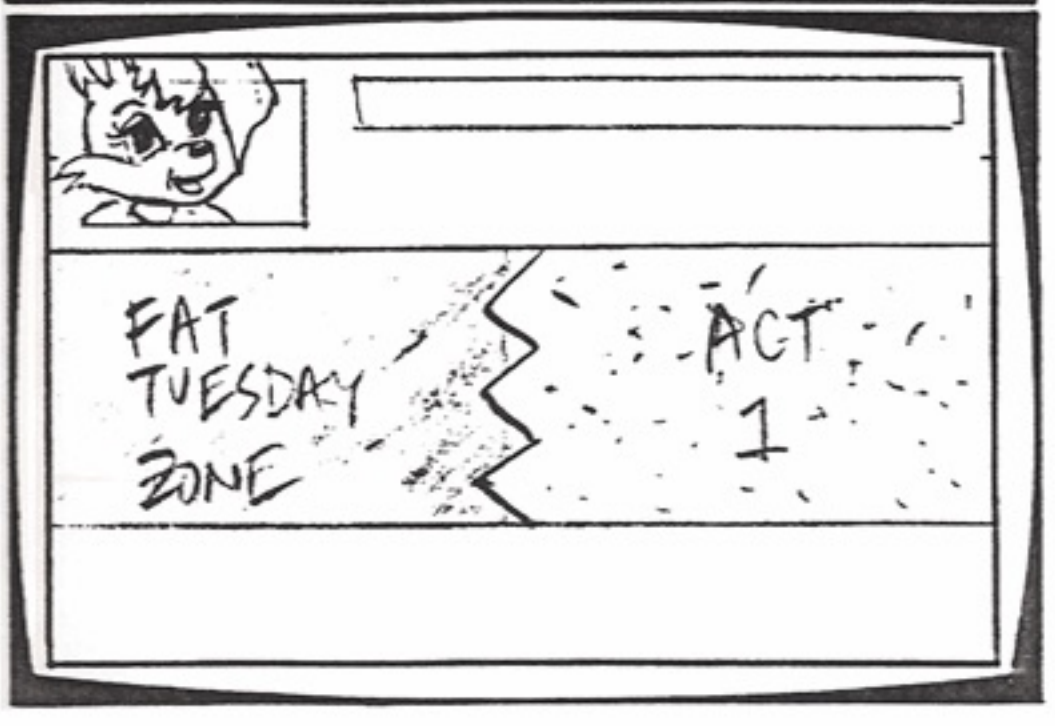
Script by Michael Kosaka

Presented by Sonic Cult







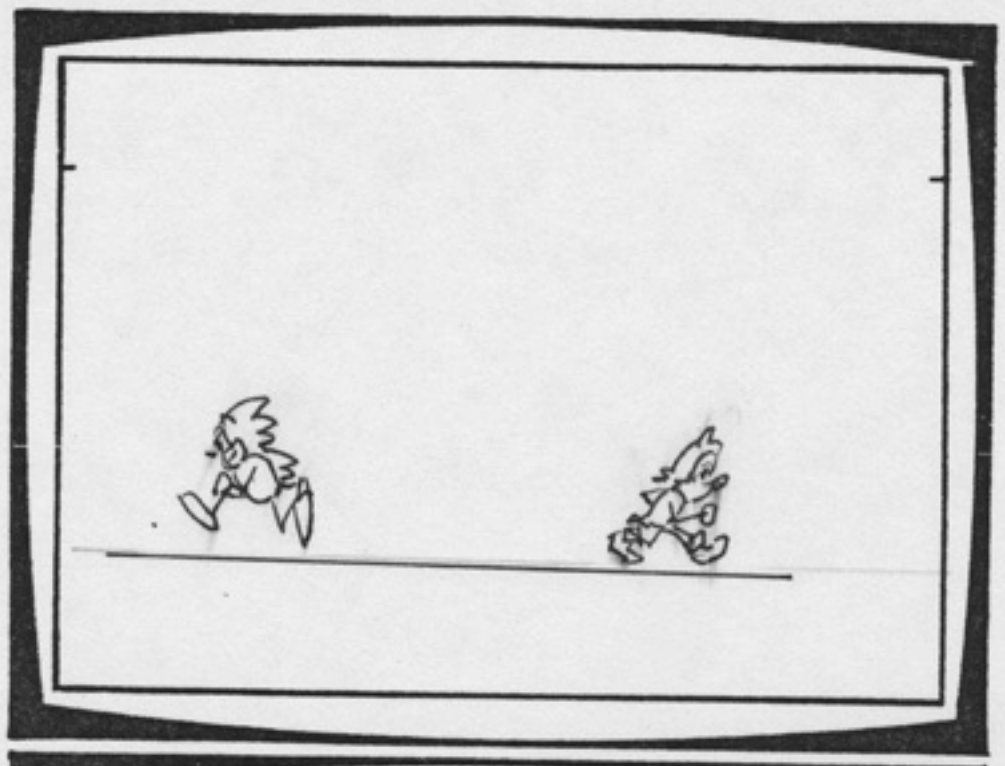


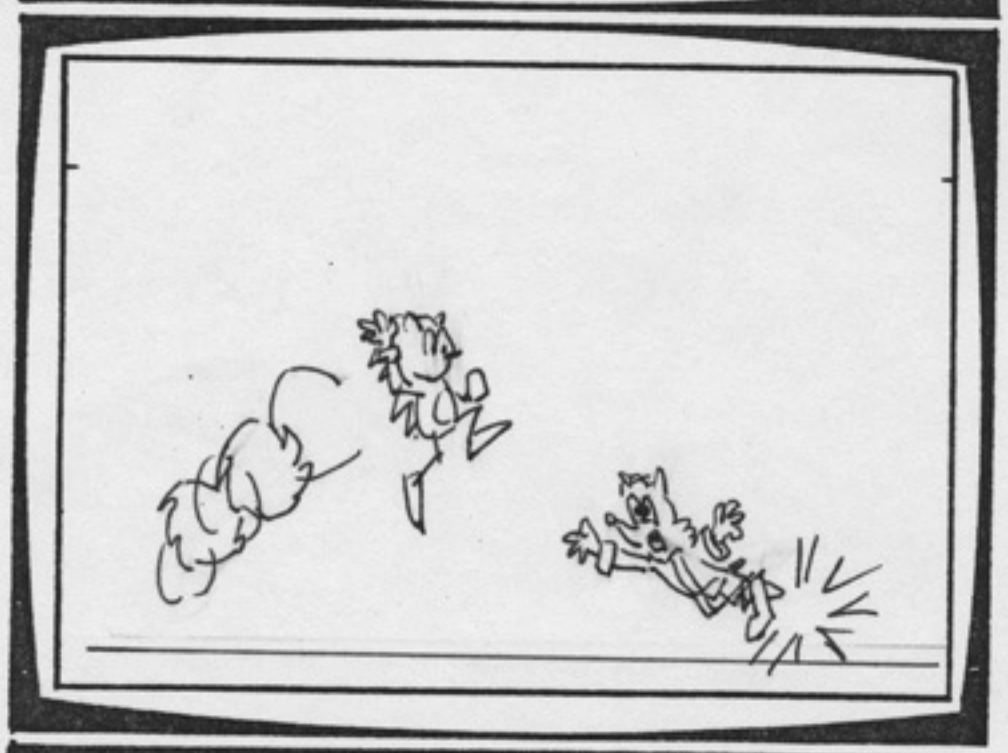
START ZONE/ACT TITLE

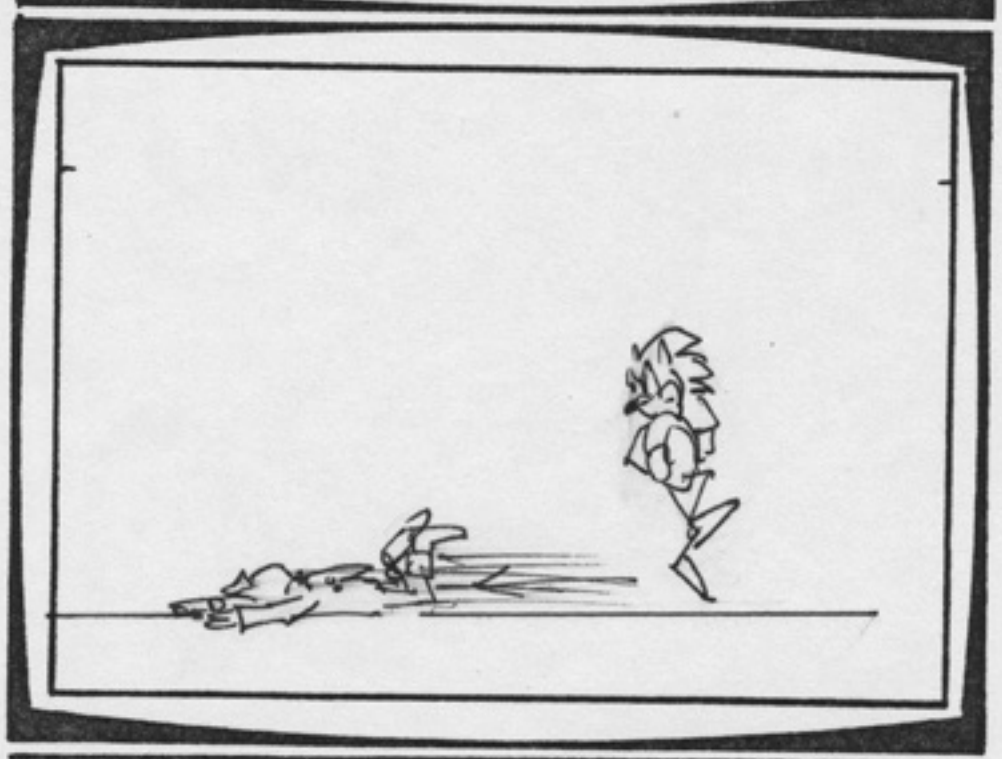
Script by Michael Kosaka

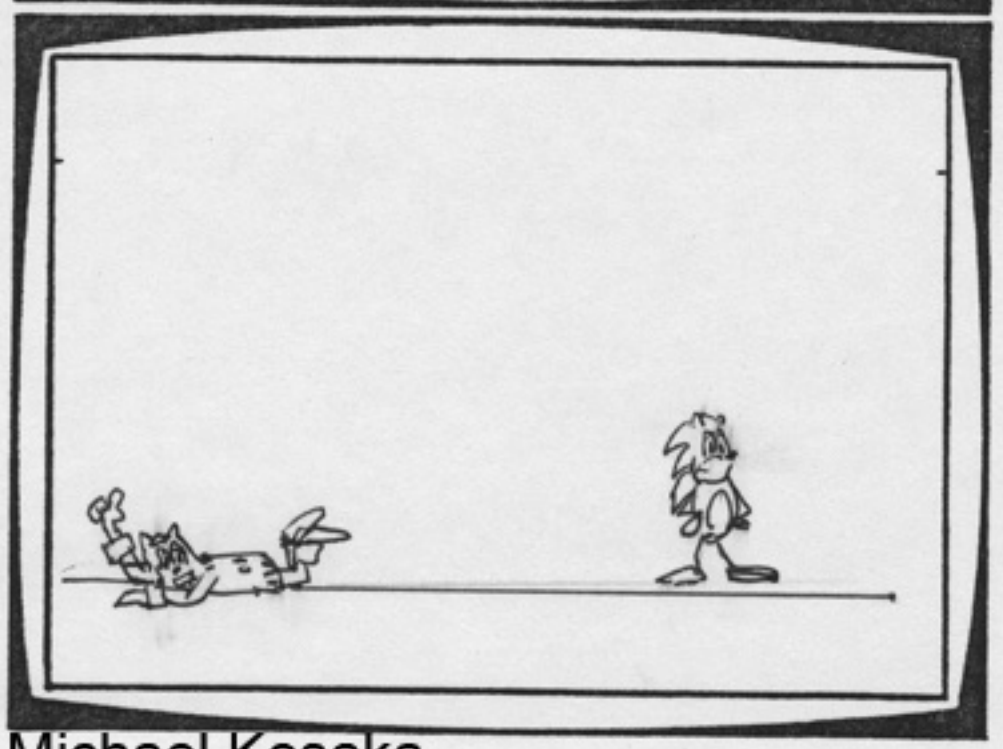
Presented by

Sonic Cult









END OF ZONE CELEBRATION

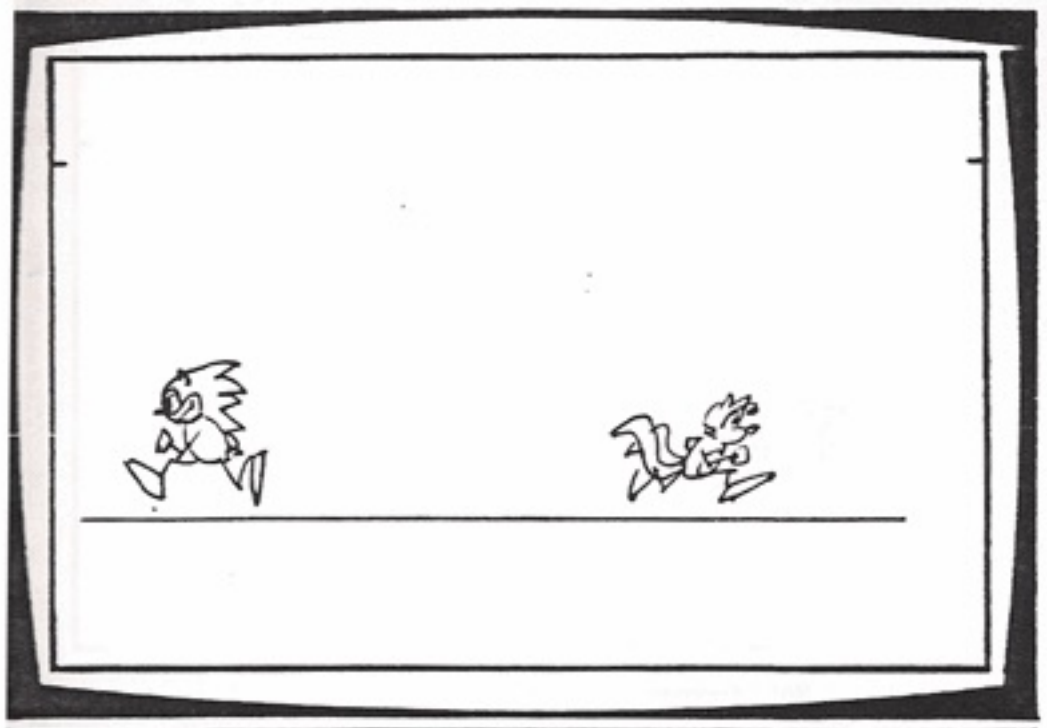
-ANTOINE-

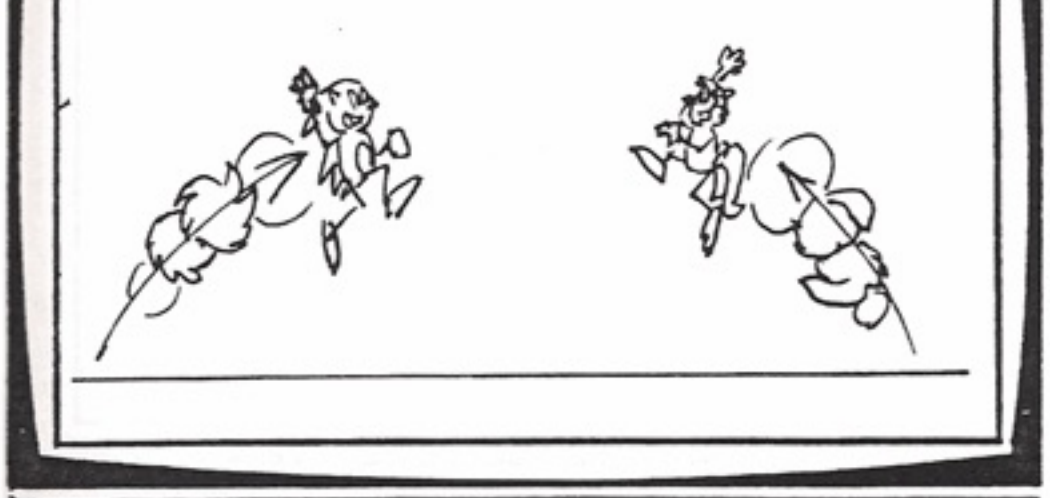
Script by Michael Kosaka

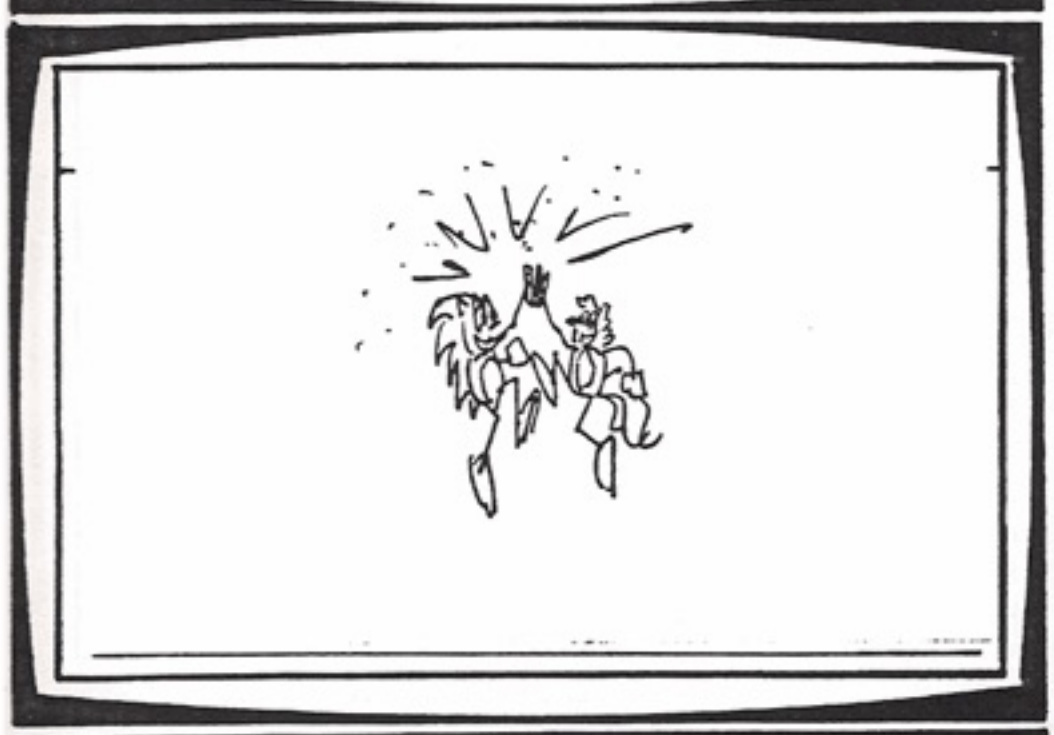
Presented by

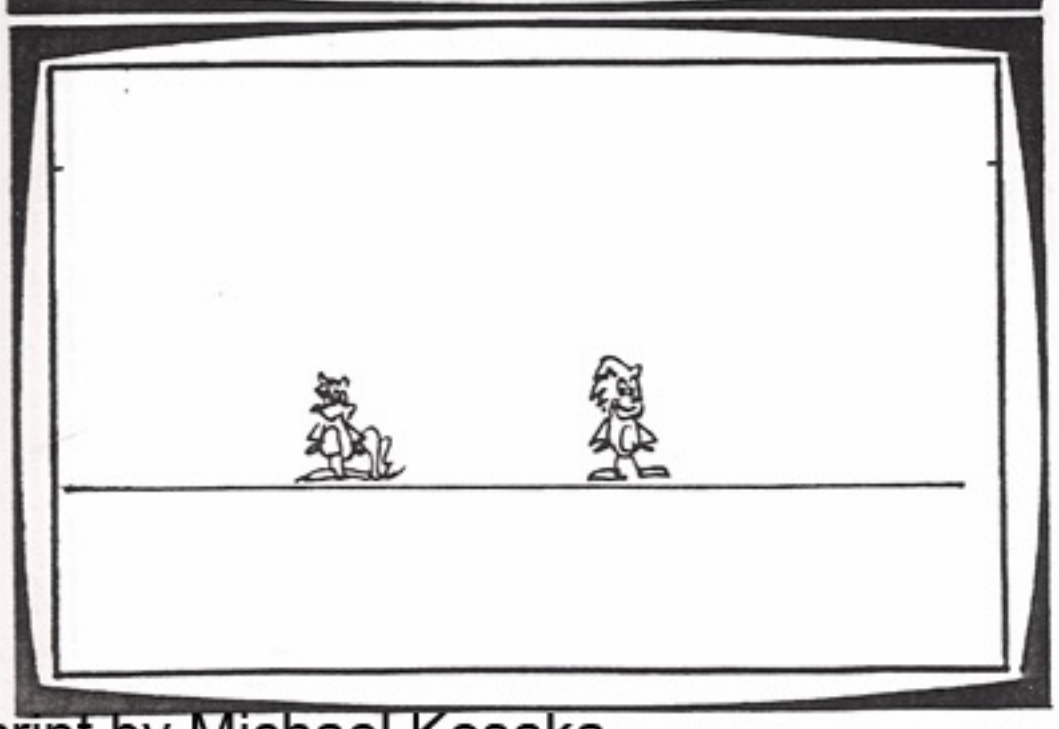
Sonic Cult

