

SONIC™

THE HEDGEHOG

30th ANNIVERSARY



DELUXE EDITION

IAN FLYNN • GALE GALLIGAN
CLINT, JUSTIN, TRAVIS & GRIFFIN McELROY

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SONIC THE HEDGEHOG 30TH ANNIVERSARY CELEBRATION: THE DELUXE EDITION. OCTOBER 2021.

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SEASONS OF CHAOS ⑦

Story

IAN FLYNN

Pencils

AARON HAMMERSTROM

7-39, 43-45, 50-59, 63-66

Lineart

THOMAS ROTH LISBERGER

40-41, 46-49, 60-62

TRACY YARDLEY

42, 66

Inks

REGGIE GRAHAM

7-39, 43-44, 50

MATT FROESE

45, 51-59, 63-65

Colors

REGGIE GRAHAM

SONIC LEARNS TO DRIVE ⑦

Story

**CLINT, JUSTIN, TRAVIS
& GRIFFIN McELROY**

Art

MAURO FONSECA

Colors

VALENTINA PINTO

DR. EGGMAN'S BIRTHDAY ⑦

Story

GALE GALLIGAN

Art

THOMAS ROTH LISBERGER

Colors

NATHALIE FOURDRAINE

AMY'S NEW HOBBY ⑦

Story

GALE GALLIGAN

Art

THOMAS ROTH LISBERGER

Colors

NATHALIE FOURDRAINE

INTRODUCTION

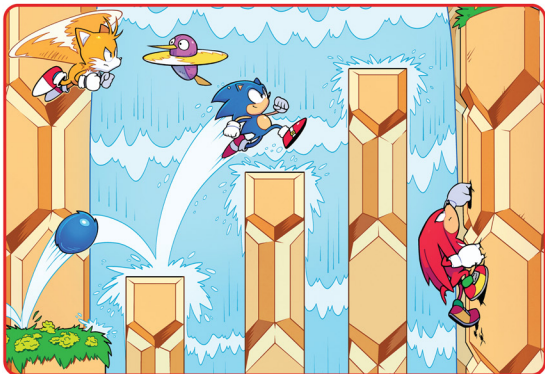


So, unless you've been living in Hidden Palace Zone, you're probably keenly aware that 2021 is the 30th anniversary of our favorite blue fella. Sonic's world has evolved significantly since the heyday of the '90s and means different things to people depending on who you ask. As someone who both grew up with and has been able to contribute to the series as lead developer on *Sonic Mania*, the signature style and sensibilities of the classic 16-Bit era of Sonic is a world woven from a tapestry of many pop-culture influences from the 20th Century. From pinball and parlor games, to Art Deco and Memphis Milano, to New Jack Swing and the Manchester music scene, it is a world that I feel is still rich for exploration in the here and now.

My first encounter with Sonic occurred very young within a '90s video rental store, not on the screen but eyeing a simple poster. Wagging his finger at me with his trademark 'tude and casually crossed shoes, his electric-blue presence instantly connected with me; "Who is that blue cat?!" (Sonic is a Hedgehog). At this point in time I had no idea what videogames were, but his silhouette and expression were strong enough that *Sonic 2* was the immediate pick when my school friend invited me over to play on his Sega console.



The first moments were intoxicating. Here was a character who rocketed through vibrant geometric worlds like a living embodiment of a skateboard, rolling and ricocheting off robotic enemies and other Rube Goldberg contraptions in a way that felt gravity defying. Sonic doesn't need wheels to go fast, because he himself is the wheel, reinvented! Opposing him is Dr. Eggman (aka Dr. Robotnik), who while being a malicious mad scientist bent on world domination, clearly is also a child at heart, with modular vehicles that would be the envy of any meccano enthusiast. And perhaps crucially for me, beating the game was only the beginning; the real way to play *Sonic* was to turn on the debug mode cheat and spend hours causing untold havoc within the game! This is rather fitting given Sonic's own rebellious devil-may-care attitude, and served as my first glimpse behind the smoke and mirrors (or sprites and tiles) of game development...



style, this collection has got so many legit poses! (shout-out to SATAM Robotnik confusing me very much as a kid)

Okay, okay! You want to know what's so special about this collection, right? This is IDW's first foray into the world of Classic Sonic and...

Sonic is 30 now, so let's not keep him waiting any longer. His next adventure begins with but a turn of the page!



It's got lots of colorful Classic Zones old and new!



It's got lots of characters! (even some deep cuts for you super fans)

Christian Whitehead

Christian Whitehead
Creative Director @ Evening Star

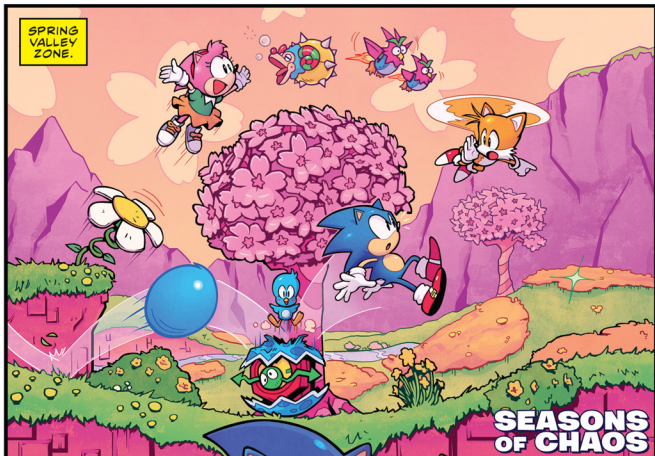


It's the first Hard Boiled Heavies comic debut! (I'm so proud of those eggheads)



If you are learning to draw your favorite characters in the classic

SPRING
VALLEY
ZONE.

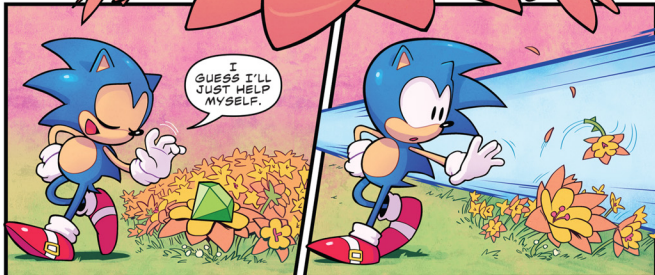


SEASONS
OF CHAOS

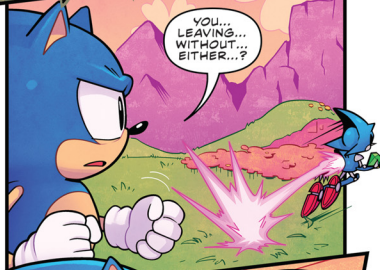
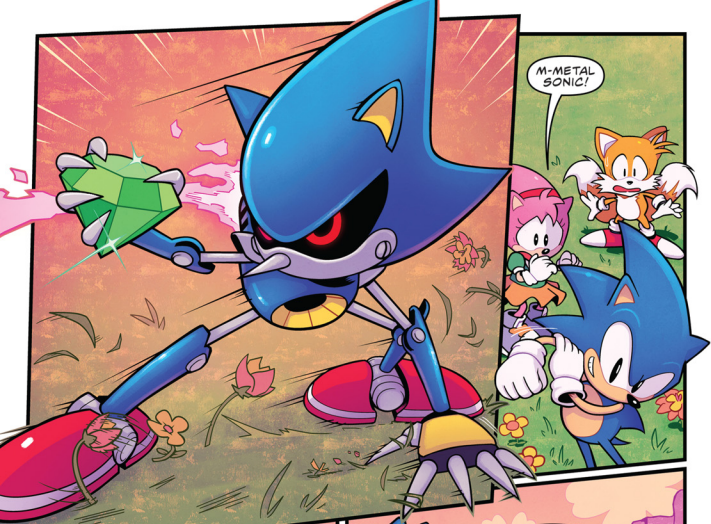


OH, WOW!
A CHAOS
EMERALD!