END OF ZONE CELEBRATION
- TAILS -









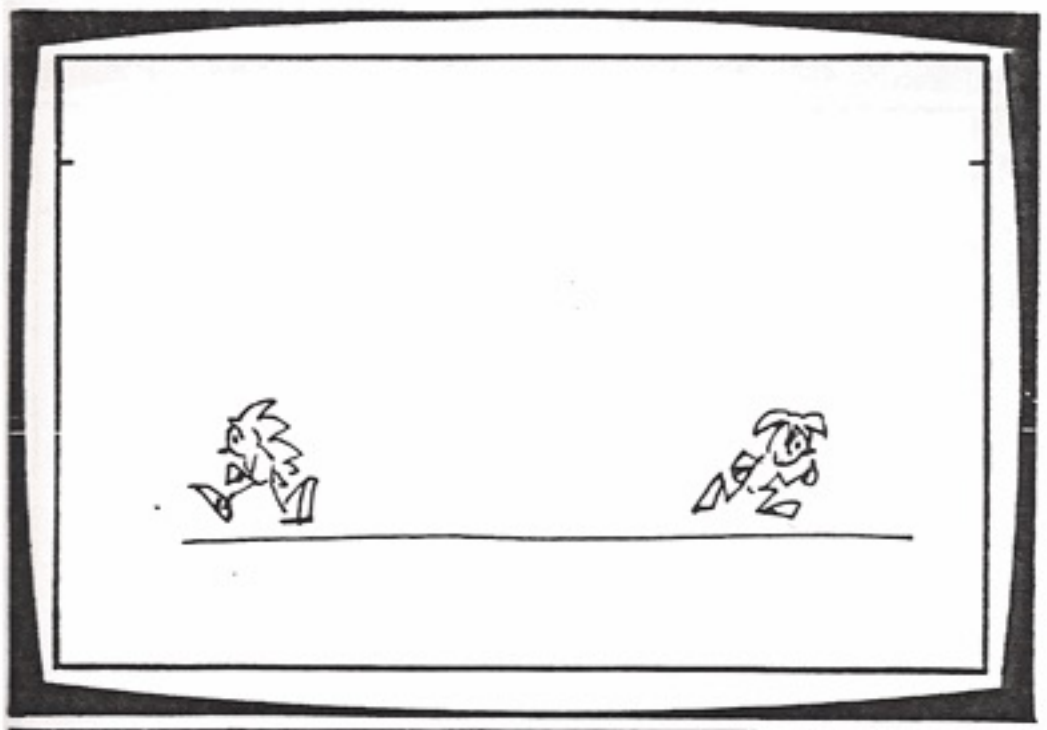
Presented by

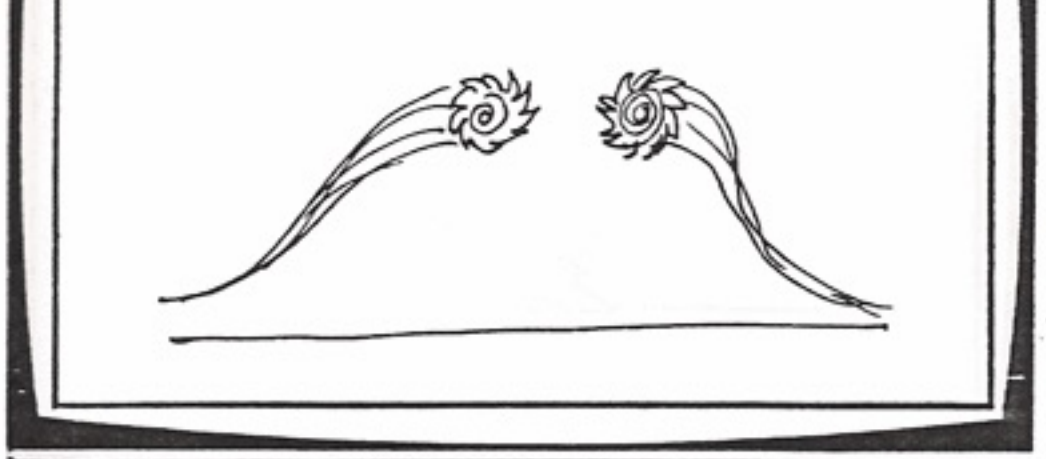
Sonic Cult

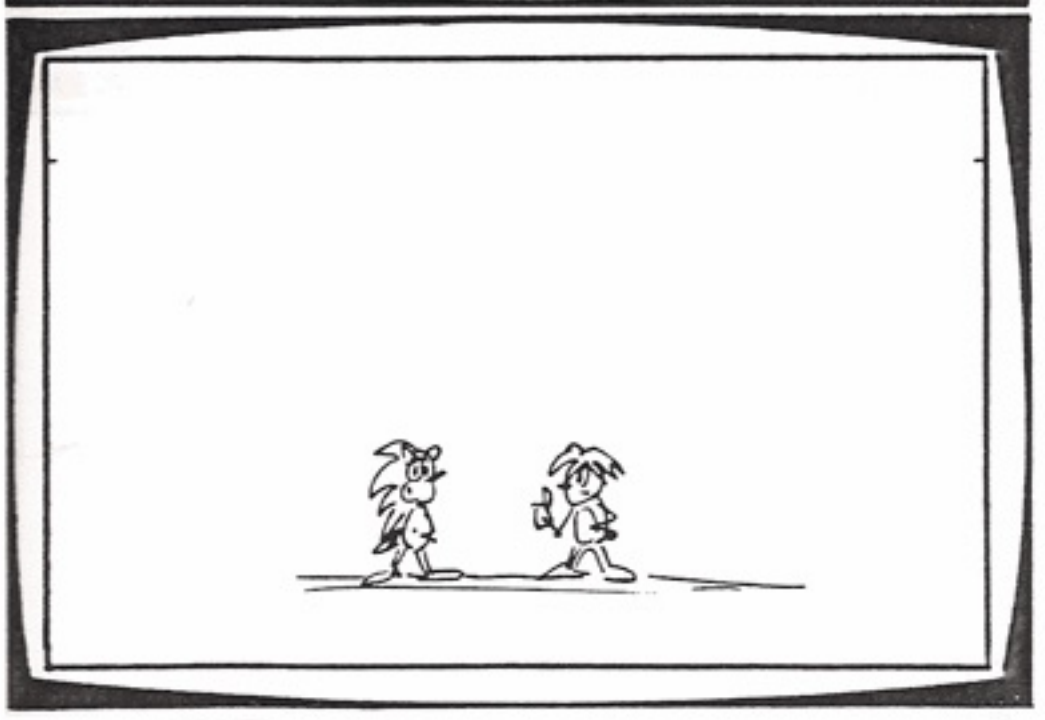
Script by Michael Kosaka

END OF ZONE CELEBRATION

- KNUCKLES -



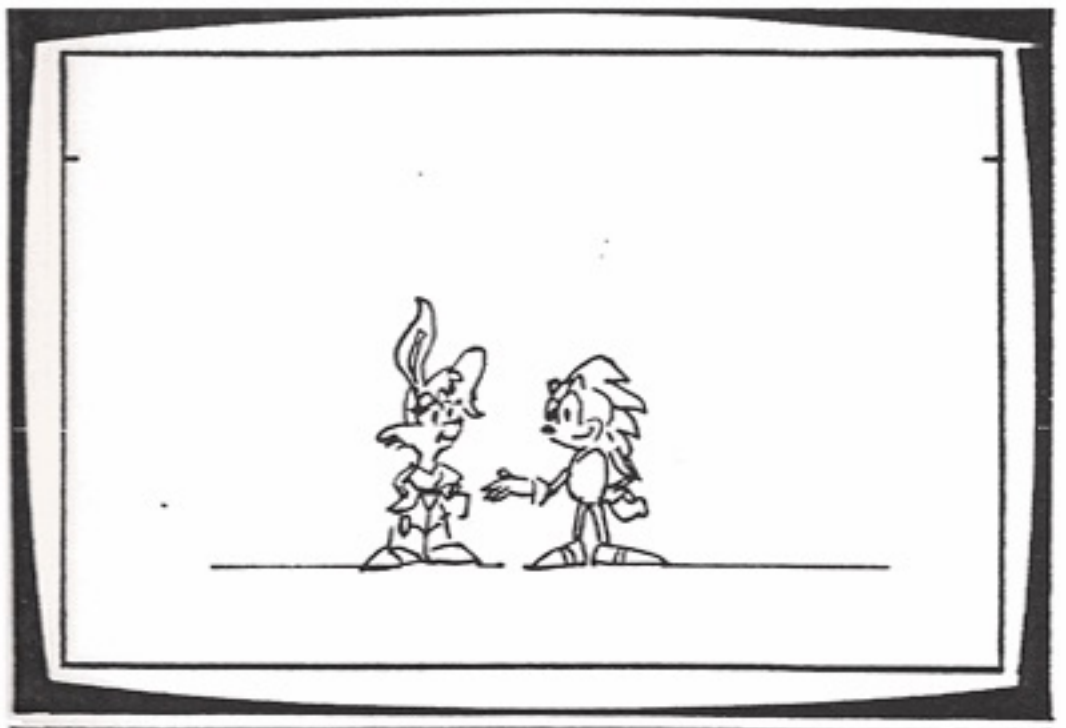


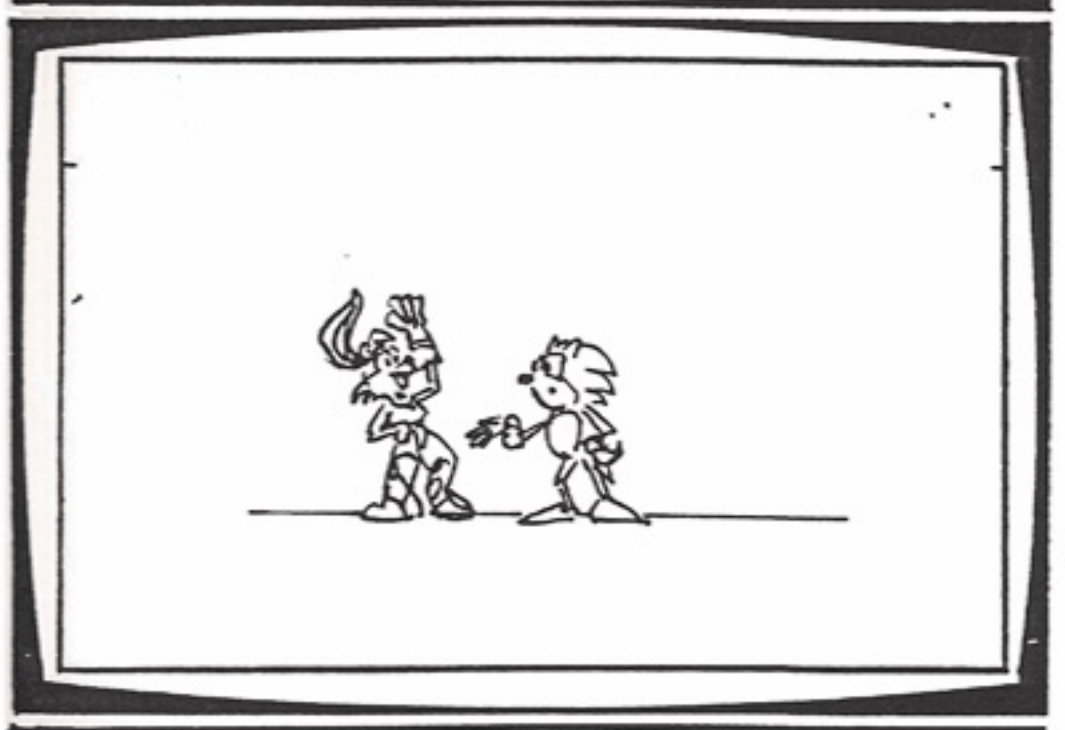


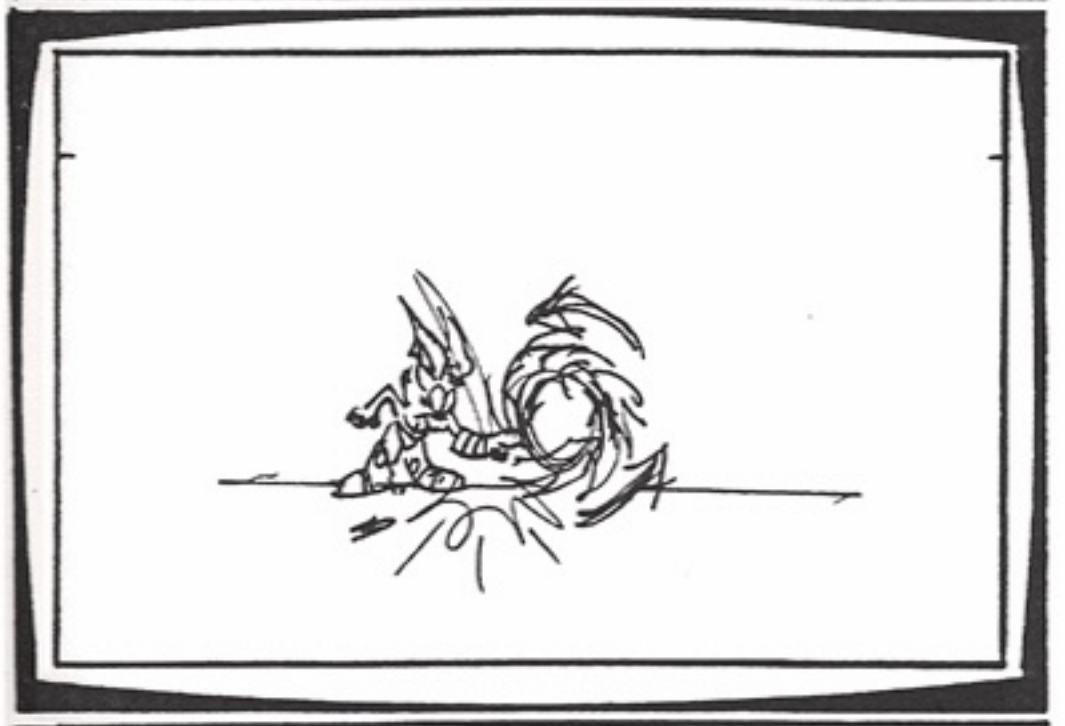
Presented by

Sonic Cult

Script by Michael Kosaka







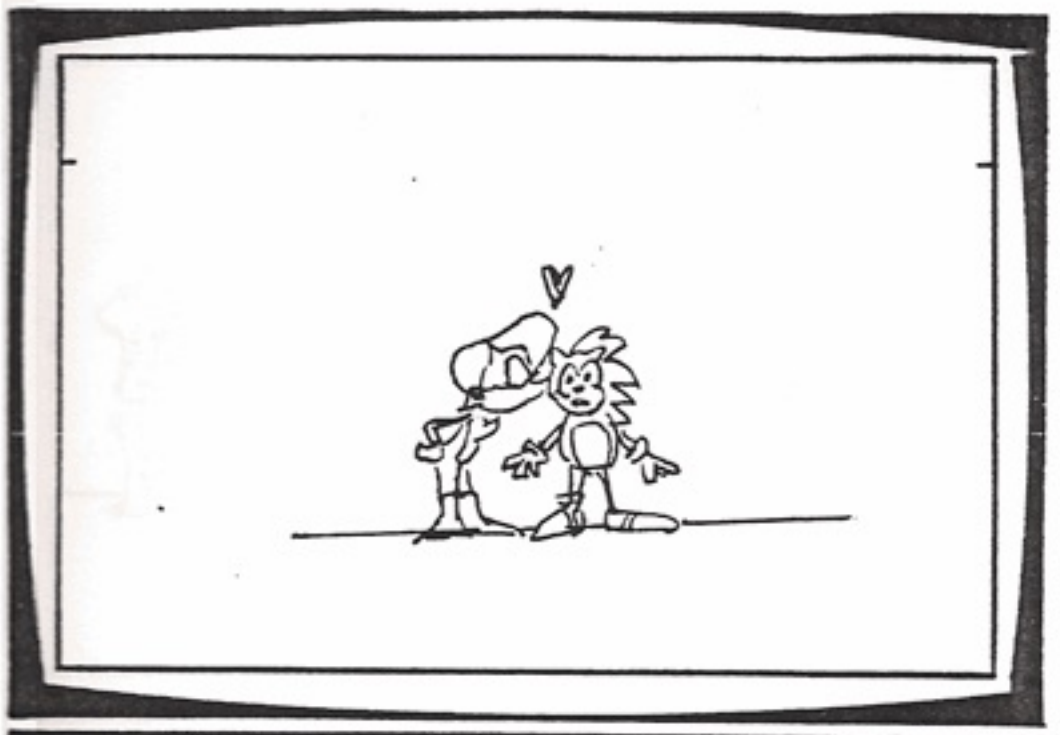
END OF ZONE CELEBRATION

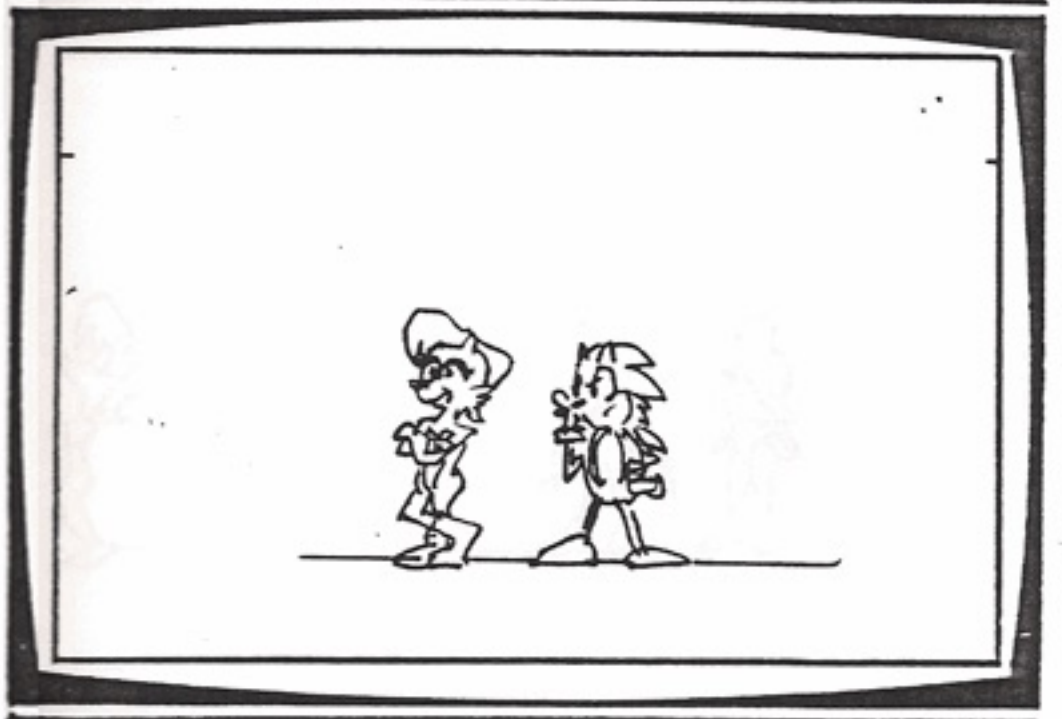
— BUNNIE —

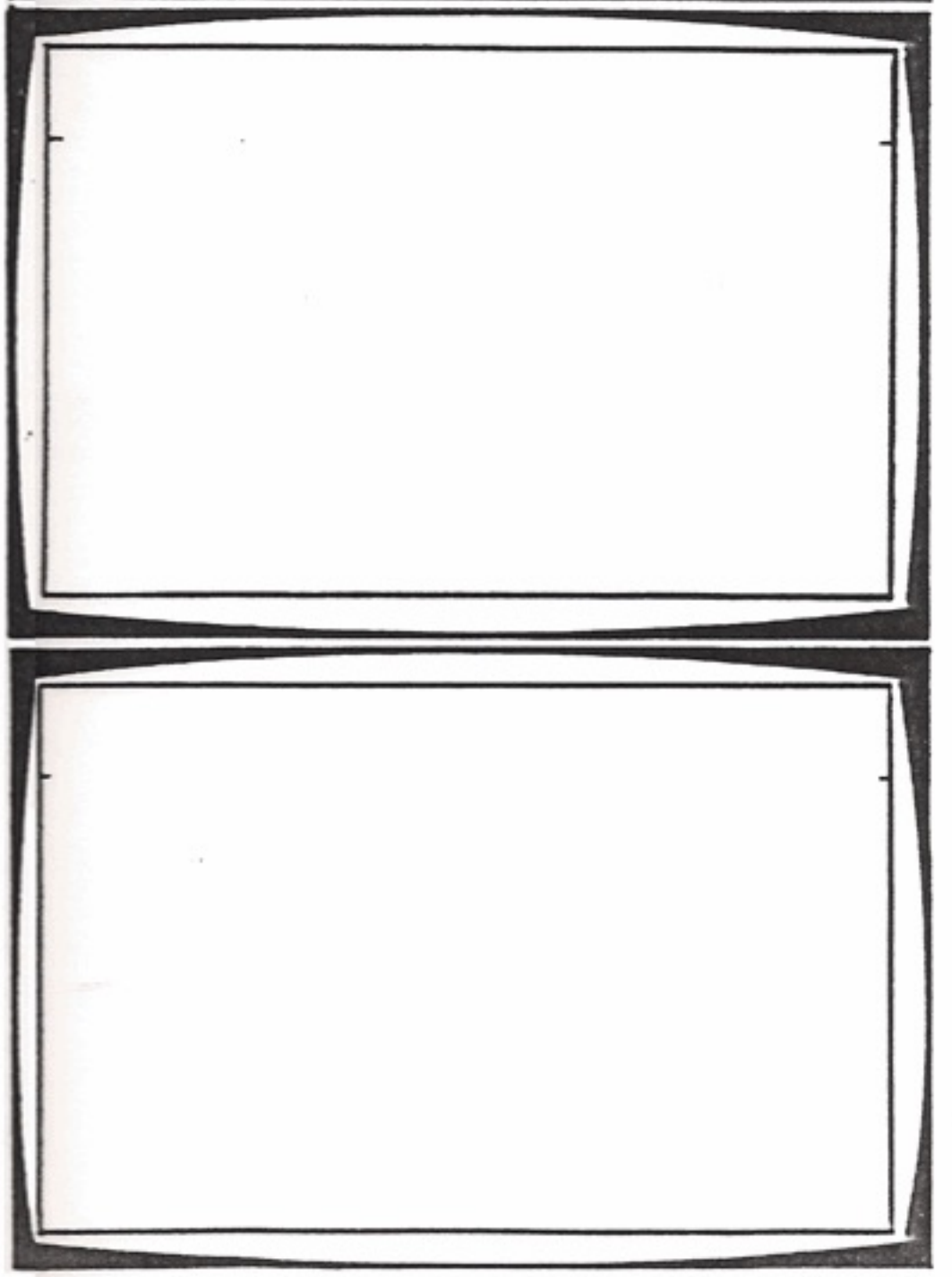
Presented by

Sonic Cult

Script by Michael Kosaka







END OF ZONE CELEBRATION

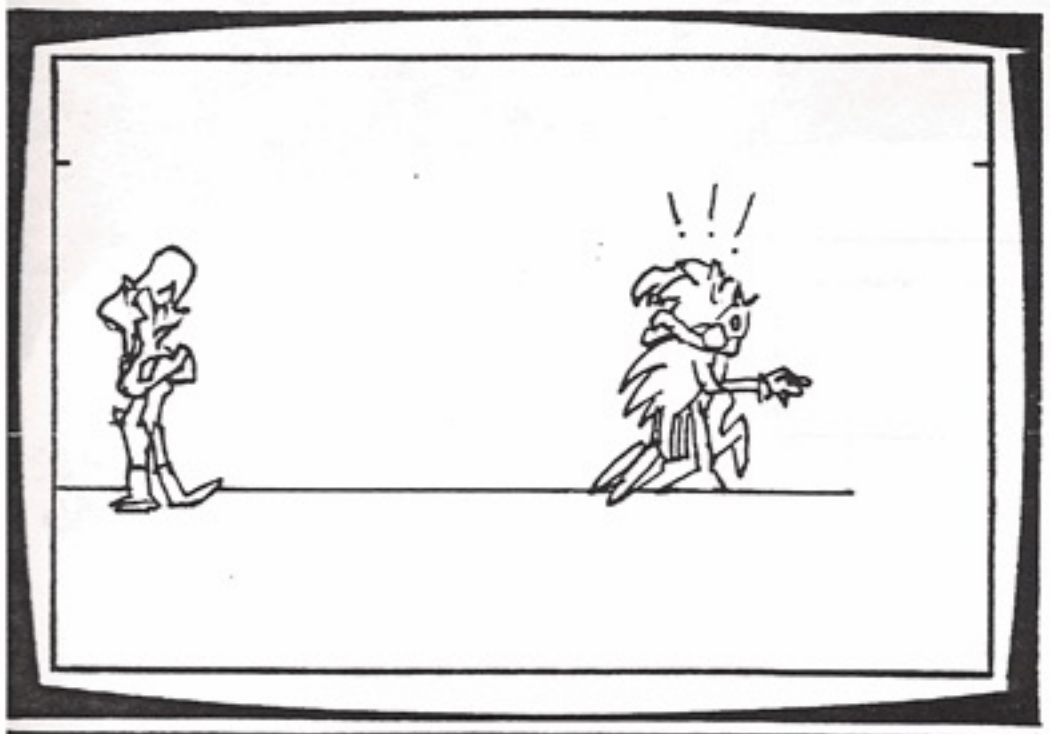
- SALLY -

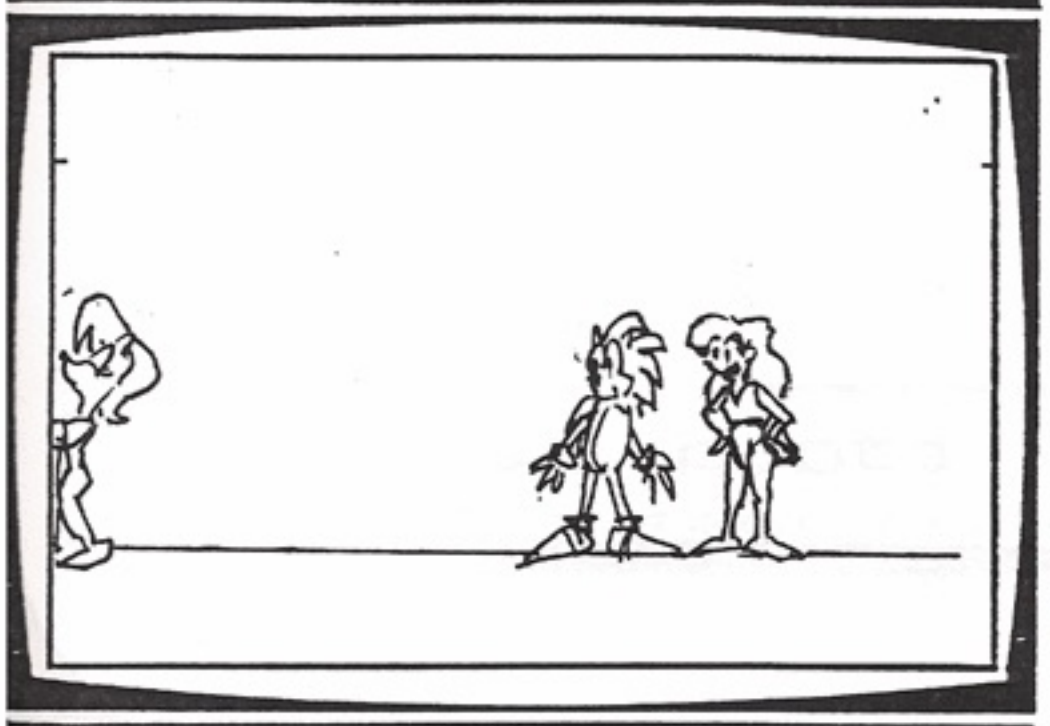
Script by Michael Kosaka

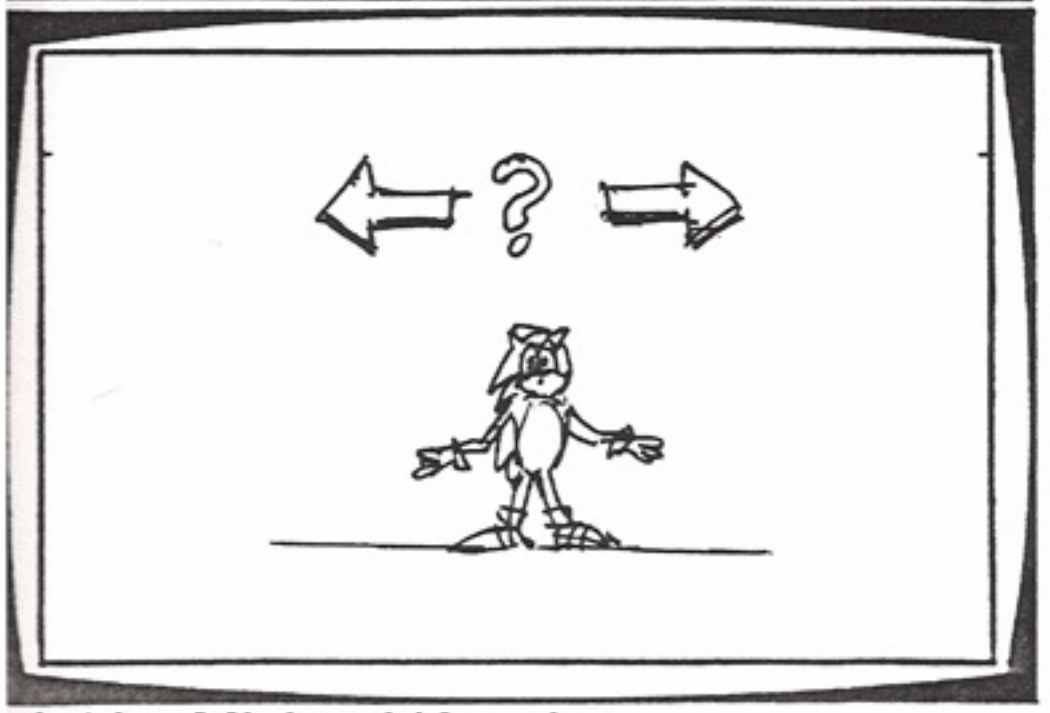
Presented by
Sonic Cult

END OF ZONE CELEBRATION

-TIARA-

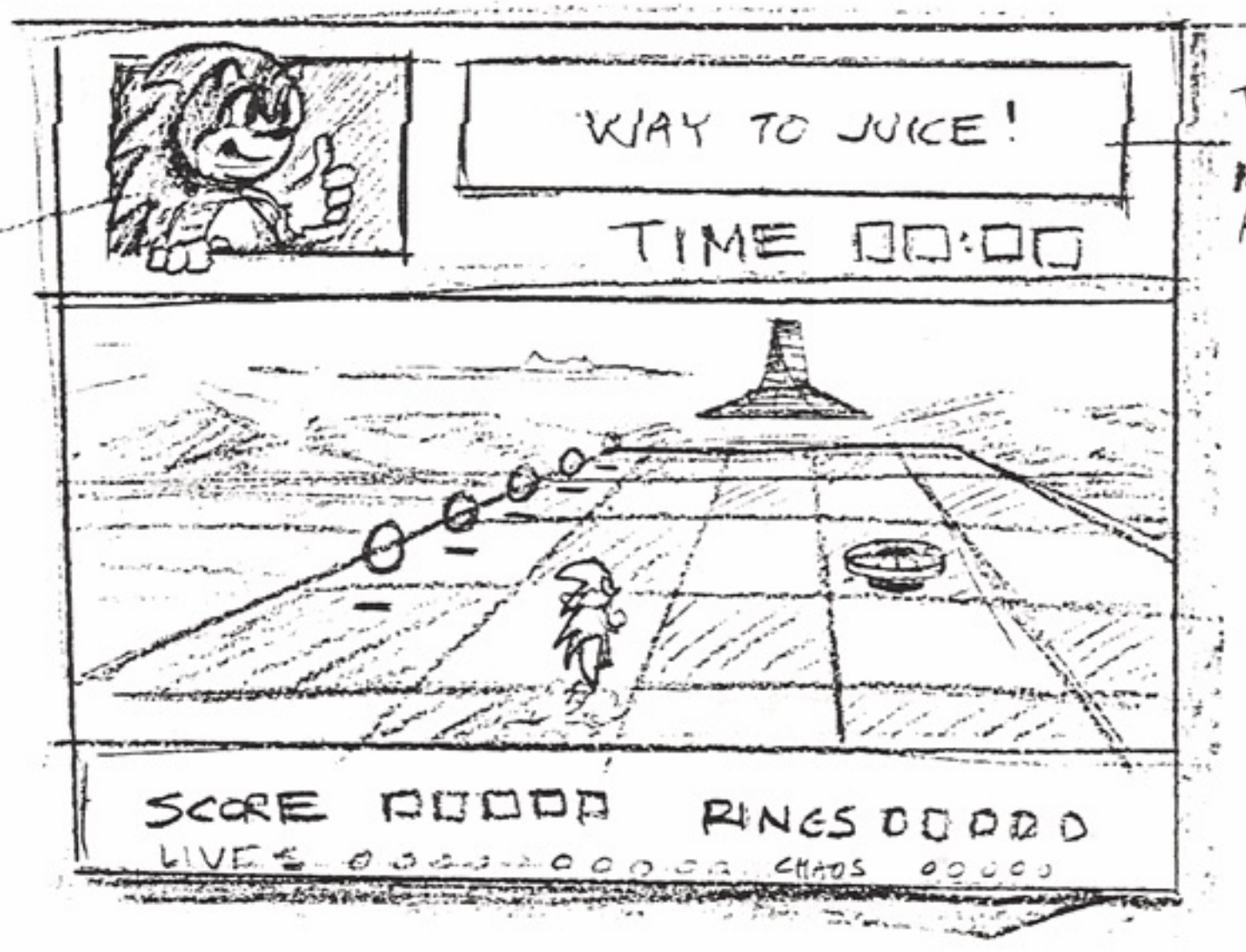






Script by Michael Kosaka

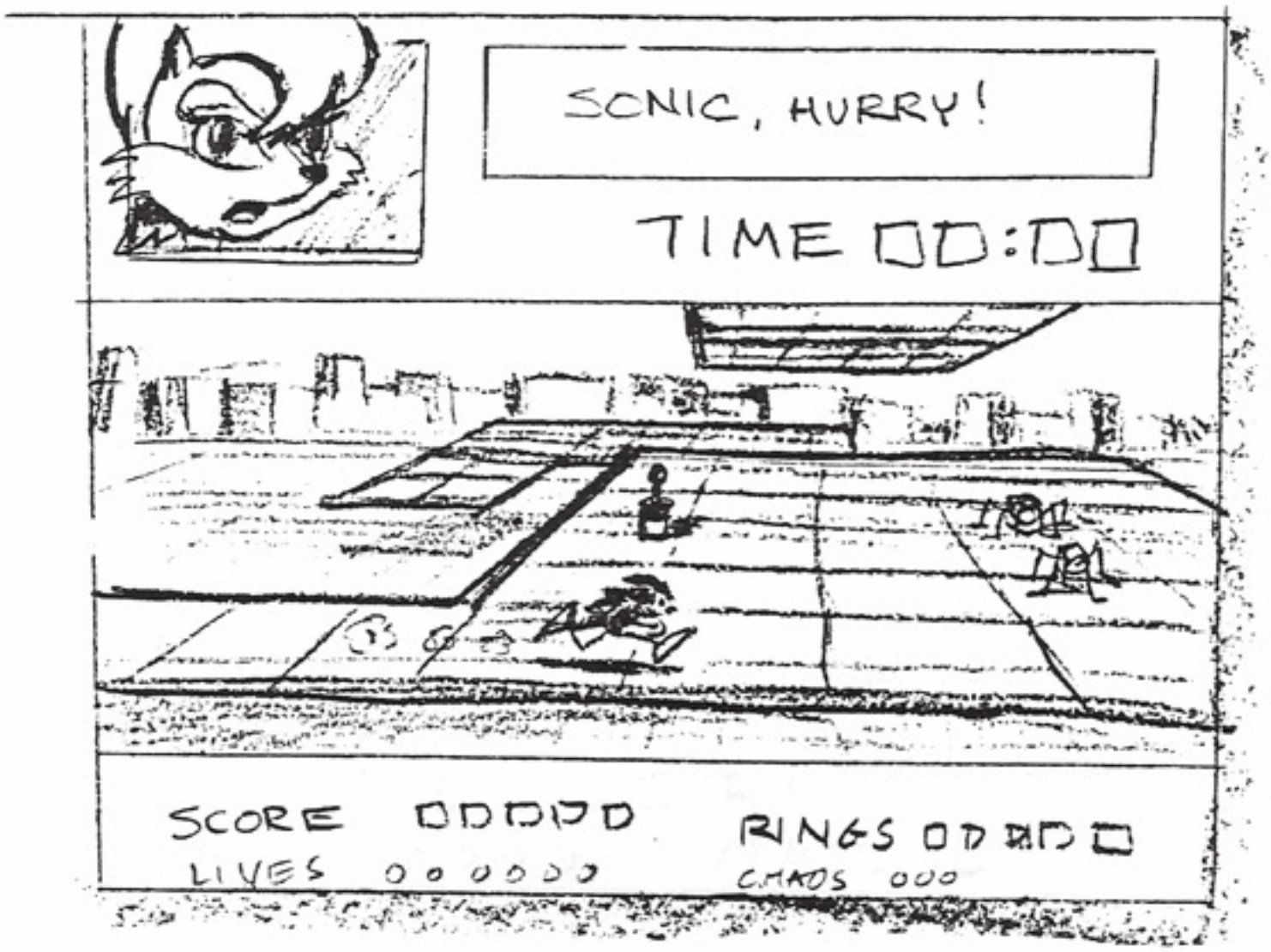
Presented by
Sonic Cult



MAIN PLAY SCREEN

Script by Michael Kosaka

Presented by Sonic Cult



MAIN PLAY SCREEN

Script by Michael Kosaka

Presented by Sonic Cult

SONIC GOT THROUGH ACT 2!
ALRIGHT, SONIC!