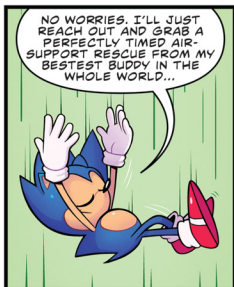
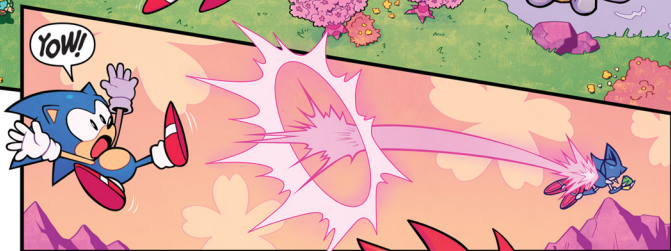
YOU DON'T
NORMALY
SEE THEM LYING
AROUND IN
THE OPEN!



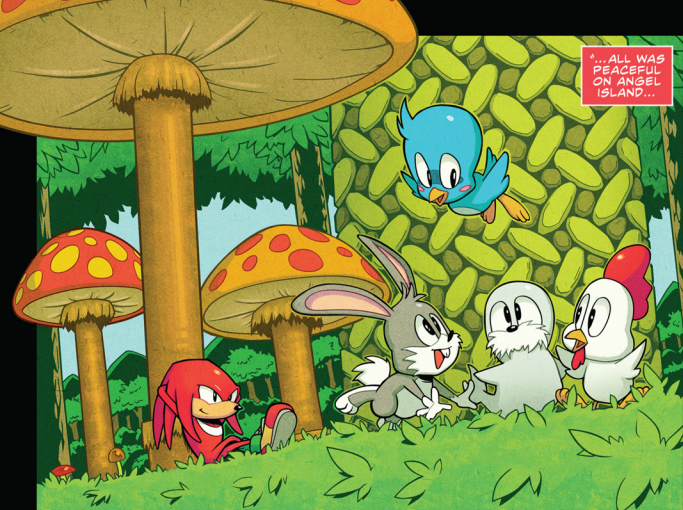
I
GUESS I'LL
JUST HELP
MYSELF.



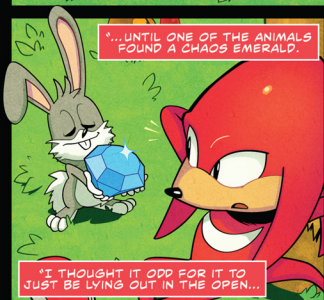




*...ALL WAS
PEACEFUL
ON ANGEL
ISLAND...

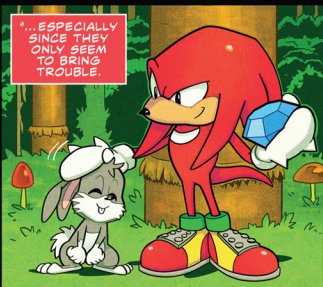


*...UNTIL ONE OF THE ANIMALS
FOUND A CHAOS EMERALD.

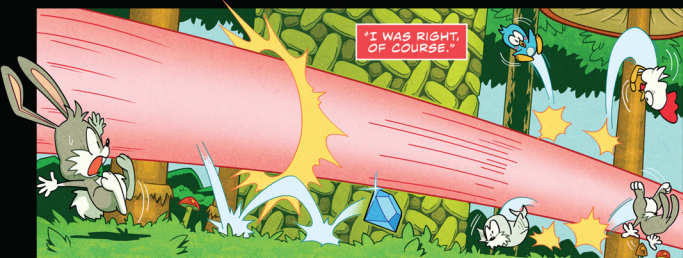


*I THOUGHT IT ODD FOR IT TO
JUST BE LYING OUT IN THE OPEN...

*...ESPECIALLY
SINCE THEY
ONLY SEEM
TO BRING
TROUBLE.



*I WAS RIGHT,
OF COURSE.



"I WAS
AMBUSHED
BY METAL
KNUCKLES!"

POW

CLANG

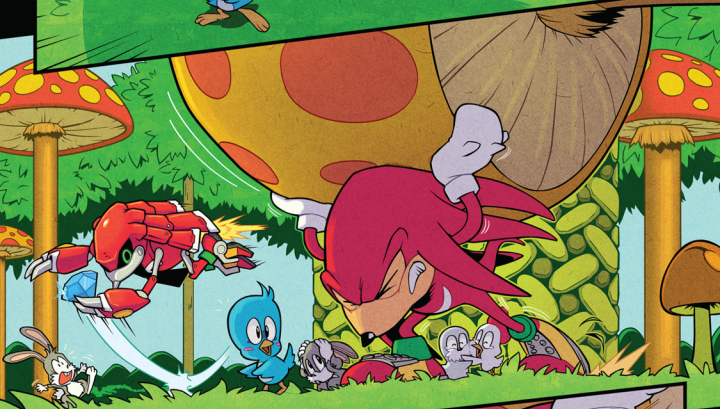
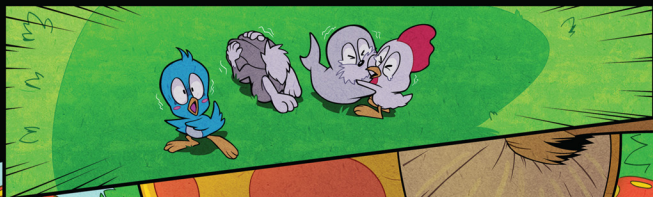
"I HAD HIM ON
THE ROPES..."



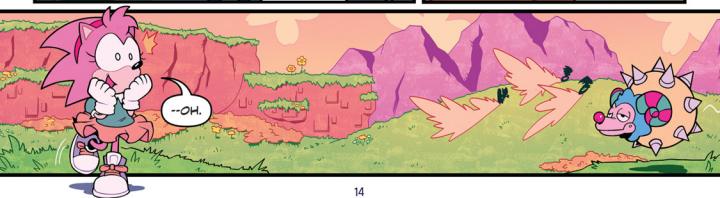
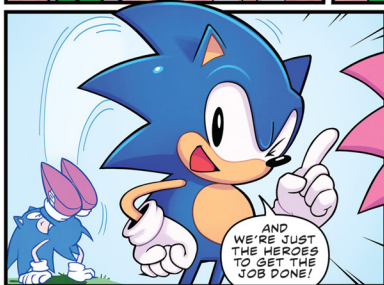
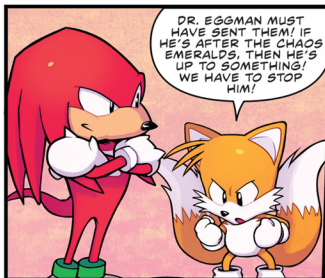
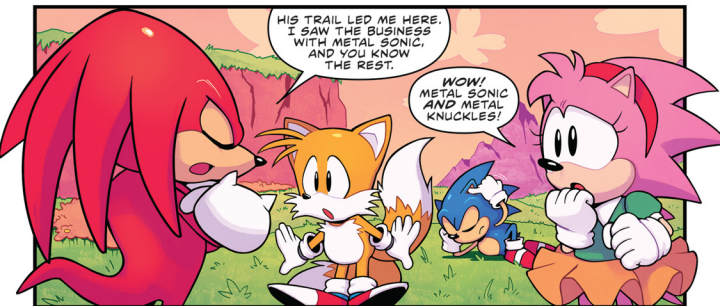


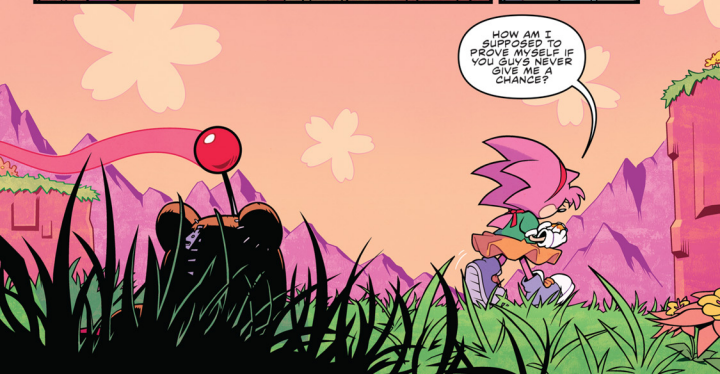
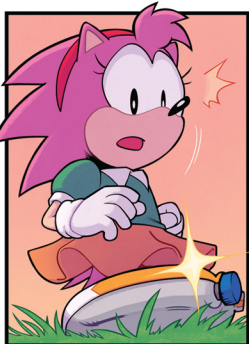
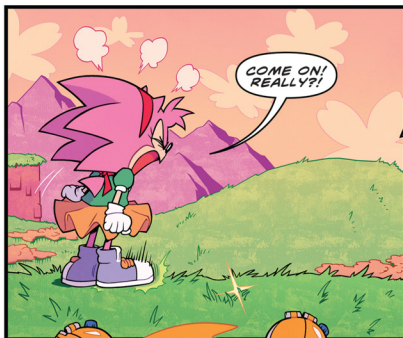
"...UNTIL HE DECIDED TO FIGHT DIRTY."

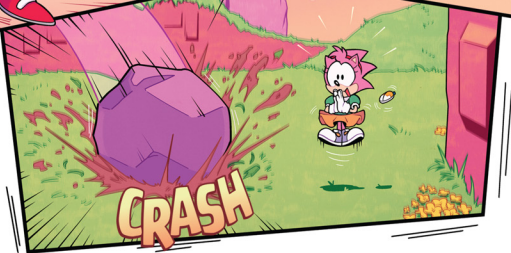
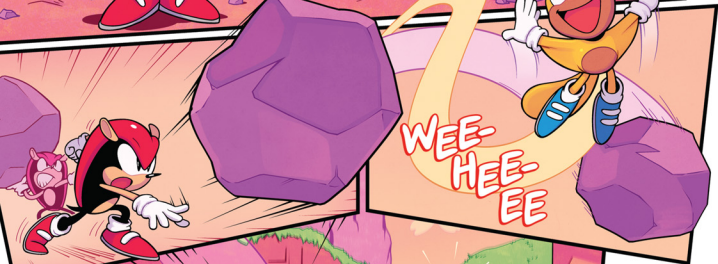
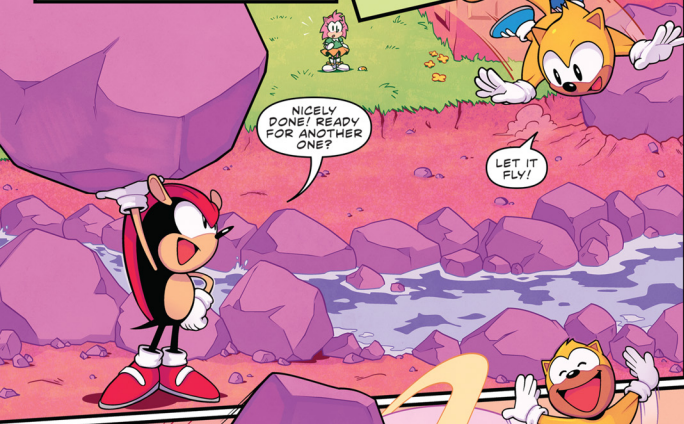
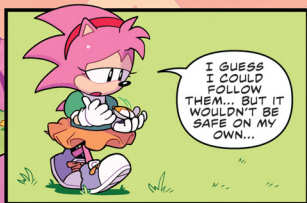
SHUNK

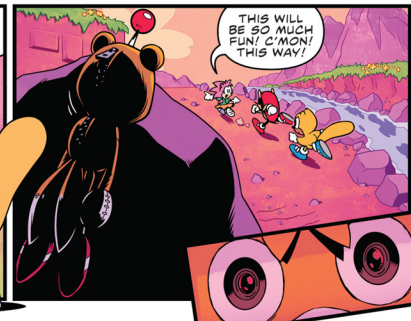
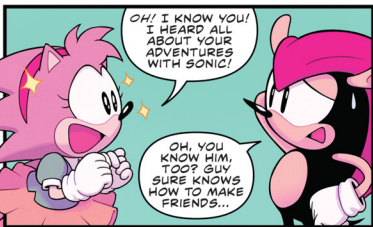
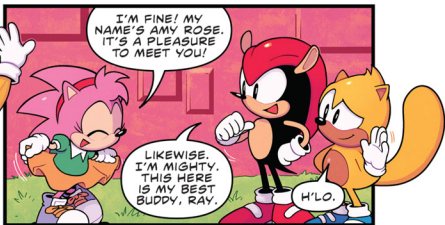


"I TRIED TO CHASE HIM DOWN, BUT HE HAD TOO MUCH OF A HEAD START."









SUMMER FALLS ZONE.

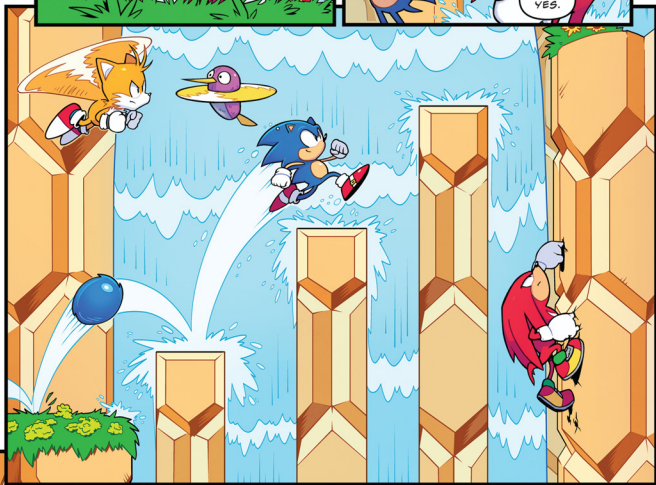
I'M SORRY, GUYS. I DON'T KNOW WHAT HAPPENED TO MY RADAR!