TIME □□'□□

TIME BONUS □□□□

RING BONUS □□□□

TOTAL BONUS □□□□

SCORE □□□□ RINGS □□□□

LIVES 0000 CHAOS 0000

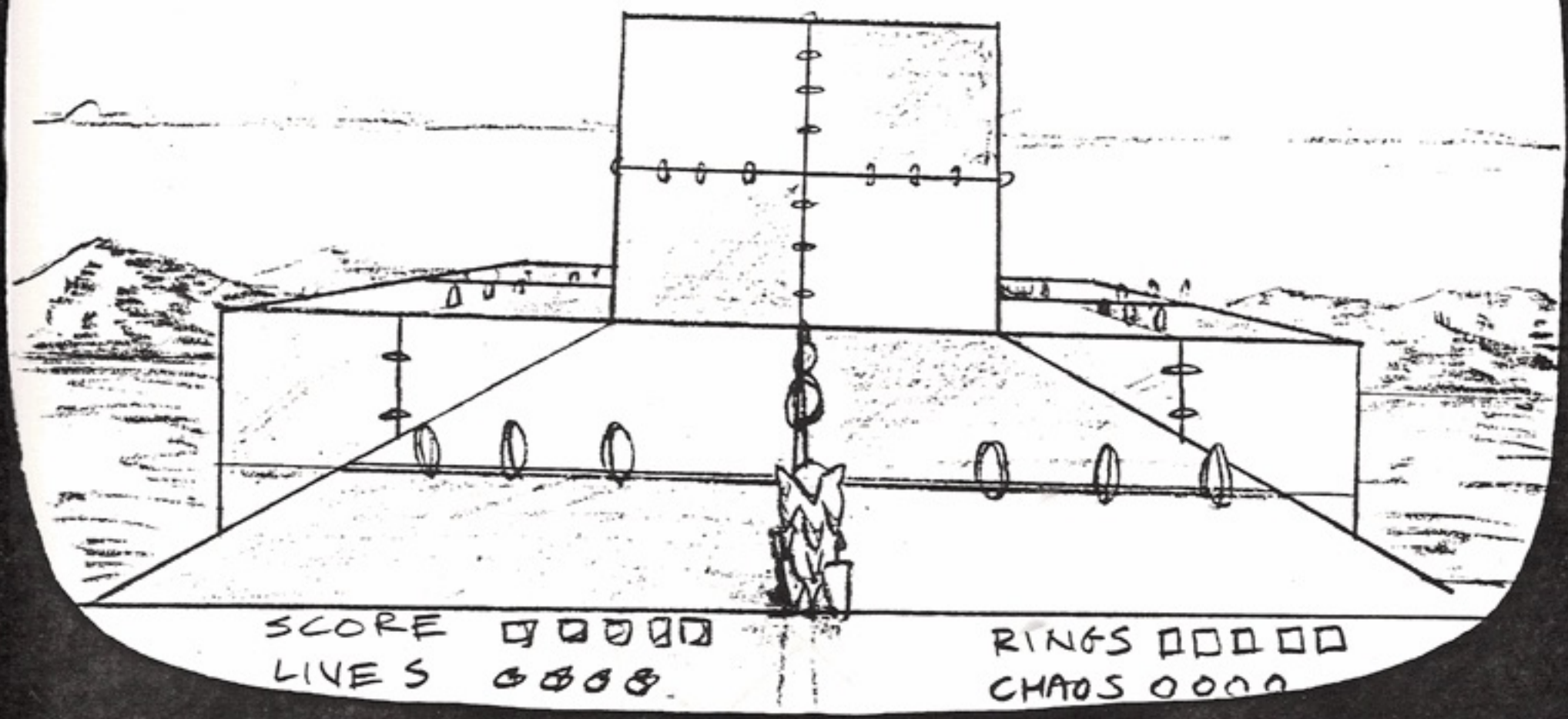
END OF ACT SCORING

Script by Michael Kosaka

Presented by Sonic Cult

SPECIAL ZONE RINGS LEFT: 45

TIME 00:31

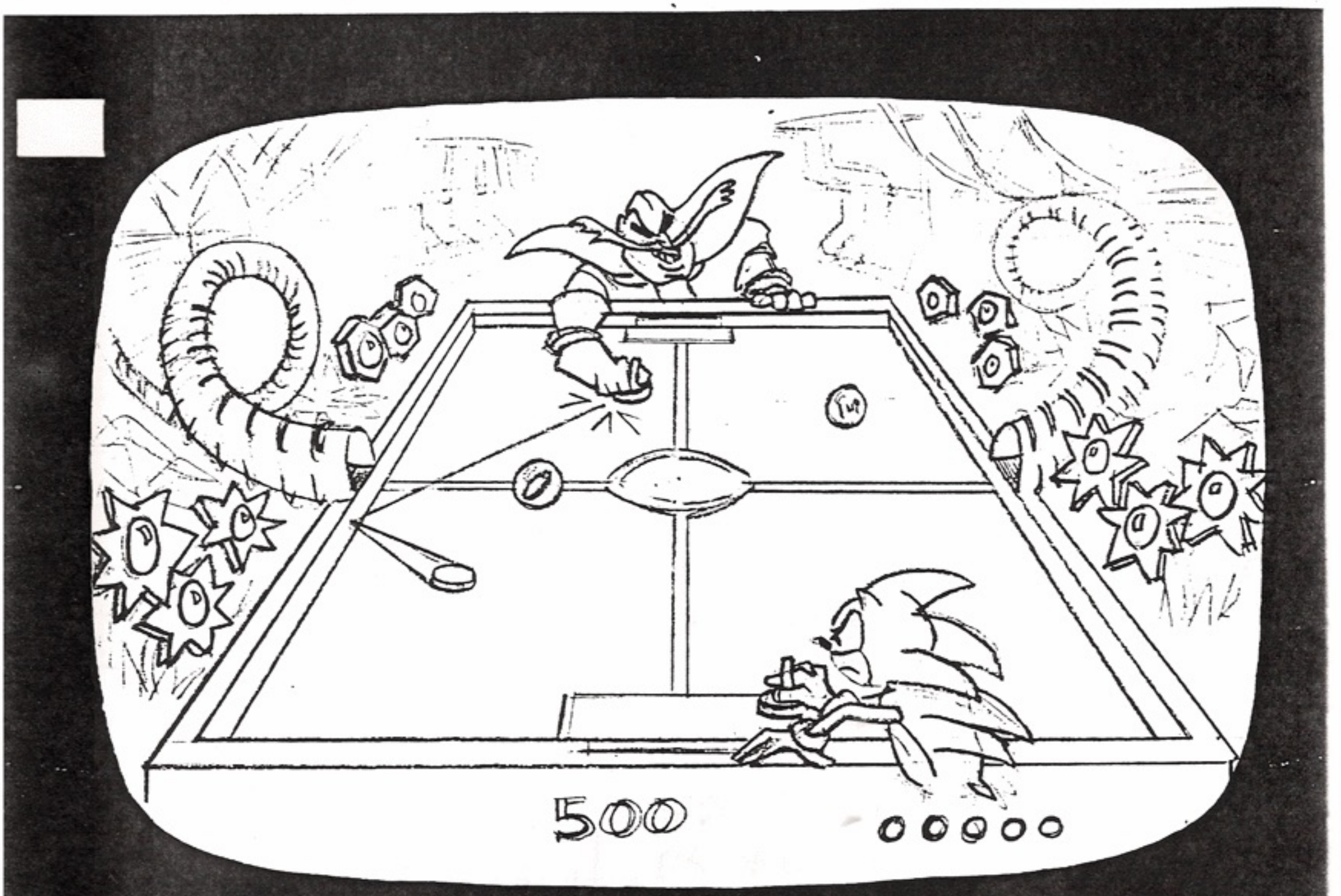


SPECIAL ZONE

(CHAOS EMERALD)

Script by Michael Kosaka

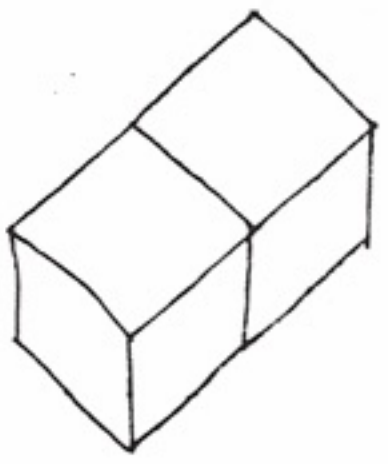
Presented by Sonic Cult



BONUS ZONE
(STARPOST)

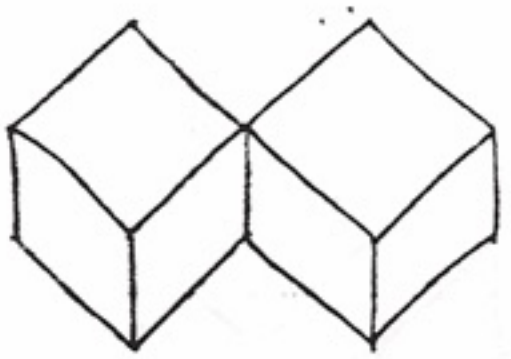
Script by Michael Kosaka

Presented by
Sonic Cult

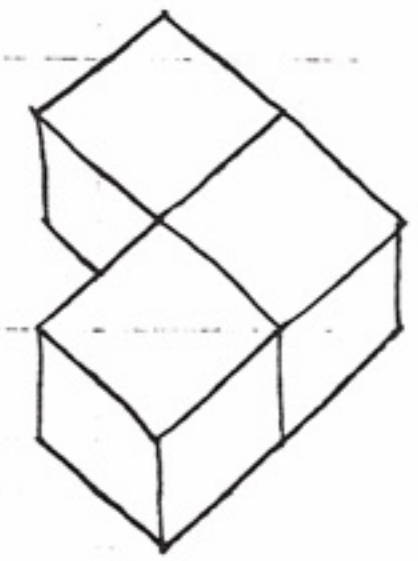


ZONE 1

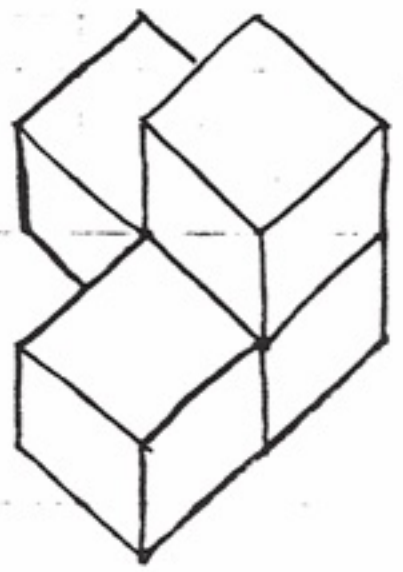
A



B



C



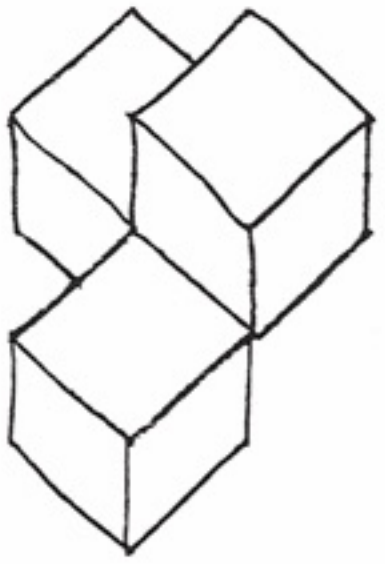
ZONE 2

A

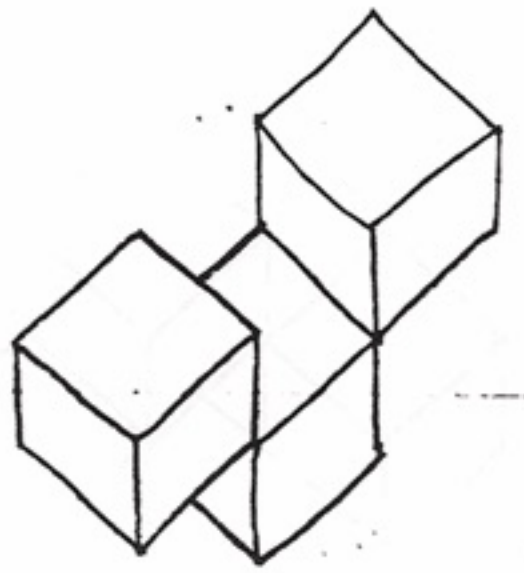
Presented by

Sonic Cult

Script by Michael Kosaka



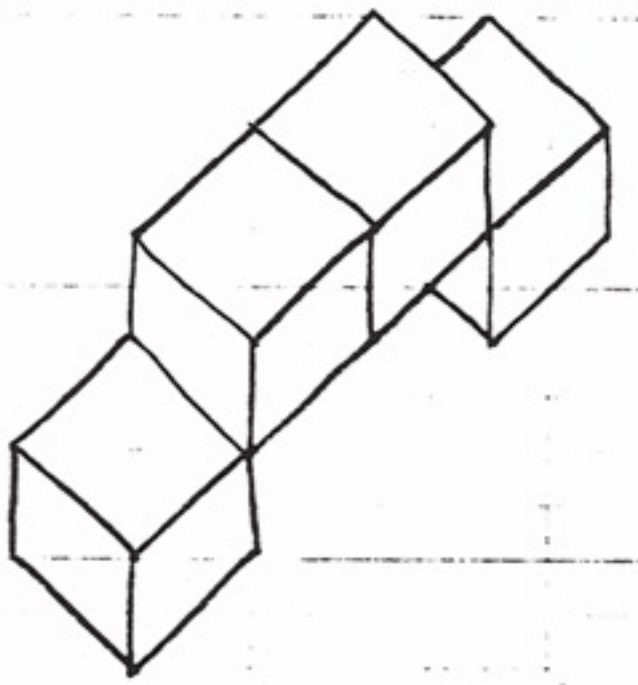
B

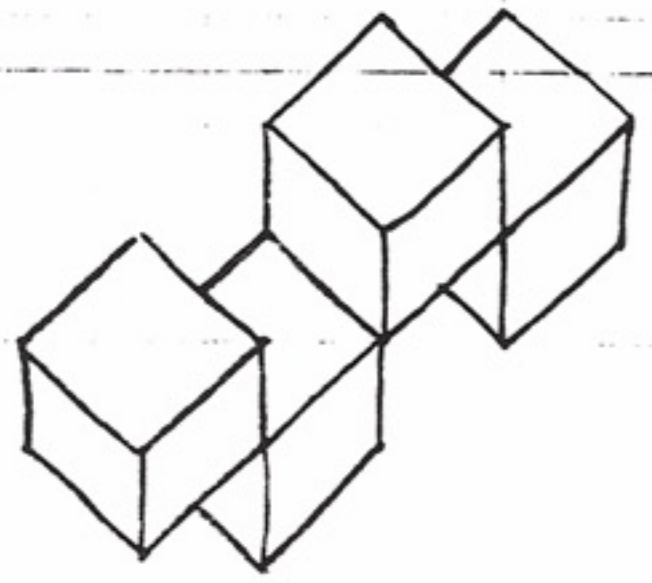


C

ZONE 3

A.