NO WORRIES, BUDDY. WE'VE FOUND THE EMERALDS PLENTY OF TIMES WITHOUT IT.

PLUS, WE'VE GOT AN EXPERT TREASURE HUNTER WITH US, RIGHT, KNUX?

DON'T PATRONIZE ME.

BUT YES.



WOO! EASY-PEASY!

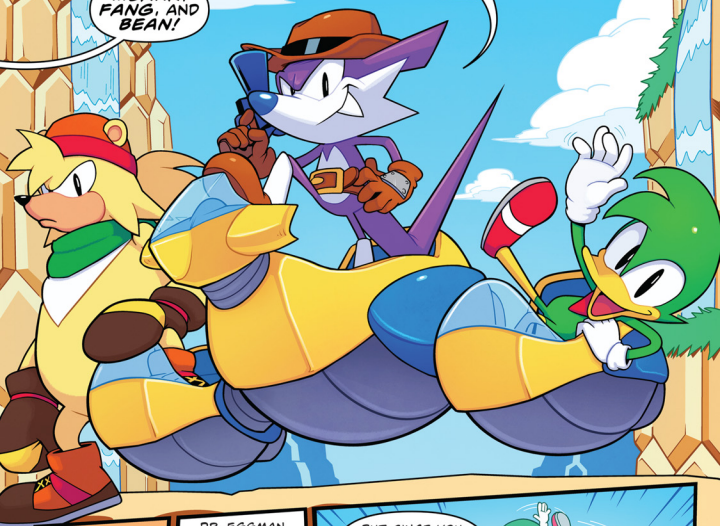
POP

OW! WHAT THE--?!



...BARK, FANG, AND BEAN!

HEY THERE, FLEET-FEET. ALWAYS A PLEASURE TO SNIBE YOU!



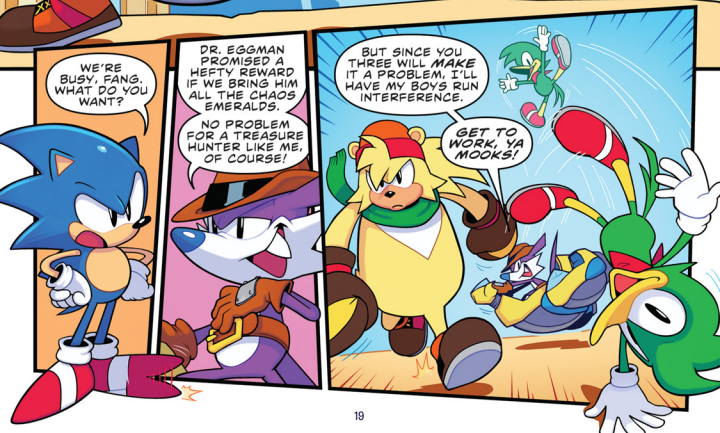
WE'RE BUSY, FANG. WHAT DO YOU WANT?

DR. EGGMAN PROMISED A HEFTY REWARD IF WE BRING HIM ALL THE CHAOS EMERALDS.

NO PROBLEM FOR A TREASURE HUNTER LIKE ME, OF COURSE!

BUT SINCE YOU THREE WILL MAKE IT A PROBLEM, I'LL HAVE MY BOYS RUN INTERFERENCE.

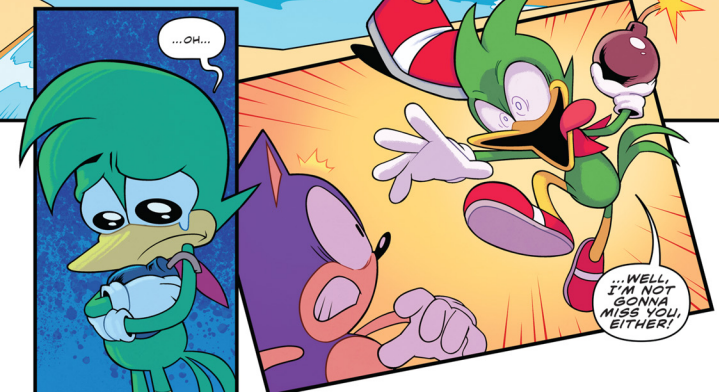
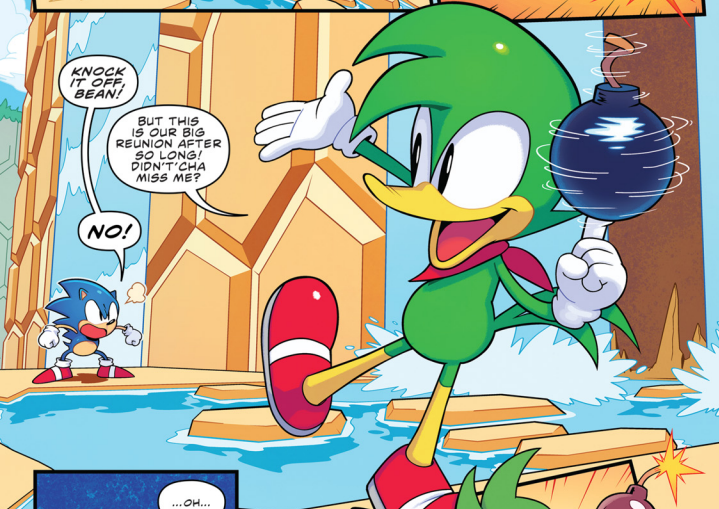
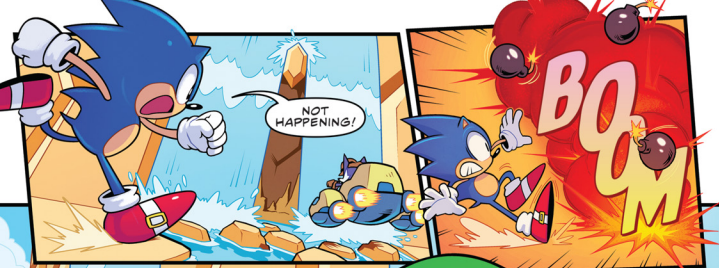
GET TO WORK, YA MOOKS!

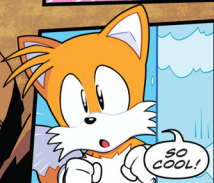
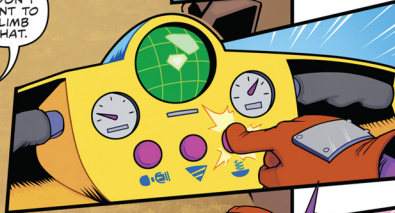
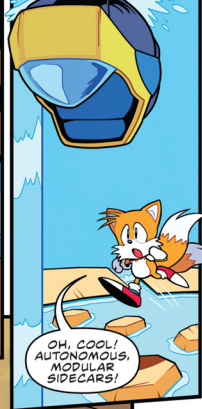
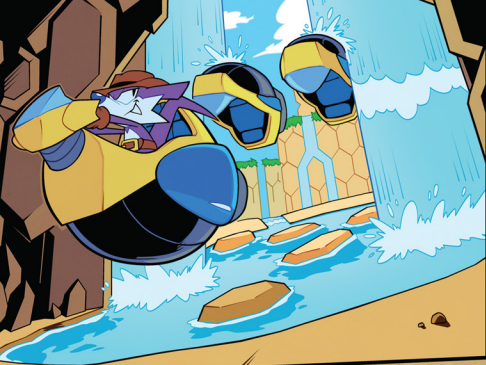


DIBS ON THE GRAPPLER!

KNOCK YOURSELF OUT, BUDDY.







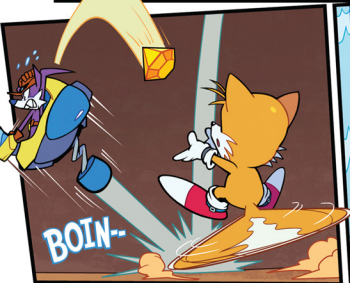


HA!

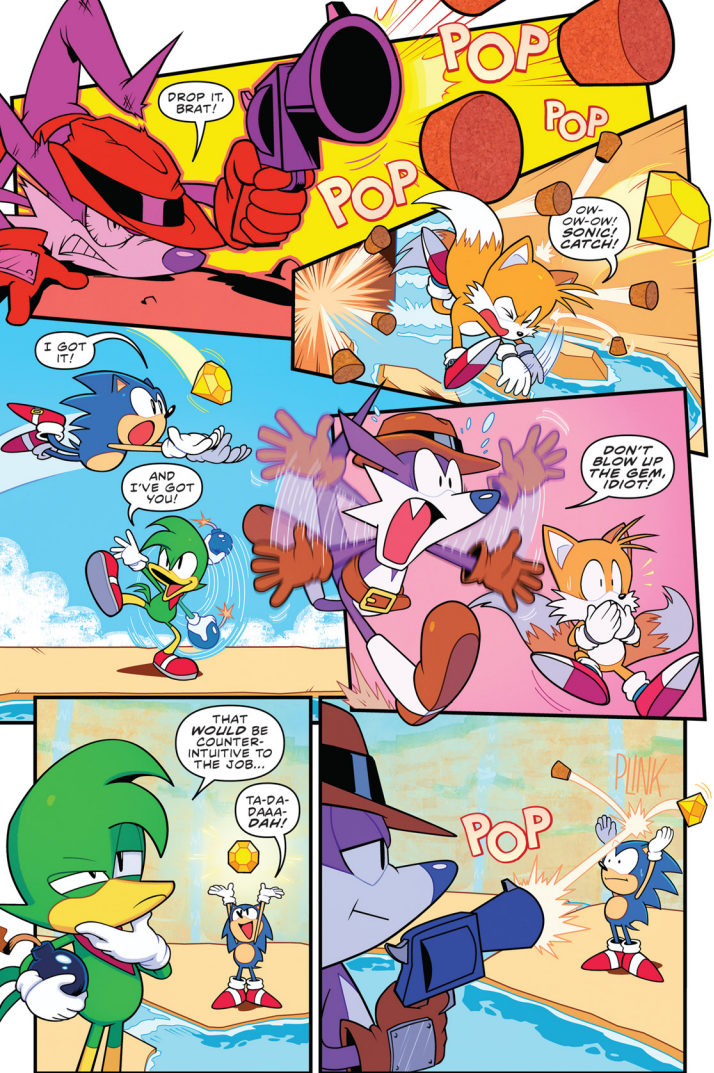
HEY! WHAT ARE YOU DOING BACK THERE, DOUBLE-BUTT?

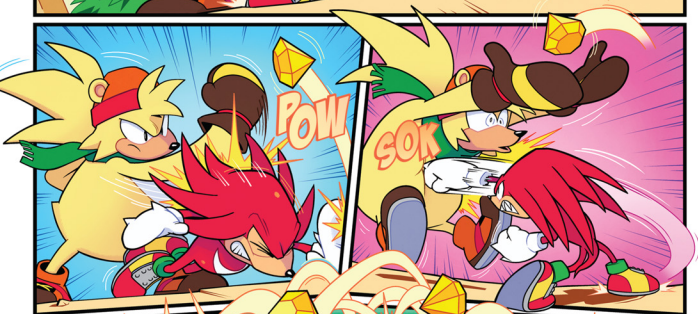
THROWING OFF YOUR CALIBRATIONS.

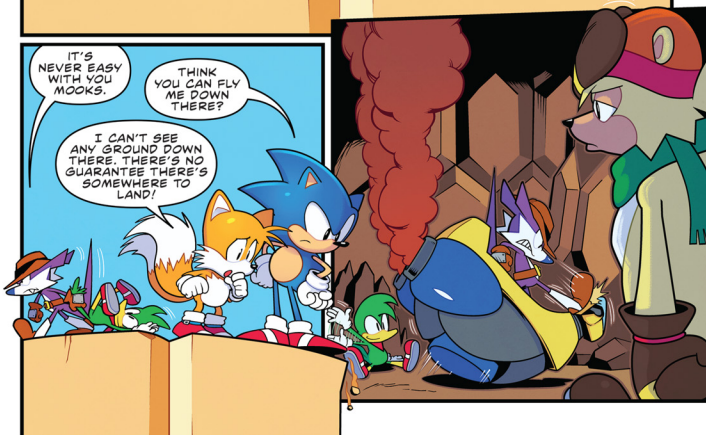
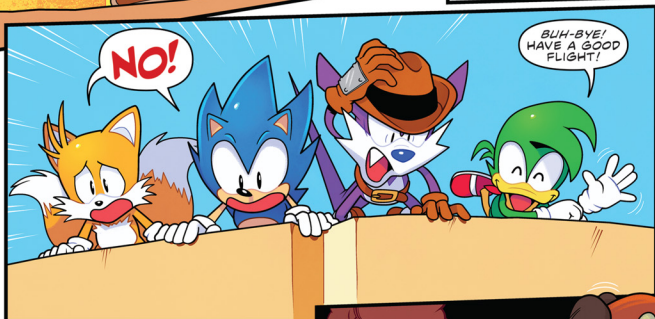
WHA--?

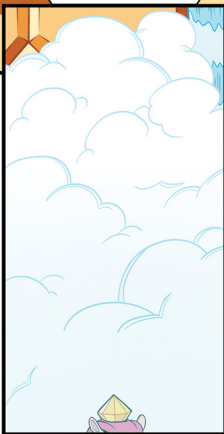
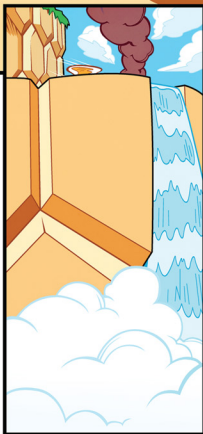