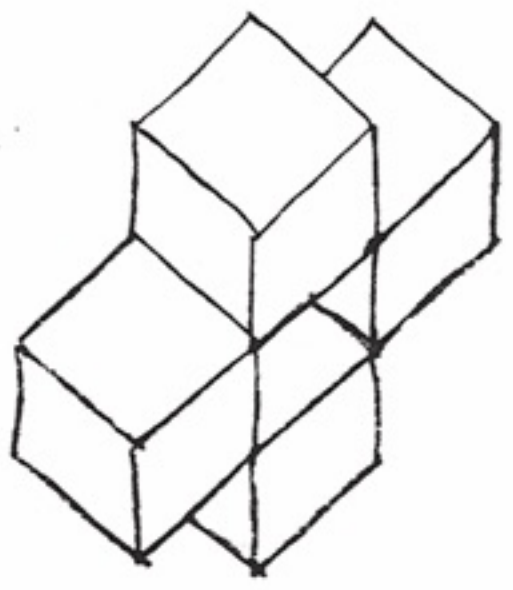


B

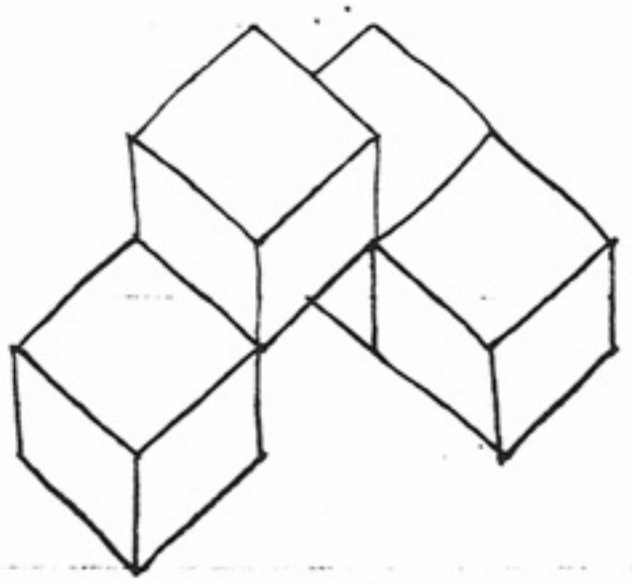
Script by Michael Kosaka

Presented by

Sonic Cult

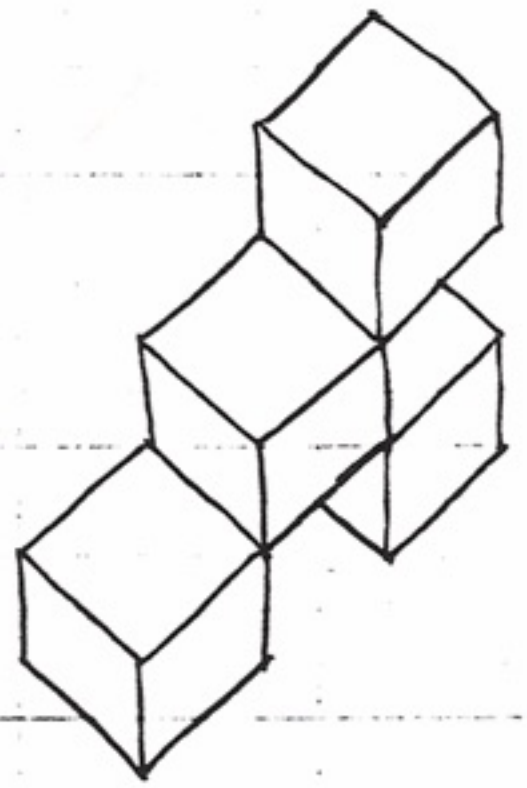


C



ZONE 4

A

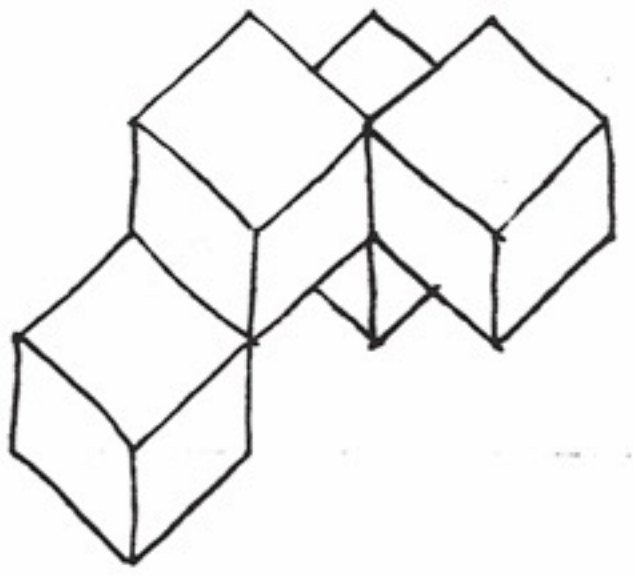


B

Script by Michael Kosaka

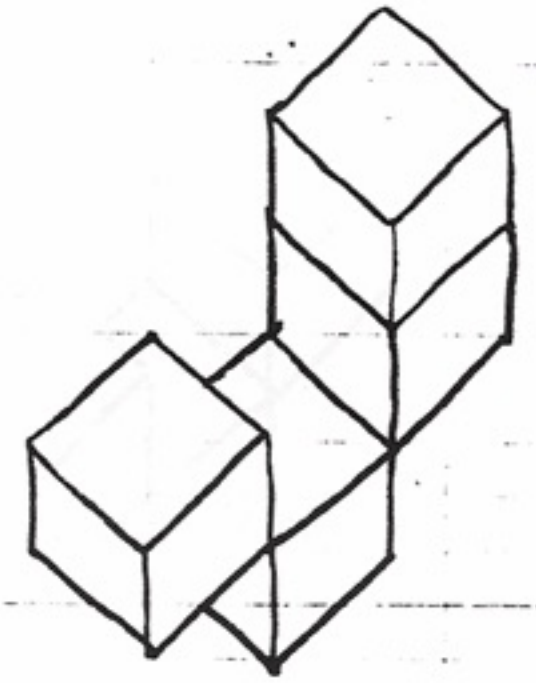
Presented by

Sonic Cult

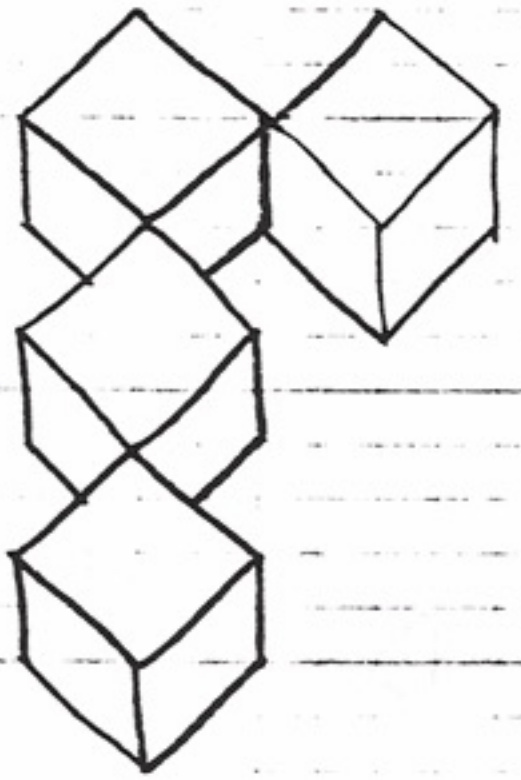


C

ZONE 5



A

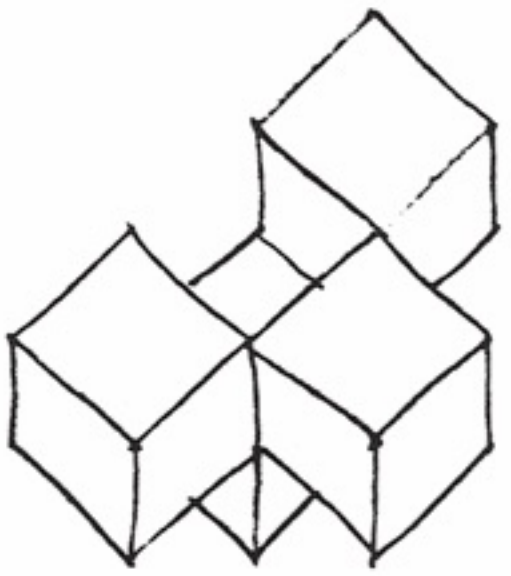


B

Script by Michael Kosaka

Presented by

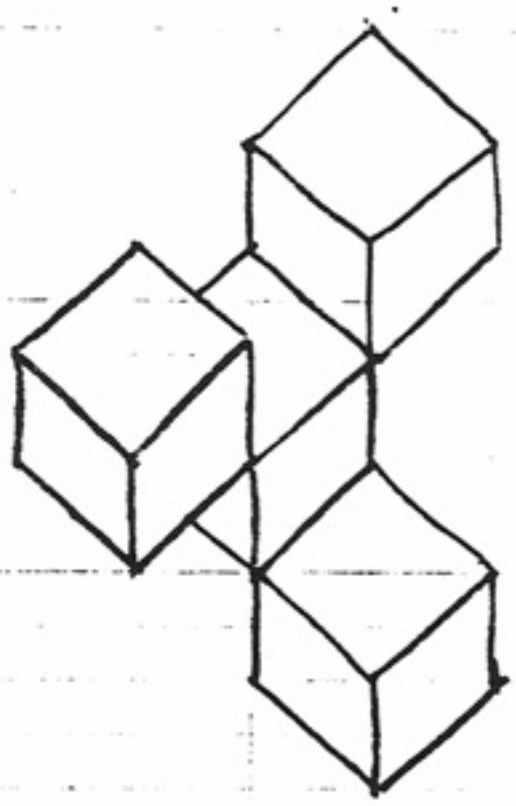
Sonic Cult

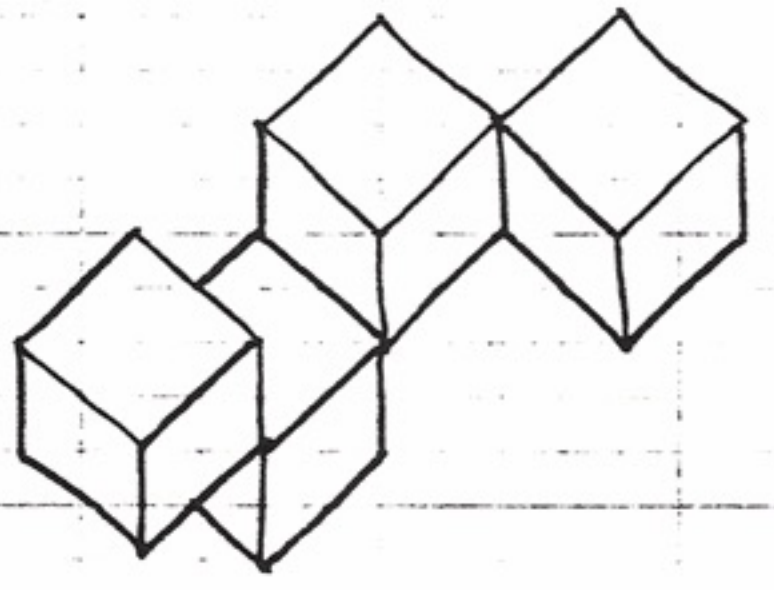


C

ZONE 6

A



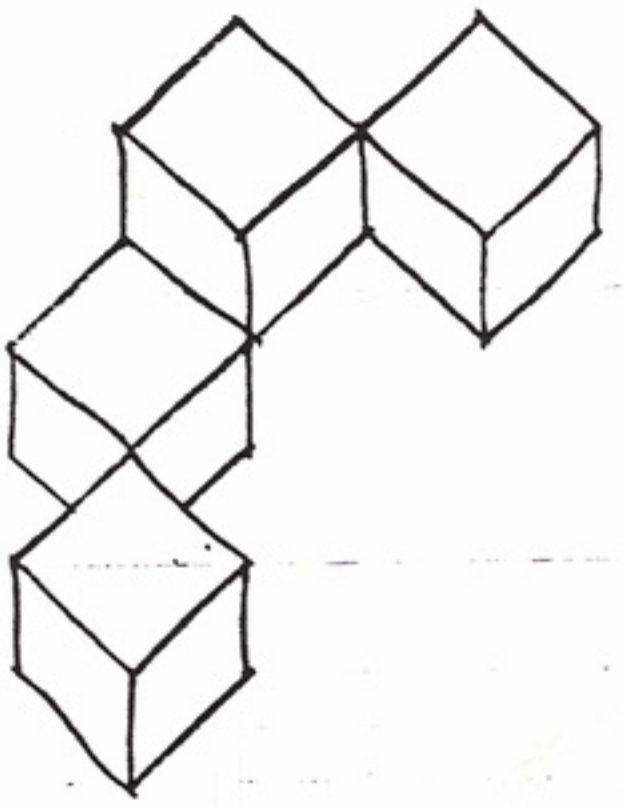


B

Presented by

Sonic Cult

Script by Michael Kosaka

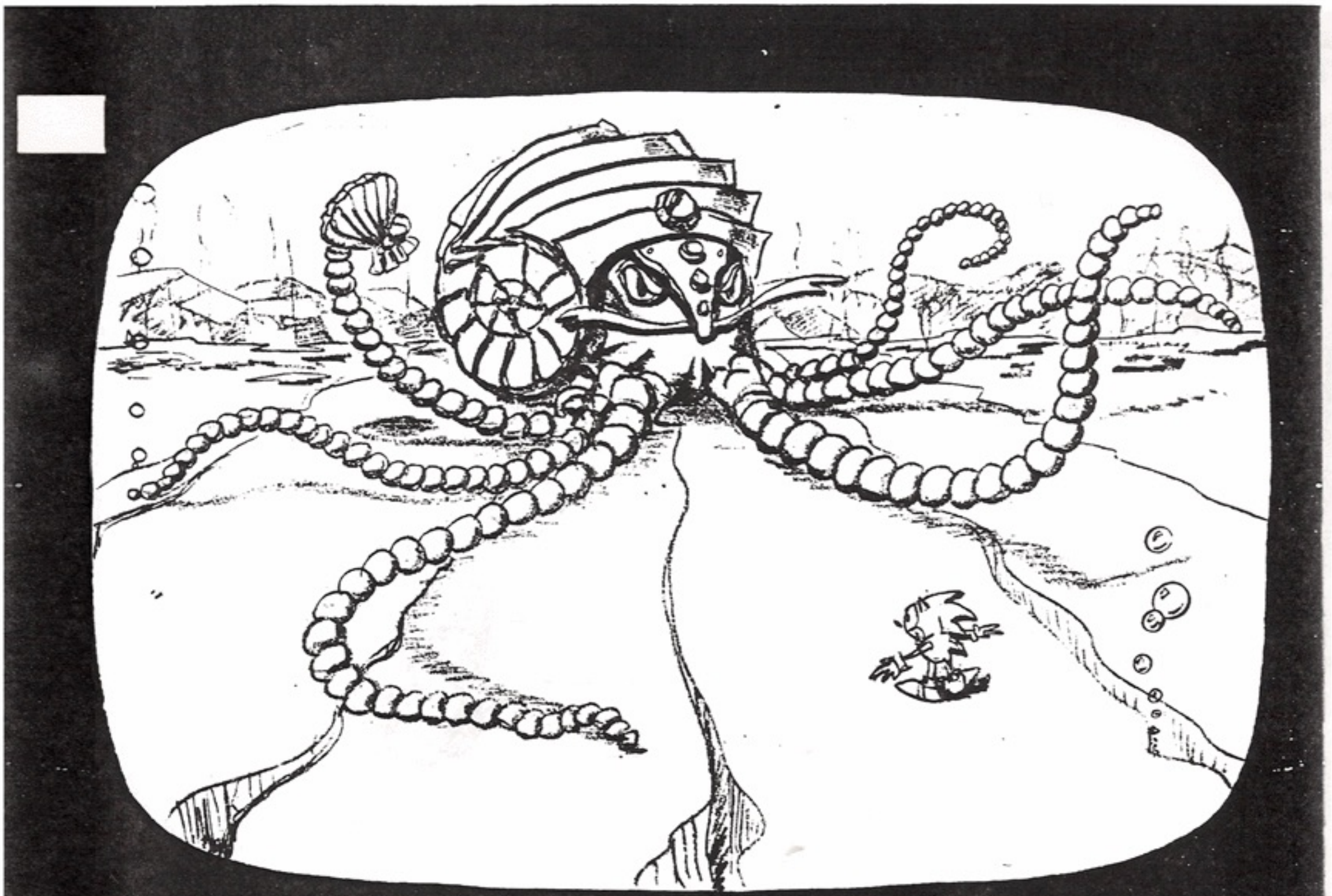


C

Script by Michael Kosaka

Presented by

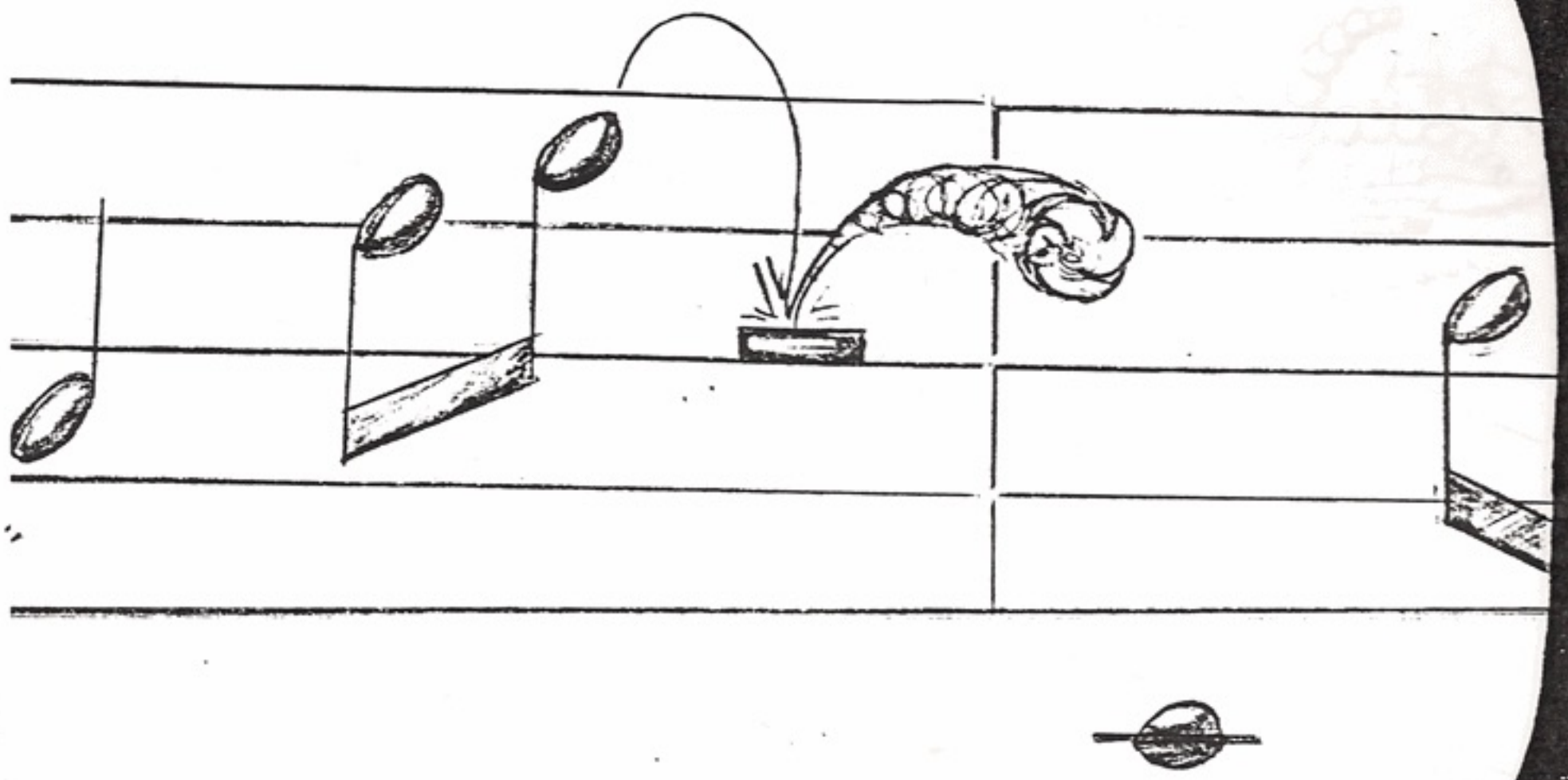
Sonic Cult



MYSTIC GROTTO BOSS
"OCTOCKNIK"