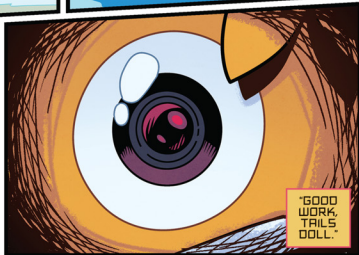
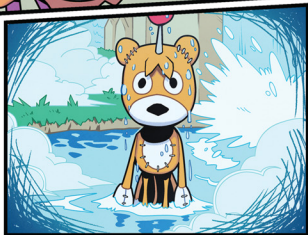
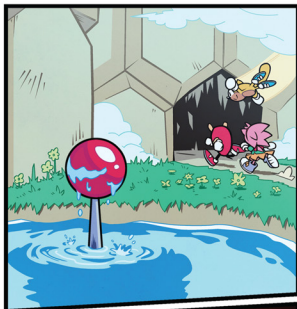
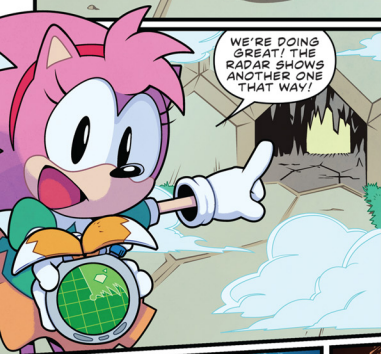
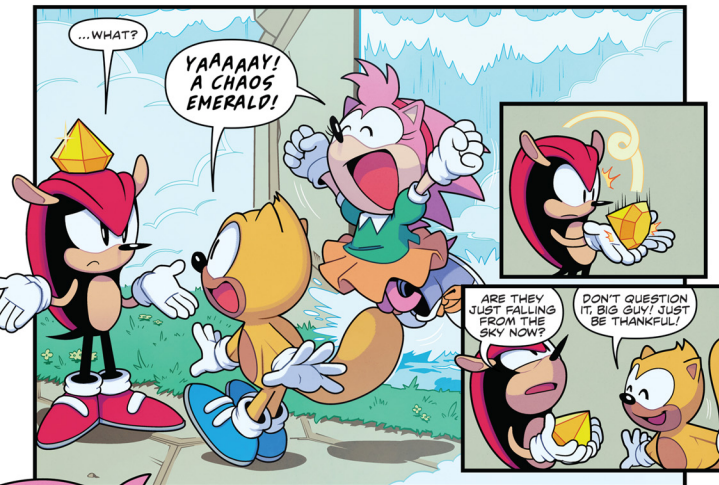
SONIC! I GOT THE EMERALD!

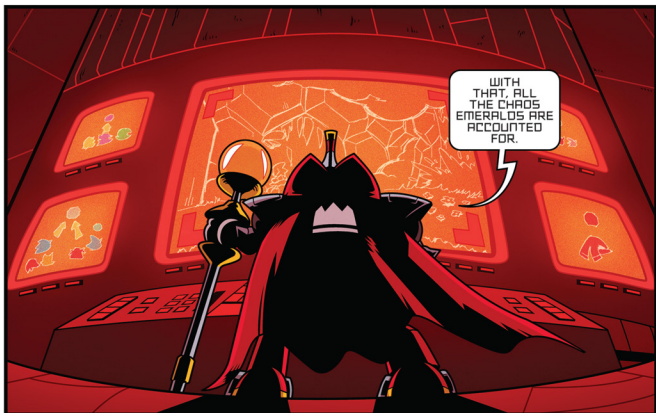








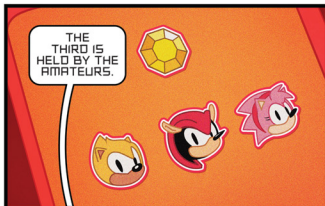




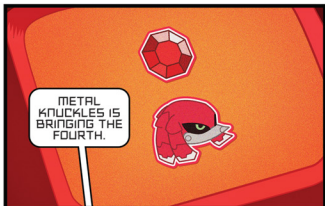
WITH THAT, ALL THE CHAOS EMERALDS ARE ACCOUNTED FOR.



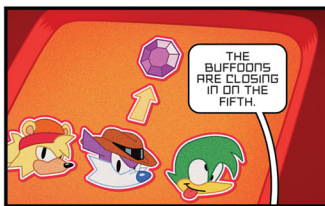
TWO HAVE BEEN DELIVERED.



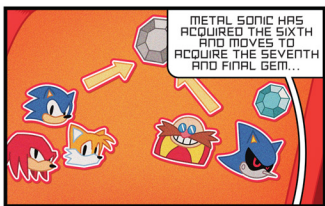
THE THIRD IS HELD BY THE AMATEURS.



METAL KNUCKLES IS BRINGING THE FOURTH.

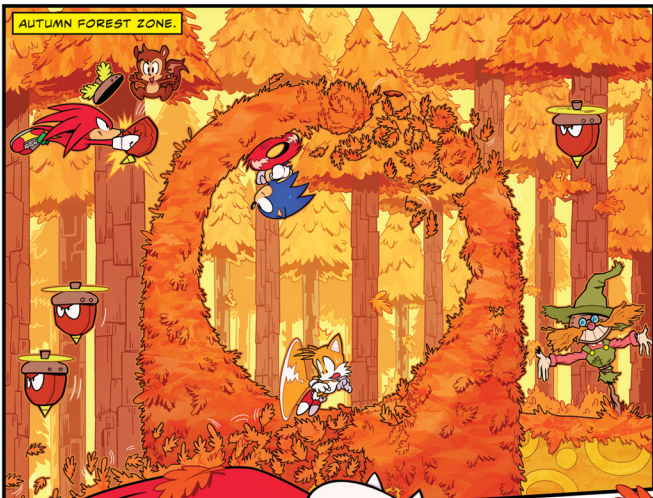


THE BUFFOONS ARE CLOSING IN ON THE FIFTH.



METAL SONIC HAS ACQUIRED THE SIXTH AND MOVES TO ACQUIRE THE SEVENTH AND FINAL GEM...

AUTUMN FOREST ZONE.



DARN IT! I
LOST THEIR
TRAIL! AND I CAN'T
SEE THROUGH THIS
FOREST FOR THE
TREES!



WHAT'S
ADORABLE IS, I
KNOW HE DIDN'T
SAY THAT ON
PURPOSE.

YO, TAILS?
YOU'VE GOT
THAT "DEEP-
IN-THOUGHT"
LOOK GOING
ON.

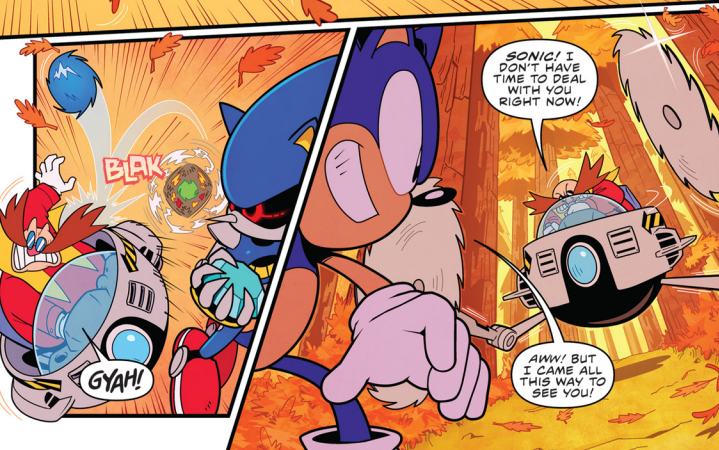
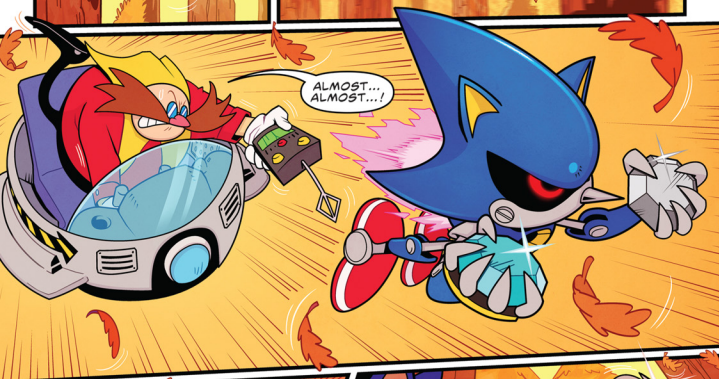
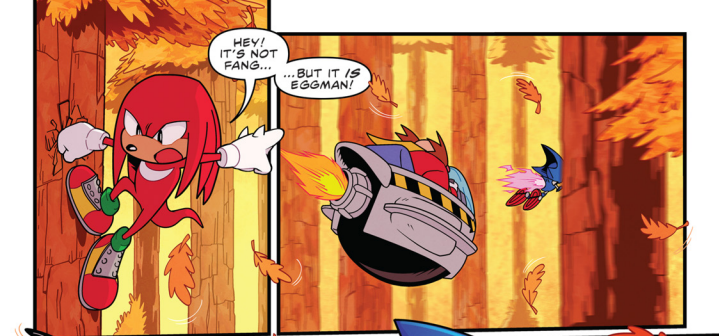
EGGMAN
ALREADY SENT
HIS METALS
AFTER THE
EMERALDS.

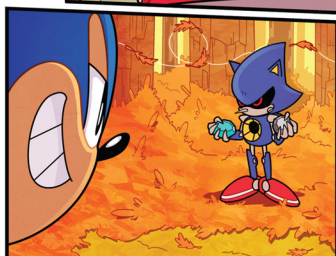
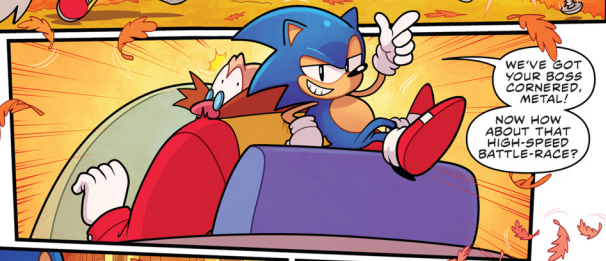
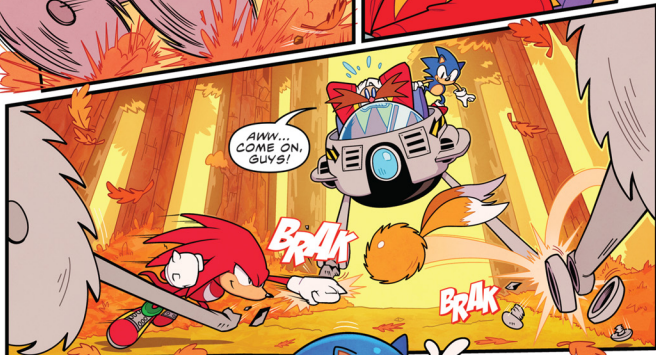
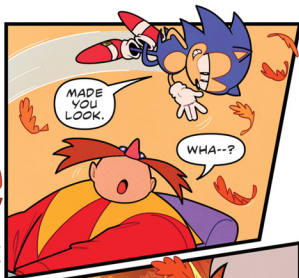
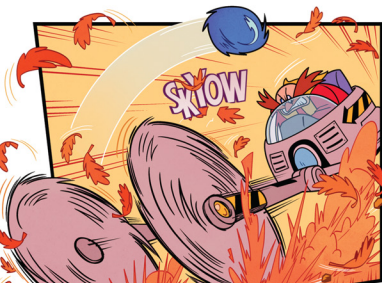
WHY GO TO
THE TROUBLE OF
HIRING FANG'S
GANG?

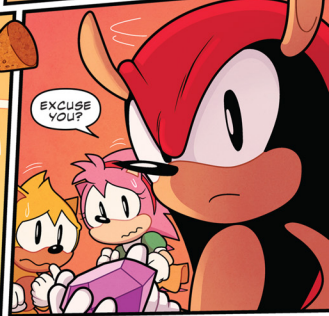
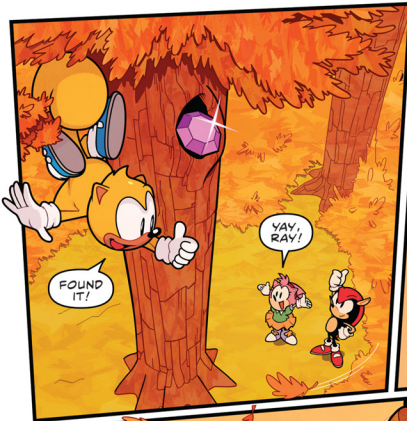


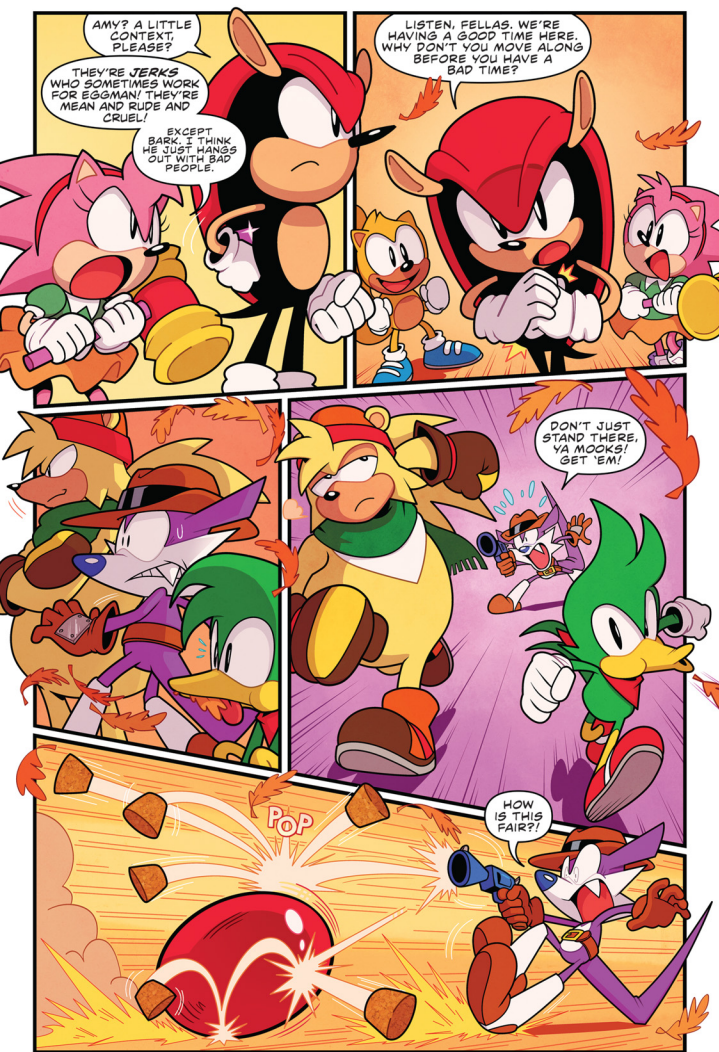
I GUESS TO
DOUBLE HIS
CHANCES.

THAT'S
FINE BY ME,
'CAUSE I CAN
BEAT ANY
ODDS!