Script by Michael Kosaka

Presented by
Sonic Cult



DREAM WEAVE TRAP

TROUBLE CLEF TRAP

Script by Michael Kosaka

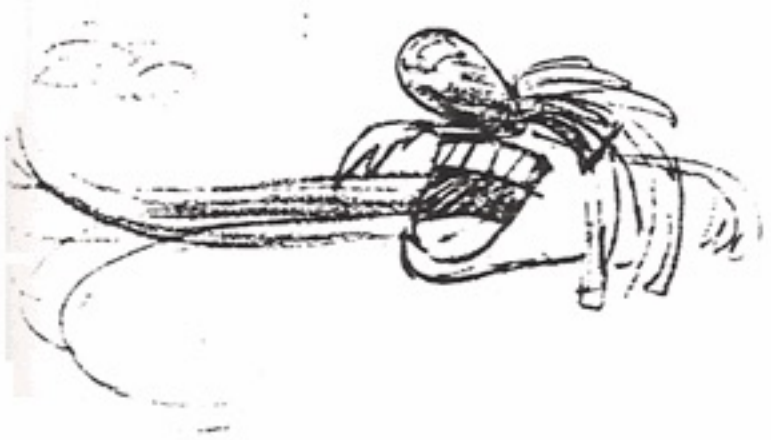
Presented by Sonic Cult

Script by Michael Kosaka

Presented by Sonic CulT

FAT TUESDAY BOSS

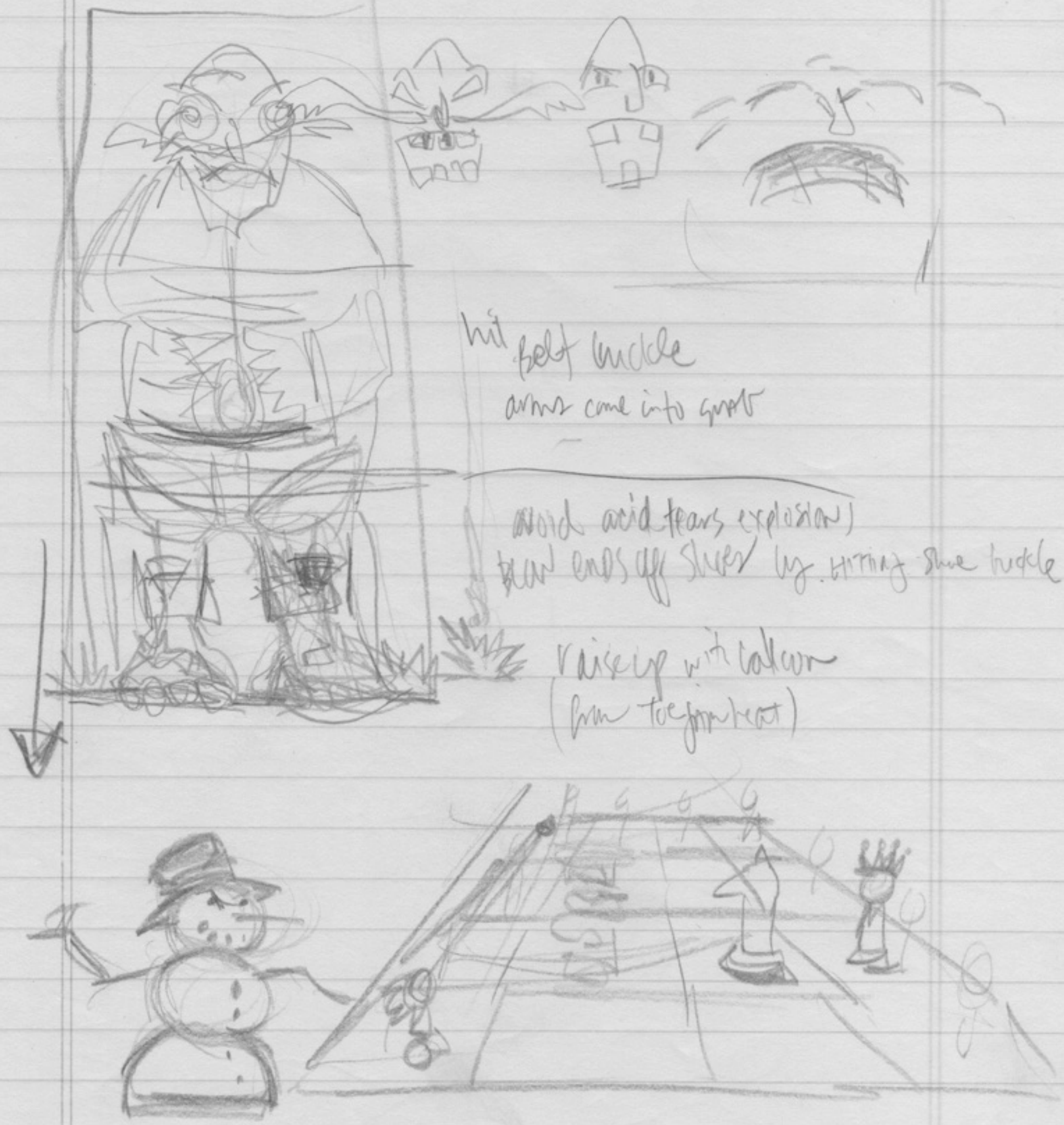
BEIGNETNIK



Script by Michael Kosaka

Presented by

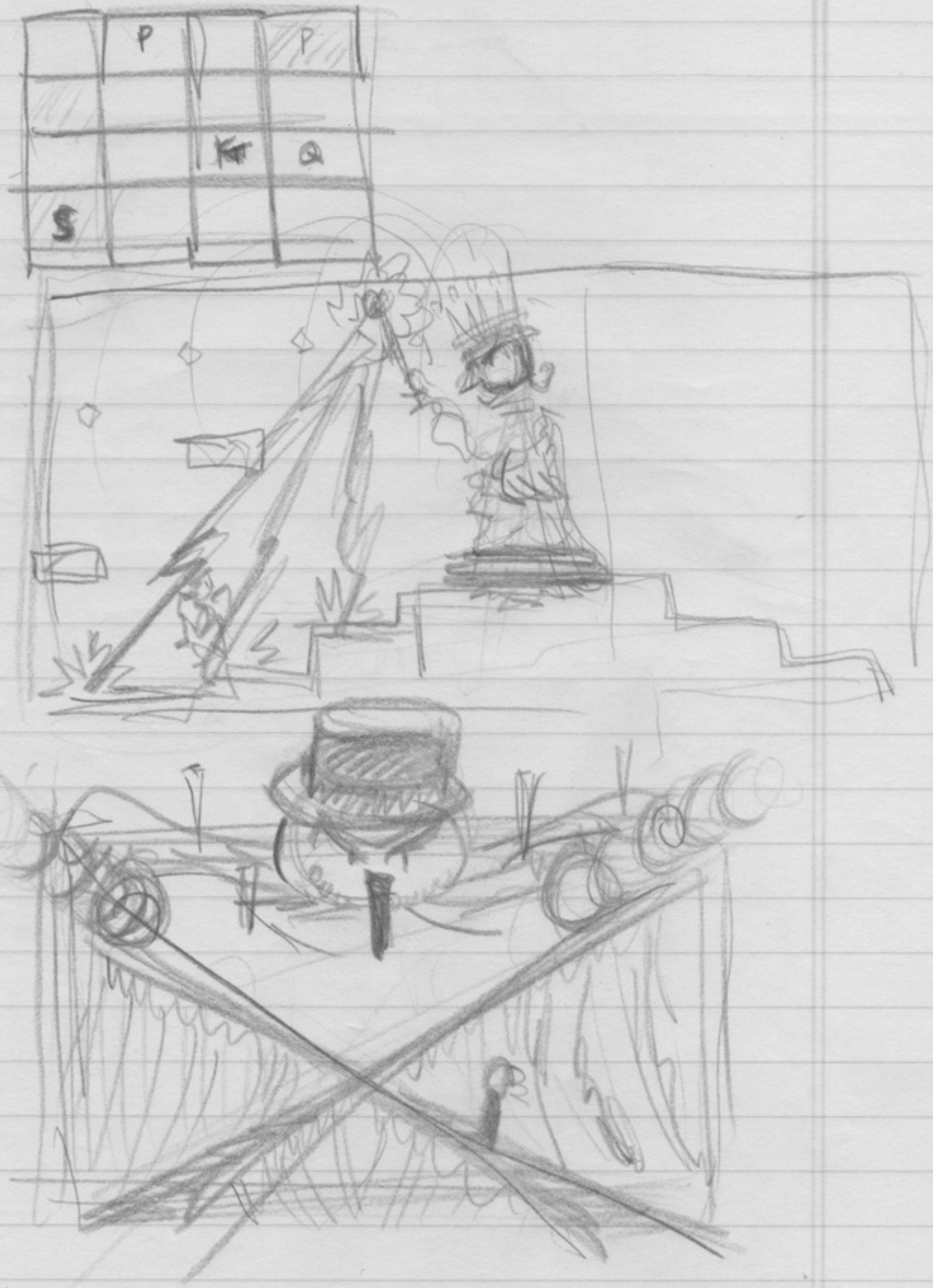
Sonic Cult



Presented by

Sonic CulT

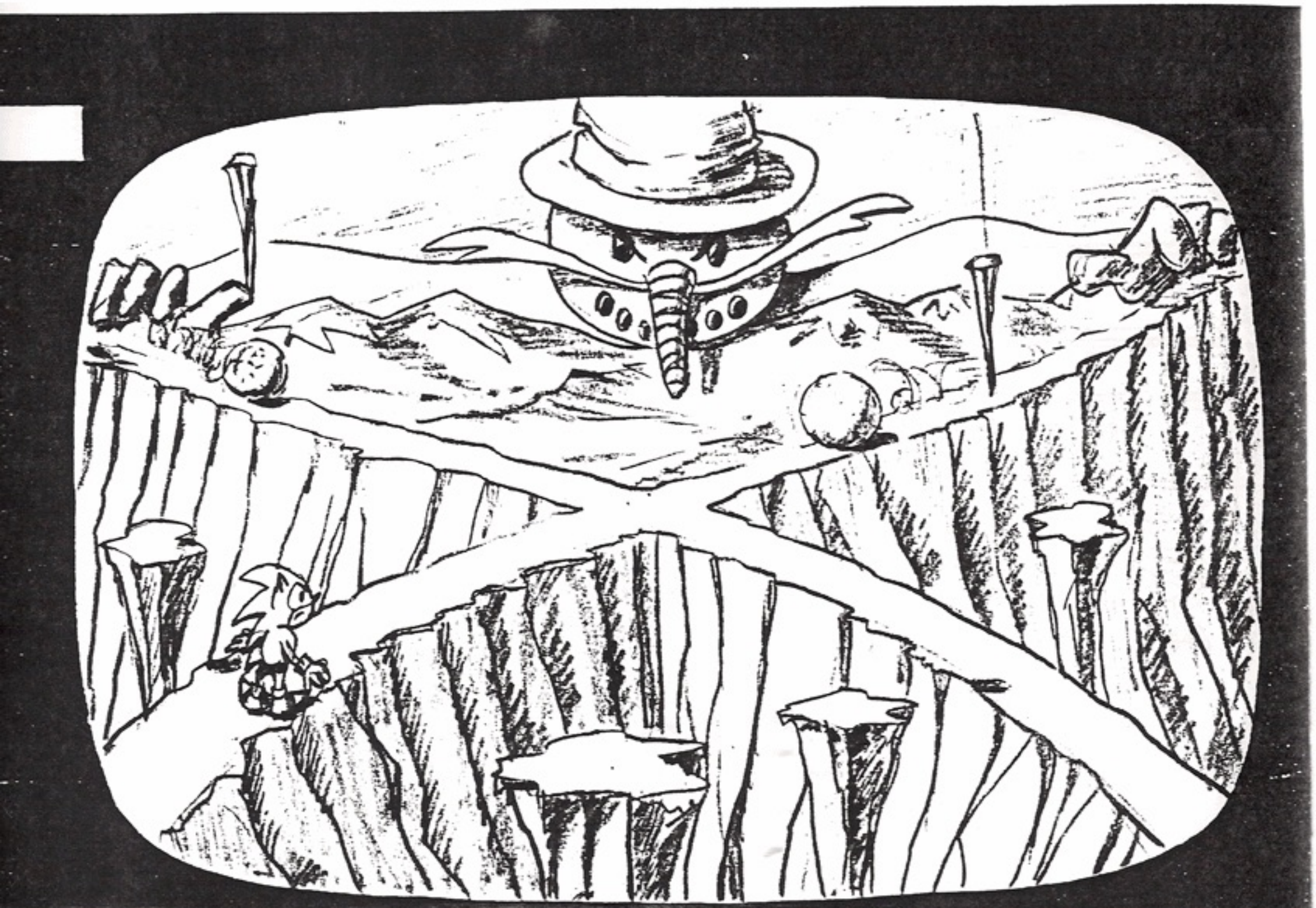
Script by Michael Kosaka



Script by Michael Kosaka

Presented by

Sonic Cult



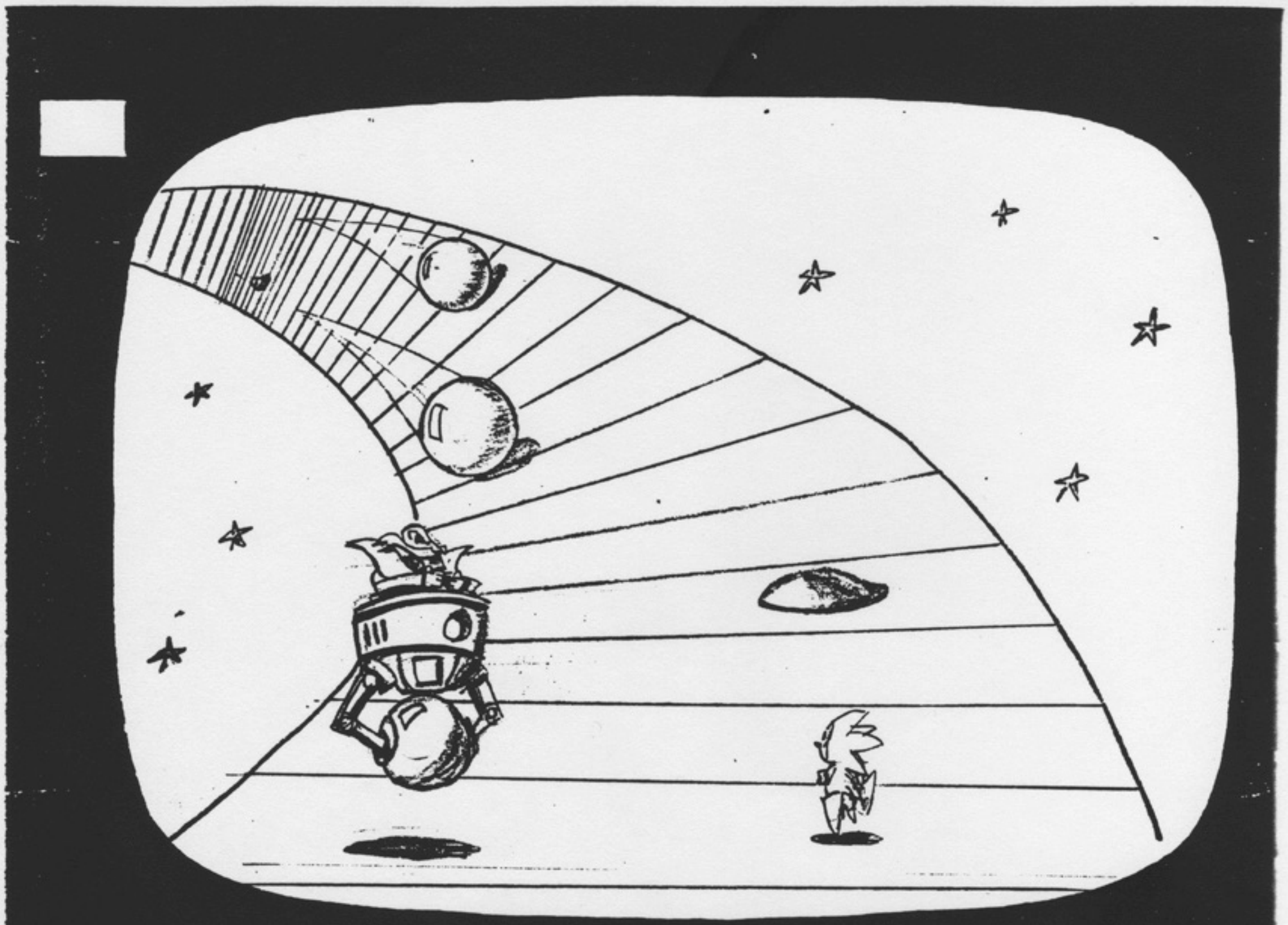
ICE BREAKER BOSS

FROZEBOTNIK

Script by Michael Kosaka

Presented by

Sonic Cult



ENDLESS LOOP TRAP

Script by Michael Kosaka

Presented by Sonic Cult

13-782 500 SHEETS, FILLER 5 SQUARE
42-381 50 SHEETS EYE-EASE® 5 SQUARE
42-382 100 SHEETS EYE-EASE® 5 SQUARE
42-389 200 SHEETS EYE-EASE® 5 SQUARE
42-392 100 RECYCLED WHITE 5 SQUARE
42-399 200 RECYCLED WHITE 5 SQUARE
Made in U.S.A.
National® Brand

Script by Michael Kosaka

Presented by Sonic Cult

TRY AGAIN!

END GAME CELEBRATION
- INCOMPLETE ENDING -

Script by Michael Kosaka

Presented by Sonic Cult

Script by Michael Kosaka

2

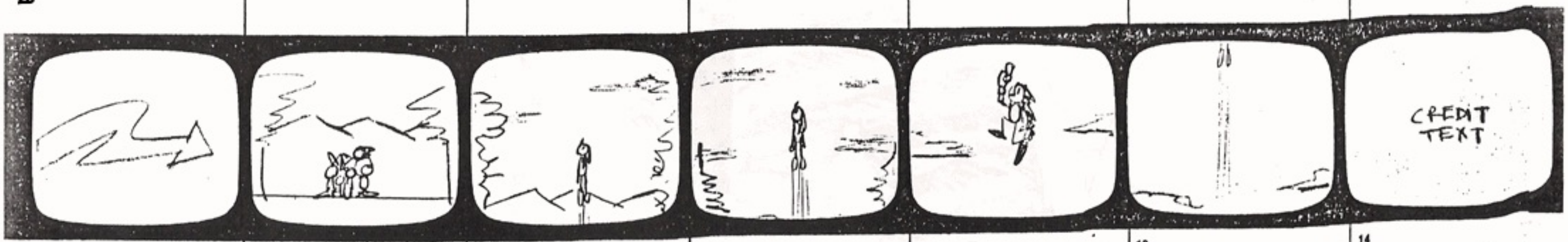
3

4

5

6

7



8

9

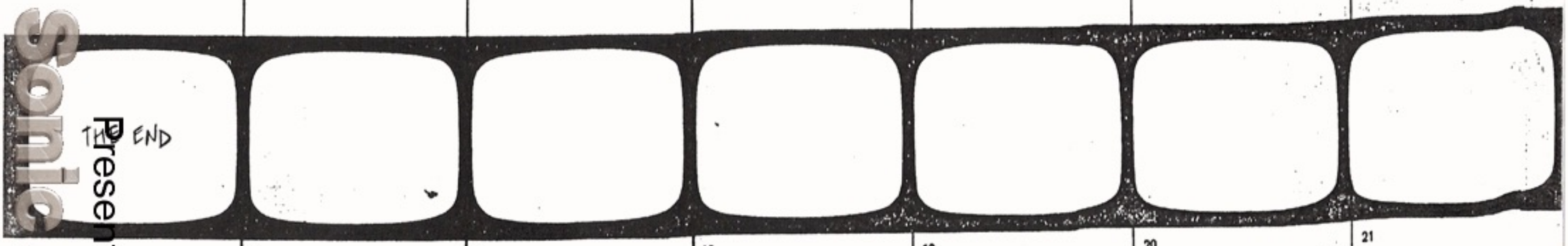
10

11

12

13

14



15

16

17

18

END GAME
CELEBRATION!

19

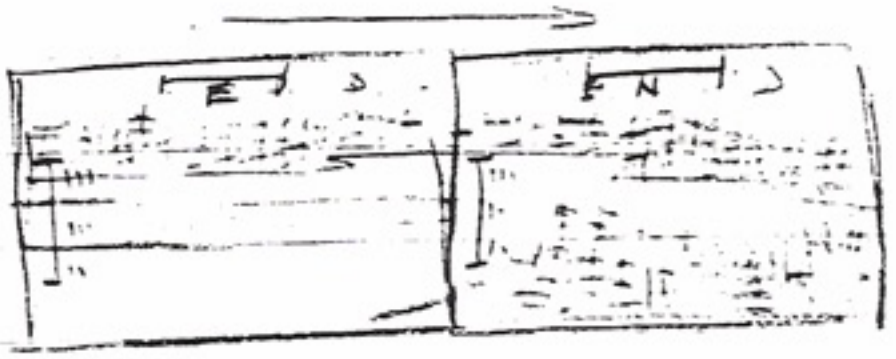
- COMPLETE
ENDING

20

21

Presented by

Sonic Cult



EVENING
(THROUGH BINOCULARS)
(DIEGETIC + DISTANCE RADIO)

(BRIGHT
SILHOUETTE OF SONIC ON HILL?)
(HAS BINOCULARS TO EYES)

"BUMMER NO SIGN OF SWATBOTS HERE.
LOOKS LIKE ANOTHER FALSE ALARM."

"GUESS IT'S TIME TO BOOK HOME
FOR SOME SERIOUS CHOW."

(ZOOM IN ON
KNOTHOLE, THROUGH LEAVES)
(GLOW FROM WINDOWS)

(COMPUTER SCREEN BACK LIGHTS)
(BUNNIE, SALLY, TAILS,
ANTOINE ENTERS FROM RIGHT & JOINS)
GROUP)

SALLY -"THERE IT IS AGAIN, BUNNIE!"

BUNNIE -"YOU'RE RIGHT, SALLY. THERE IS
SOMETHIN' STRANGE GOING ON
IN THE CORE DIO-PROCESSING COMPUTER!"

Presented by

Sonic Cult

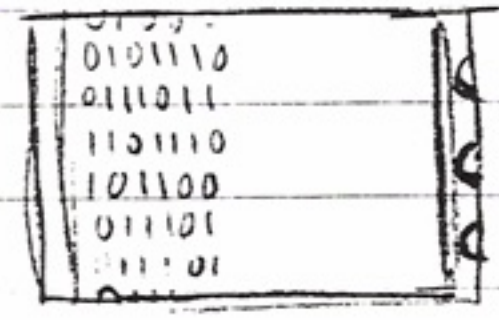
Script by Michael Kosaka

TAILS - "WHAT'S GOING ON, SALLY?"

SALLY - "I'VE BEEN DOING A STANDARD LEVEL SIX MONITORING OF ROBOTNIK'S CDP COMPUTER. YOU KNOW, ITS HIS ROUTINE MAINTENANCE AND SUPPORT SYSTEM..."

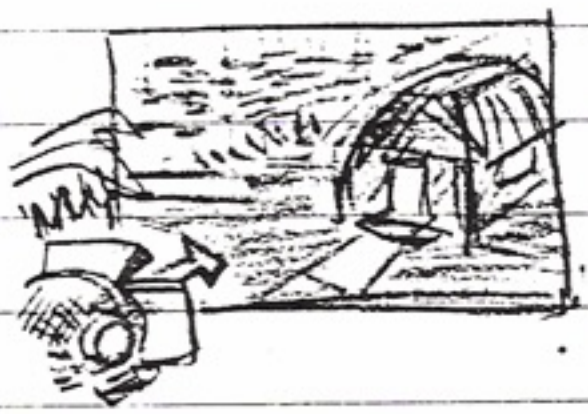
SALLY - "...AND EVERYTIME I SCAN THROUGH THIS PARTICULAR SECTOR OF SYSTEMS PROTOCOL, I GET BACK THESE SERIES OF NUMBERS!"

ANTOINE - "SACRE BLEU! WHAT CAN THIS BE?"



TAILS - "LOOKS LIKE GIBBERISH TO ME."

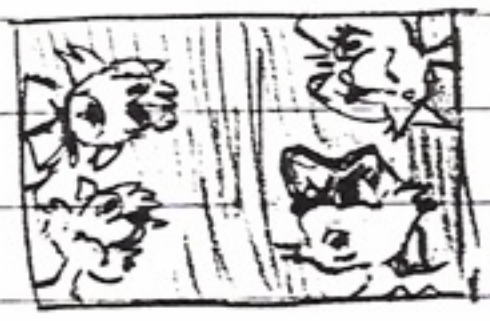
BUNNIE - "I DONT THINK SO, TAILS. IT'S A REPEATING SET OF NUMBERS THAT ACTUALLY SEEMS T RESPOND TO SALLY'S SCAN."



(EXTERIOR OF CABIN. SECURITY-BOT GLIDES INTO LOWER EDGE OF FRAME)

SALLY - "NICOLE. INTERPRET THESE SERIES OF NUMBERS."

NICOLE - "WORKING..."



ANTOINE - "PERHAPS THIS IS SOME KIND OF WARNING SIGN?"

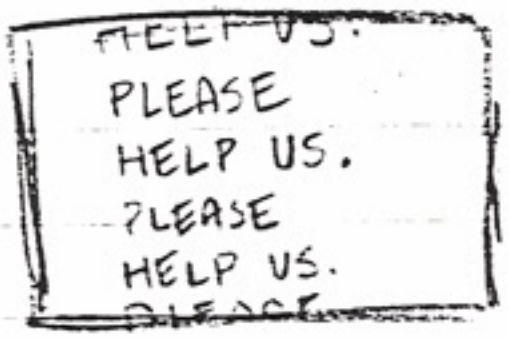
TAILS - "YEAH, LIKE 'KEEP OUT.'"

SALLY - "COULD BE, GUYS. LET'S SEE WHAT NICOLE COMES UP WITH..."

SALLY - "OH, MY GOSH!"

Presented by
Sonic Cult

Script by Michael Kosaka



(VID SCREEN READ OUT)

Script by Michael Kosaka

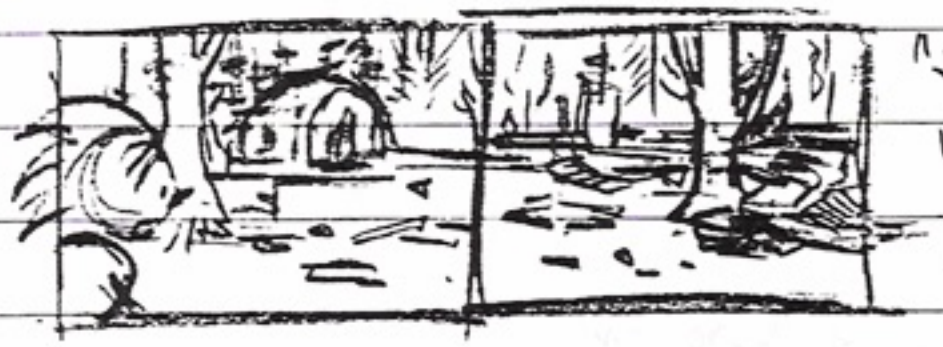
Presented by Sonic Cult

THE GREAT FOREST OF MOBIUS

ZOOM

"ANOTHER SECURITY ALERT. FROM THE BADLANDS SECTOR THAT DIDN'T PAN OUT. MAN, ALL THIS RUNNIN' AROUND JUST MAKES ME LATE FOR DINNER!"

SKREETCH!

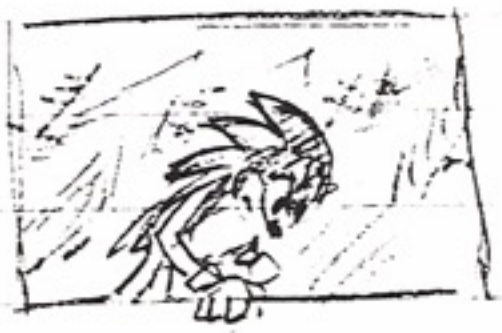


"JUMPIN' BEJEEZERS! WHAT HAPPENED TO KNOTHOLE!?!"

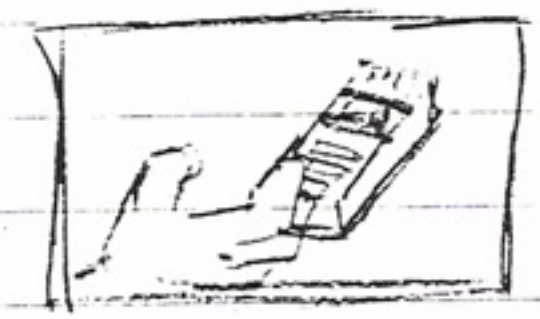
"TAILS?! SAL?! YOU GUYS ALRIGHT?! BUNNIE? ANT? WHERE ARE YA?!"

Script by Michael Kosaka

Presented by Sonic Cult

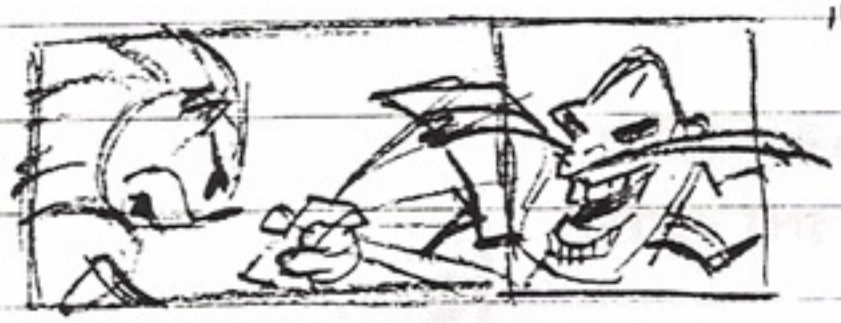


"HMMM WHAT'S THIS??"

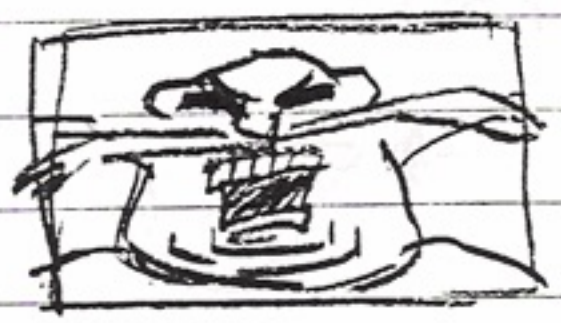


(MICH) HOLOGRAM TRANSCEIVER)

ROBOTNIK-



"TSK, TSK, SORRY WE MISSED YOU, SLUDGEHOG. ... IT SEEMS MY RAUDERBOTS DECIDED TO HAVE THEIR LITTLE PARTY WITHOUT YOU."



"BUT DONT WORRY, YOUR FRIENDS WERE MOST GRACIOUS HOSTS..."

"CHUCK THE CHAT, RO-BUTT-NIK. WHERE'S TAILS, SAL AND THE REST?! IF YOU'VE HURT THEM IN ANY WAY, MAN, I'LL TAKE YOU APART, BOLT BY DESPICABLE BOLT

"MY DEAR MORONIC SONIC, YOU ARE HARDLY IN A POSITION TO MAKE THREATS, WHY, IN FACT, YOU ARE SUPERFLUOUS TO MY NEEDS, WITHOUT YOUR BAND OF DO-GOODERS, YOU MAY AS WELL GO STUFF CHILLI DOGS TILL YOU DROP."

SONIC- "LISTEN HERE, BUTT-NIK, IF YOU THINK I'M

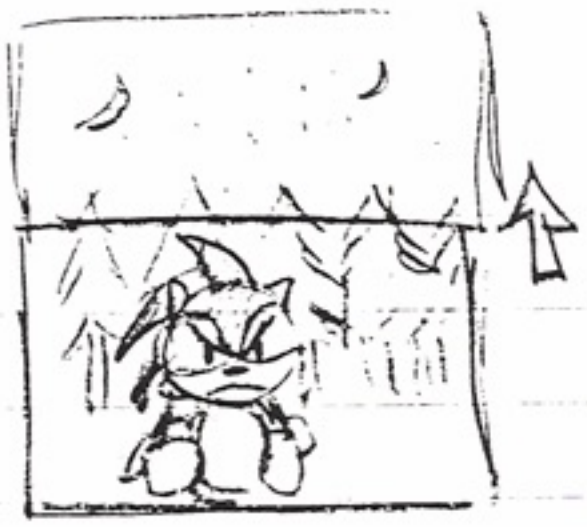
ROBOTNIK- "TAA TAA, HEDGEHOG. *PEET!*"

SONIC " "

...

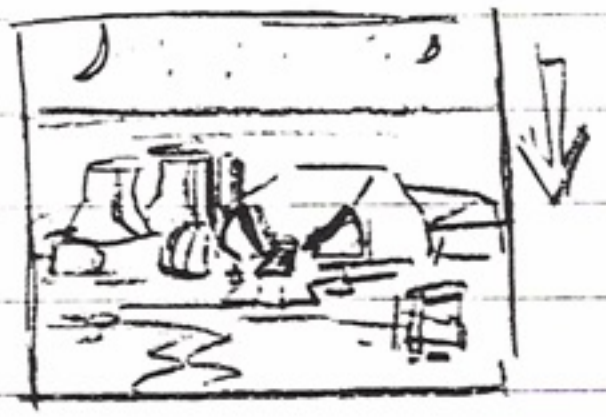
Presented by Sonic Cult

Script by Michael Kosaka

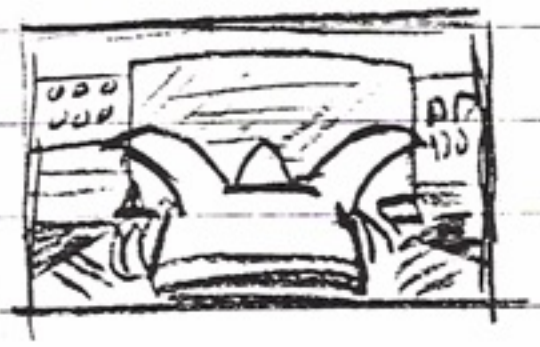


(PAN UP TO NIGHTSKY)

SONIC FUMES

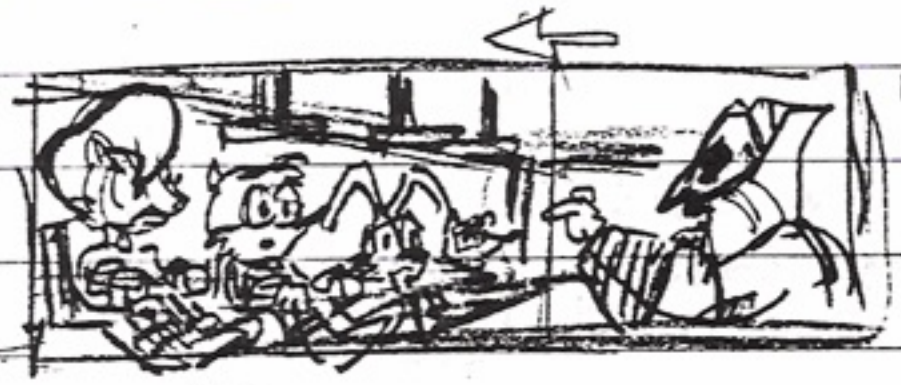


(PAN DOWN TO ROBOTNIK LAIR)



"EXCELLENT. EXCELLENT.
WITH THESE LAST ADJUSTMENTS..."

"ANOTHER CHAPTER IN
MOBIUS HISTORY WILL BE MADE
TONIGHT!"



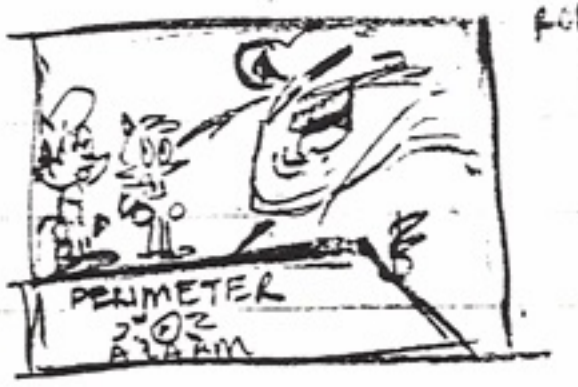
"...AND YOU, MY DEAR FRIENDS, WILL
HELP SHARE IN MY LATEST AND
GREATEST TRIUMPH!"

SALLY
- YOU'RE DREAMIN', ROBOTNIK.
NO WAY ANY OF US WOULD EVER
HELP YOU.

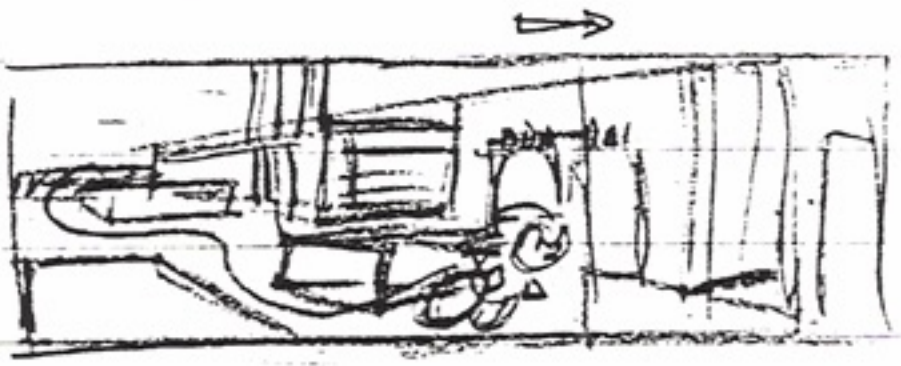
Presented by

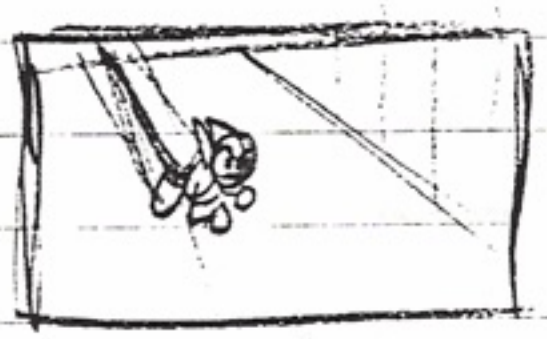
Sonic Cult

Script by Michael Kosaka

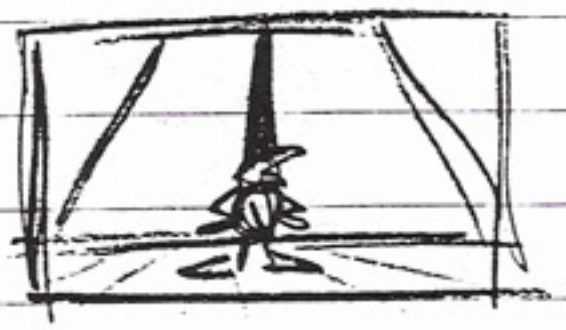


ROBOTNIK-
"AN CONTRAIRE, PRINCESS. YOU SEE?
EVERY THING IS GOING QUITE ACCORDING TO PLAN...
(ALARM LIGHT FLASHES)



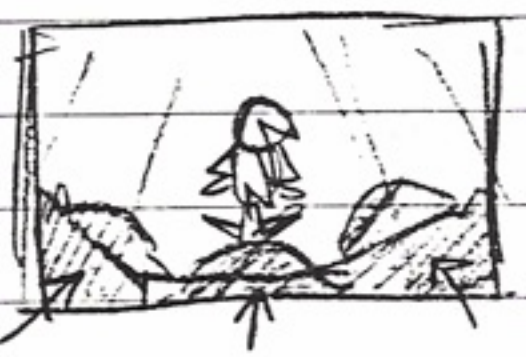


(SONIC SLOWS TO STOP)



(LARGE SECURITY DOOR, SLIGHTLY OPEN)

"SOMETHING ABOUT THIS
STINKS LIKE LAST
WEEK'S SARDINE STEW..."

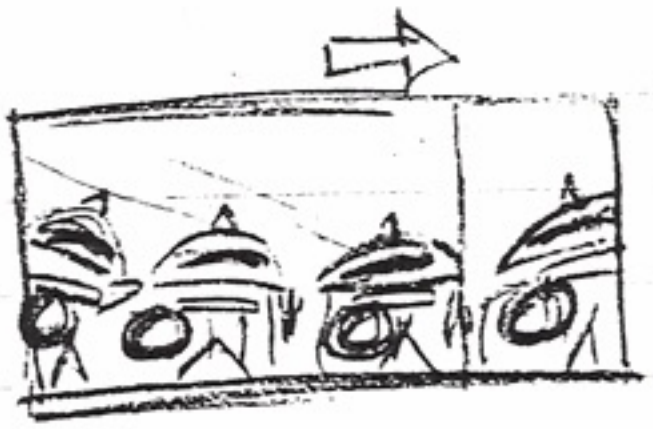


"IF I WERE PARANOID, I'D
SAY THIS WAS A PERFECT
PLACE FOR A..." (SWATBOT SHADOWS LOOM)

"TRAP!"

Script by Michael Kosaka

Presented by
Sonic Cult

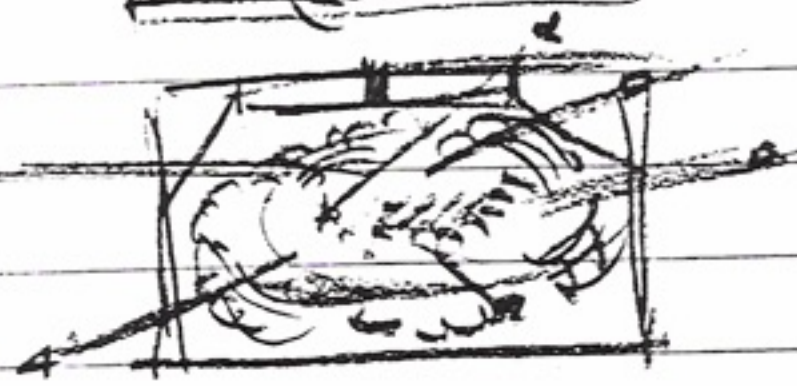


KA-CHUNG!

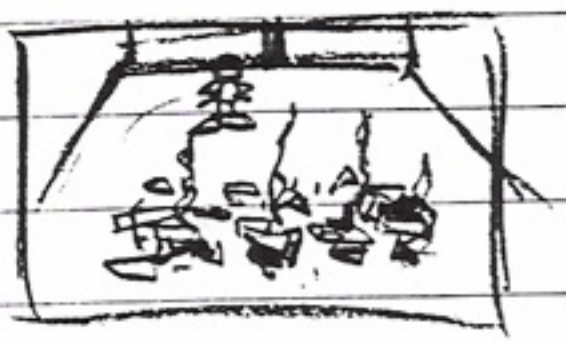
"SORRY, GUYS, BUT I AIN'T GOT THE TIME TO TALK OVER OLD TIMES."

"I GOTTA...

JUICE!"



(LASER BLASTS, SMOKE)

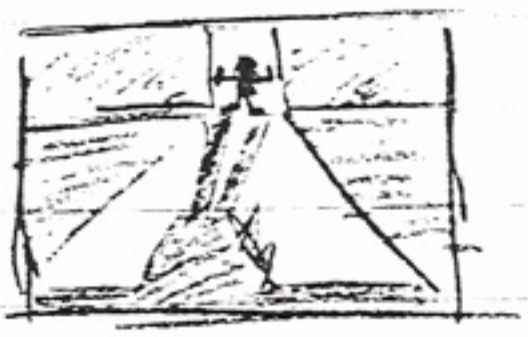


(SWATBOT DEBRIS)

"GHEEZ, DUDES, DONT GO TO PIECES OVER LITTLE OL' ME."

Presented by Sonic Cult

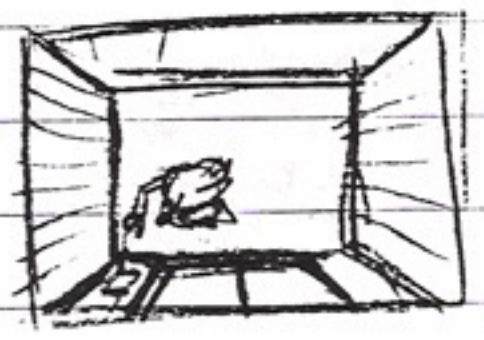
Script by Michael Kosaka



(LONG SHOT DOORS OPEN)
(CAST) LONG SHOT)

"HECK, IF I WEREN'T SO GOOD, I'D SAY THIS WAS TOO EASY..."

(ELEVATOR DOORS OPEN)



(TOP DOWN INSIDE ELEVATOR)

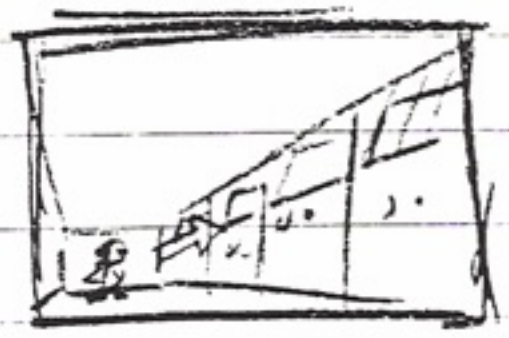
"HMM. WHAT HAVE WE GOT HERE..."

"HERE WE GO!"

Script by Michael Kosaka

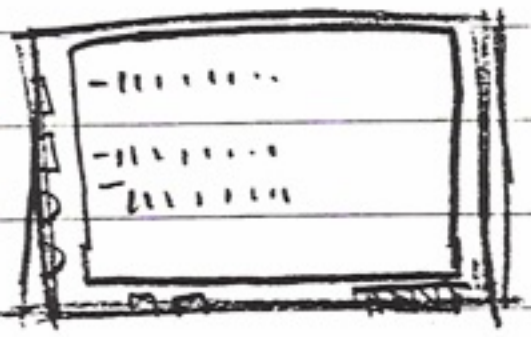
Presented by Sonic Cult

(ELEVATOR DOOR OPEN
REVEALING SONIC)



"YO! BUTT-MEISTER!
WHAT'S SHAKIN'?!"

"WHAT'S THIS?!"



(MONITOR READ-OUT)
- VR1 PROGRAM RUNNING
- VROBOTNIK WORLD
- PERCENTAGE COMPLETE: 91%

(91% TICKS TO 92%)

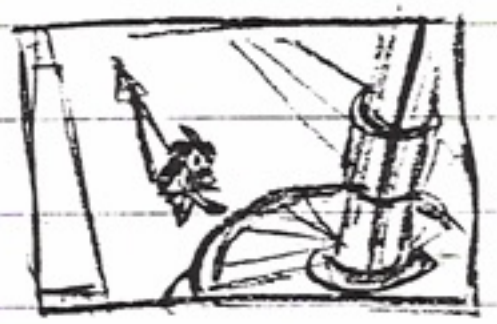
"I SURE COULD USE SAL ABOUT NOW.
OH, WELL. WHEN IN DOUBT, HIT THE
OL' RETURN KEY..."
(CLICK!)

(MONITOR READ OUT)
- LIFEFORM TRANSMISSIONS: 5
- READY FOR NEXT TRANSFER_

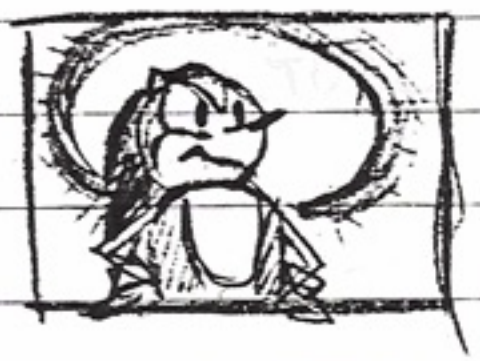
Presented by Sonic Cult

Script by Michael Kosaka

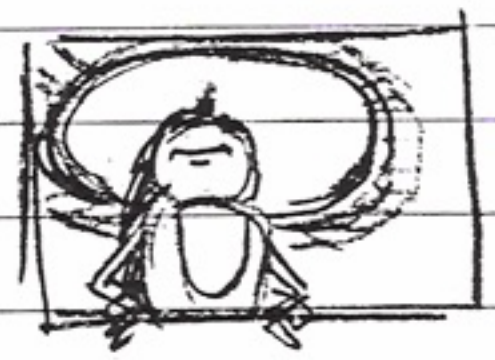
"SEEMS THE BUTT-NIK HAS TAKEN THE CREW FOR A RIDE."



" WELL, I'M GETTIN' NOWHERE FAST JUST STANDIN' HERE "



"HMM... NO COMPRENDE, SEÑOR"



"IT COULD BE OUTTA JUICE. MAYBE, I SHOULD TR..."

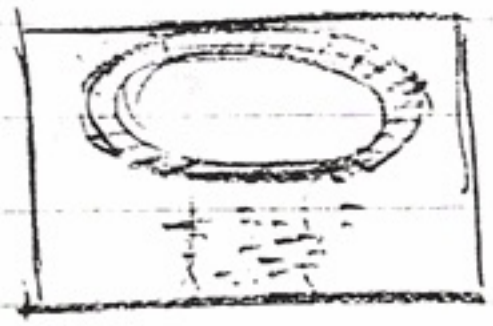
" YYYiii!!!"

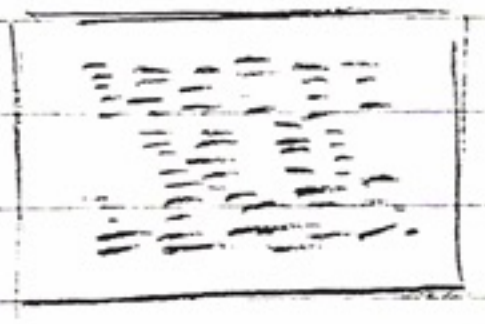
ZZZZZZBBBBTTT!

Presented by

Sonic Cult

Script by Michael Kosaka





(RES-IN TITLE)

SONIC REALITY

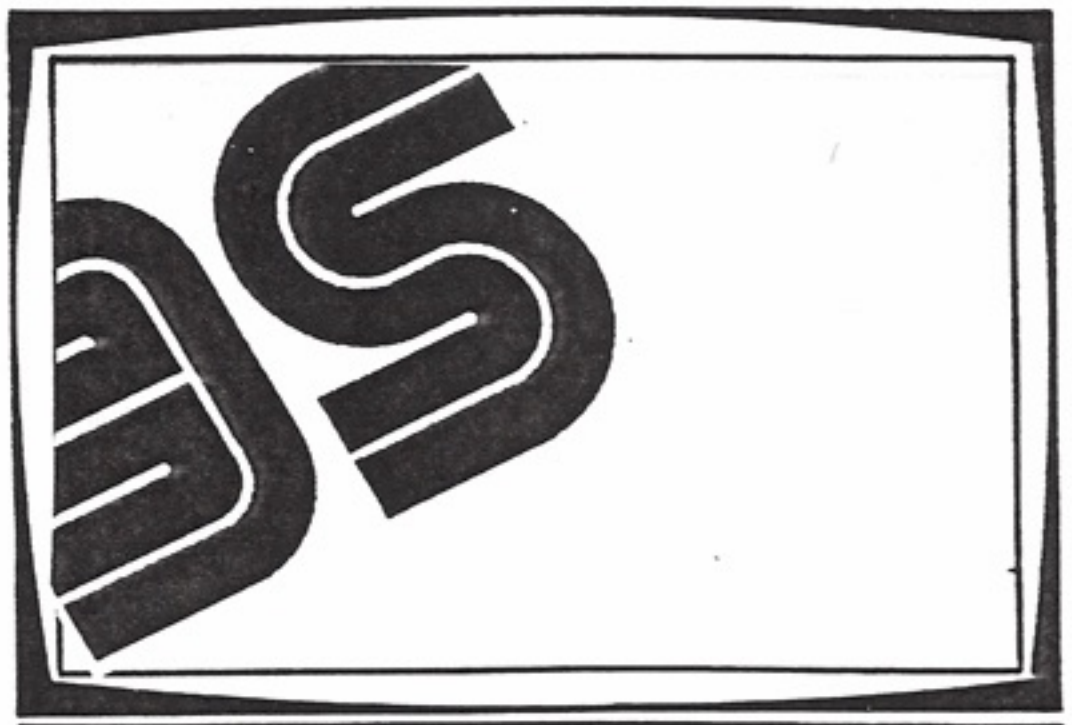
VIRTUAL SONIC

VROBOTNIK WORLD

Presented by

Sonic Cult

Script by Michael Kosaka



Presented by

Sonic Cult

Script by Michael Kosaka

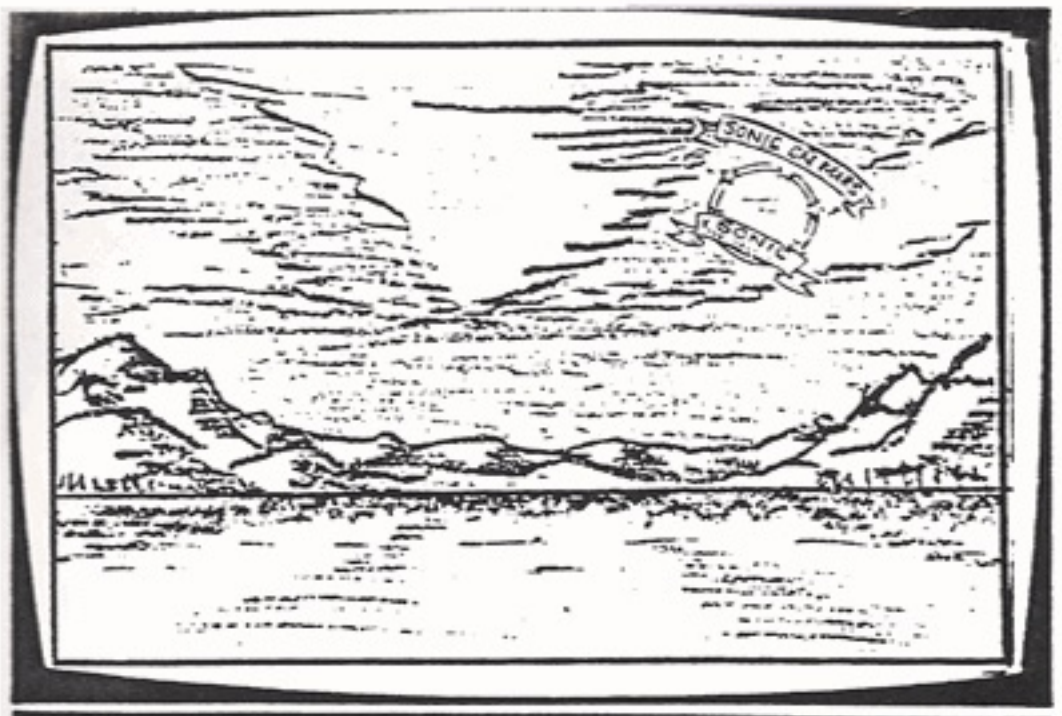
©1995 SEGA

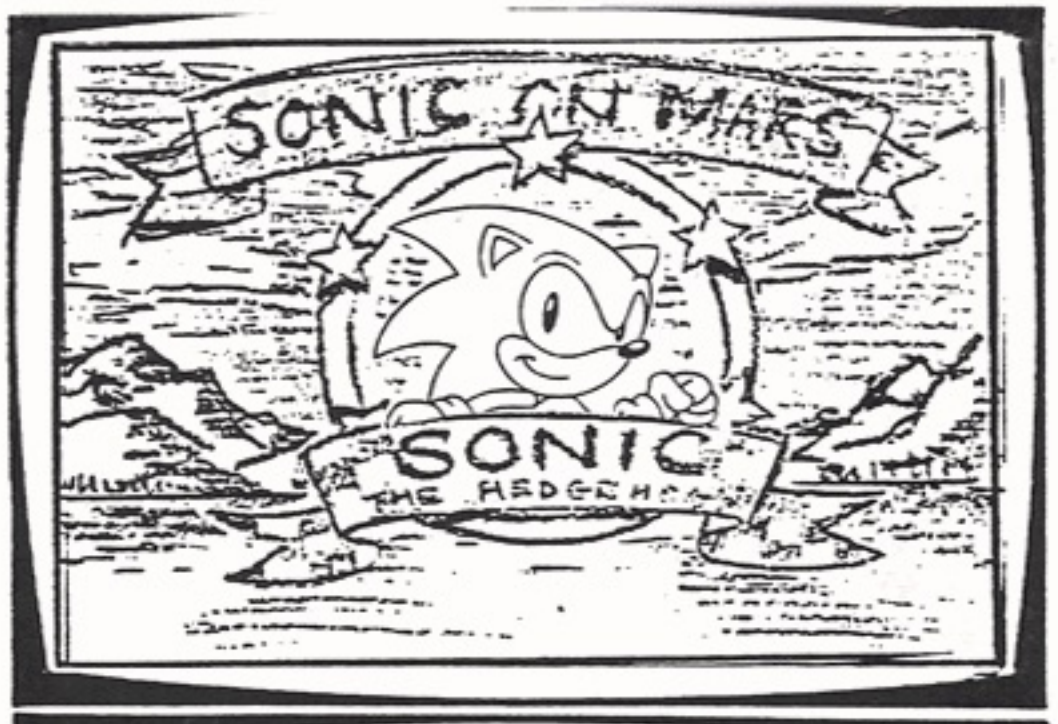
ONE PLAYER
TWO PLAYER

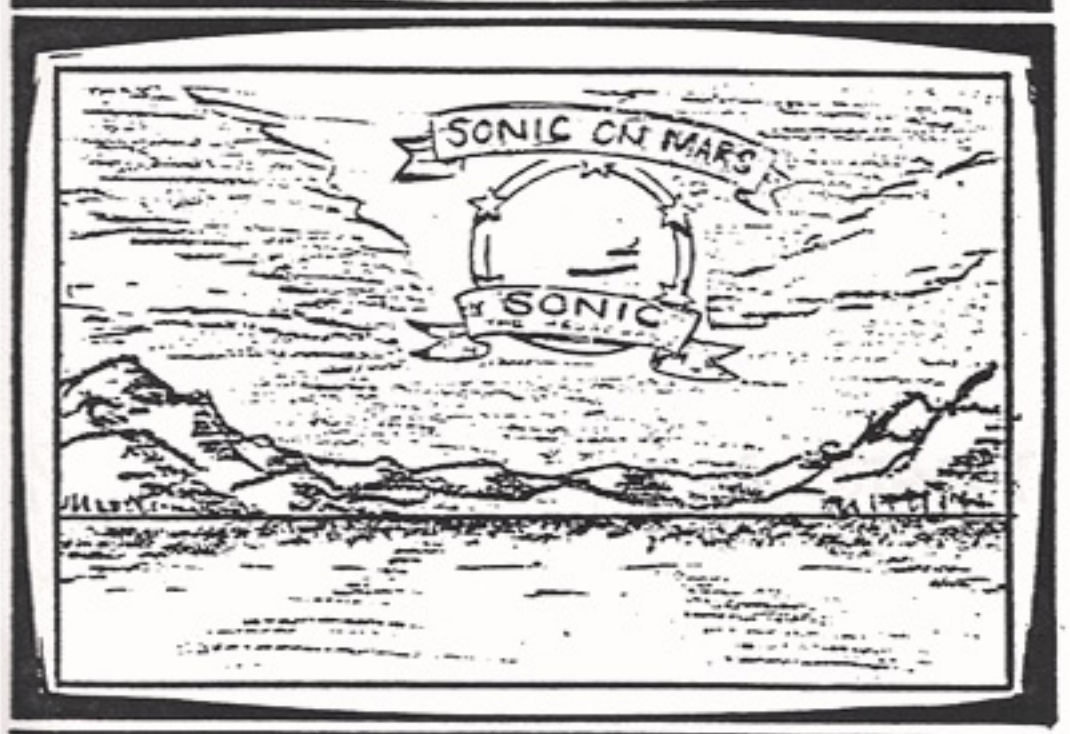
Presented by

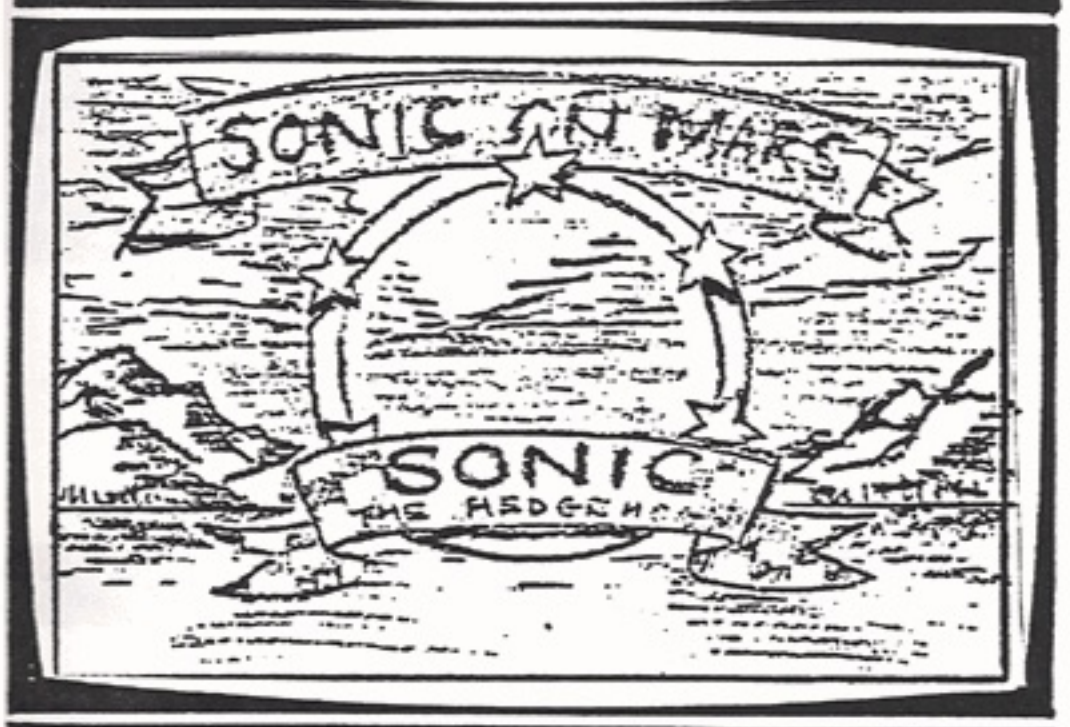
Sonic Cult

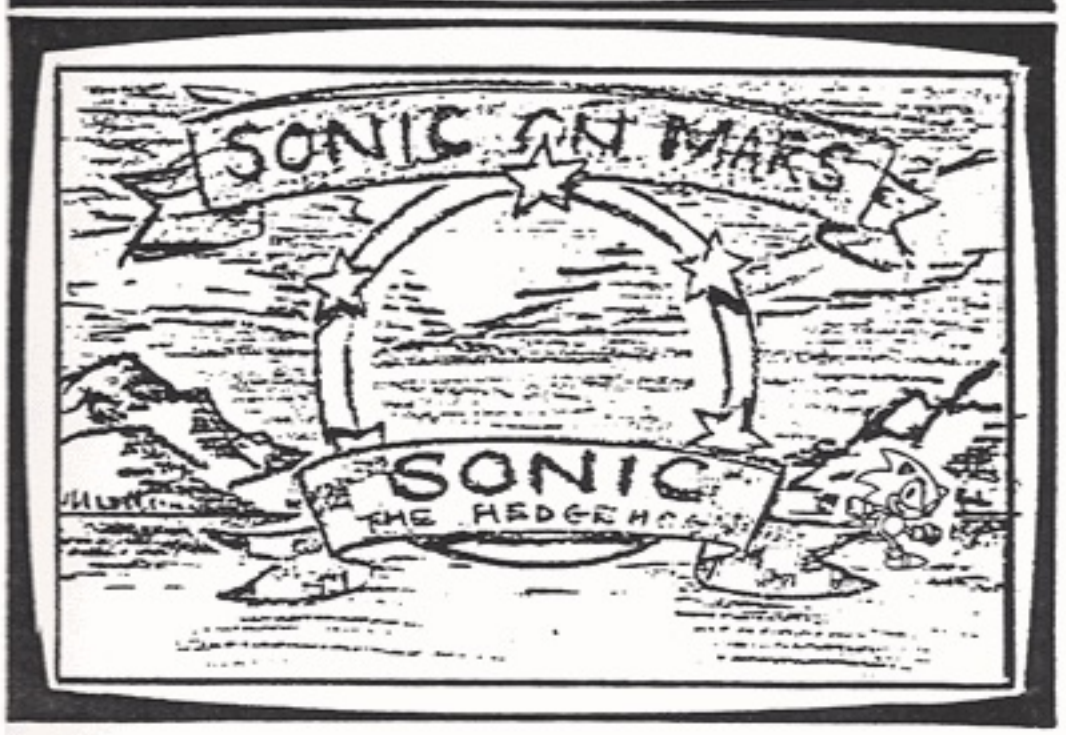
Script by Michael Kosaka











Presented by

Sonic Cult

Script by Michael Kosaka

ZONE KING'S GAMBIT

ACT II

SOUND.. 1F

☆ MUSIC TIARA'S THEME

—PRESS START TO EXIT —

OPTION SCREEN

Script by Michael Kosaka

Presented by

Sonic Cult

CONTINUE GAME?

YES NO

CONTINUE SCREEN

Presented by

Sonic Cult

Script by Michael Kosaka