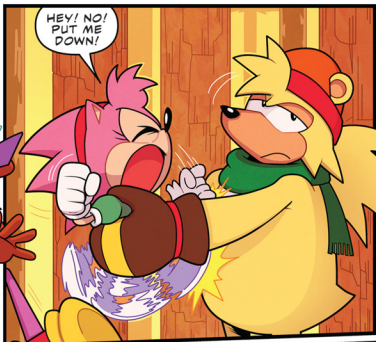


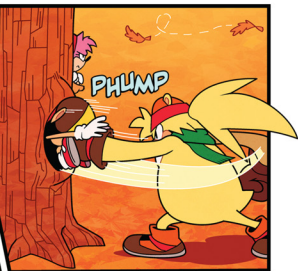


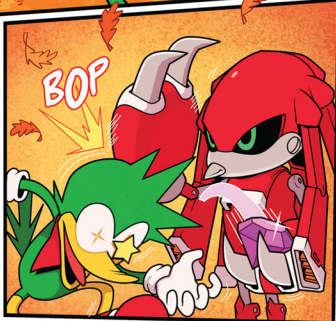
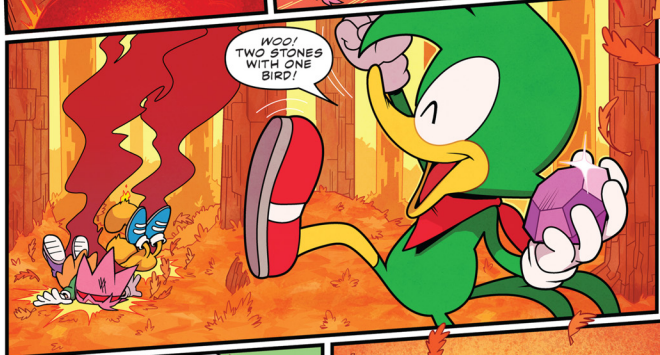
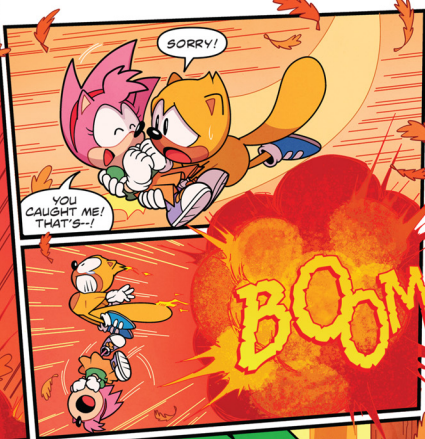
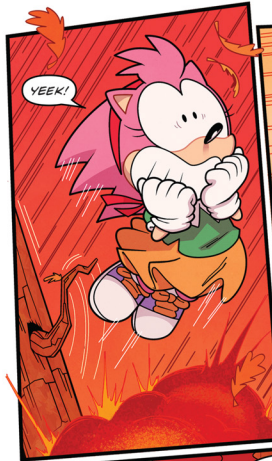


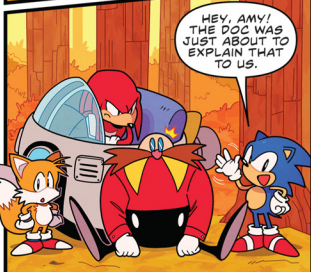
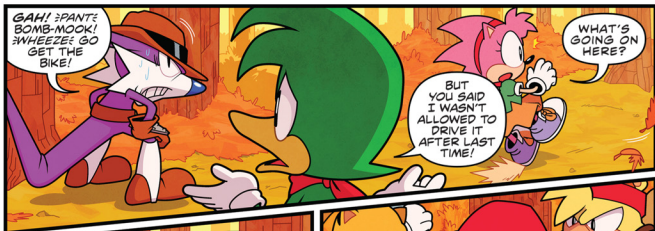












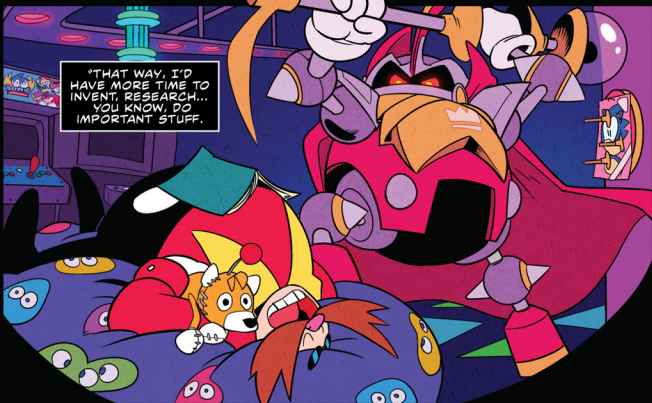
*...IT ALL STARTED WHEN
I DECIDED TO REBUILD
HEAVY KING, YOU SEE.



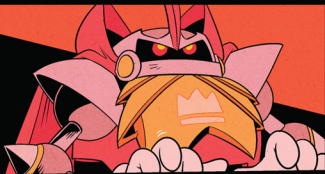
*HE WOULD
BECOME MY CHIEF
COMMANDER AND
LEAD MY ROBOTS
INTO BATTLE.



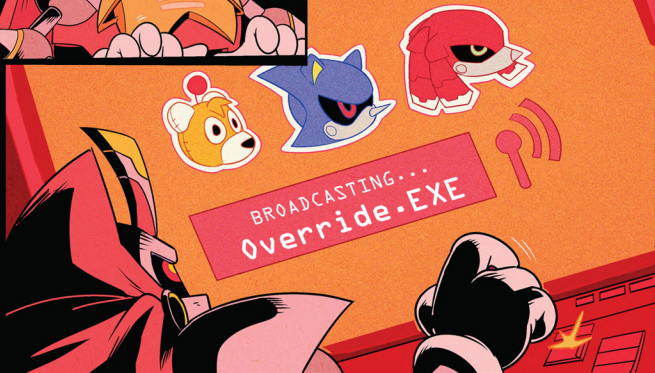
*THAT WAY, I'D
HAVE MORE TIME TO
INVENT, RESEARCH...
YOU KNOW, DO
IMPORTANT STUFF.



*EVERYTHING WAS
GOING GREAT..."



"...UNTIL HEAVY KING BECAME A LITTLE TOO COMMANDING."



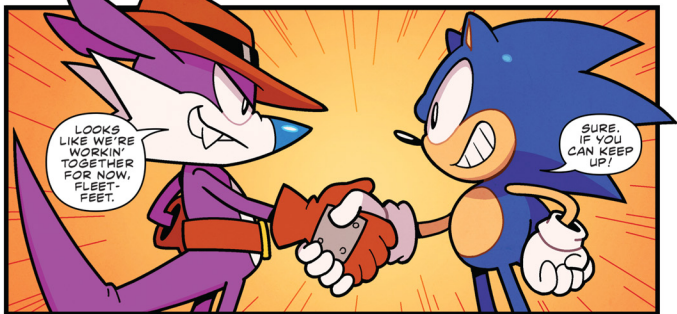
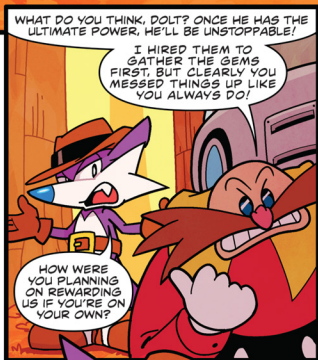
"HE TOOK FULL CONTROL OF MY ROBOTS!"



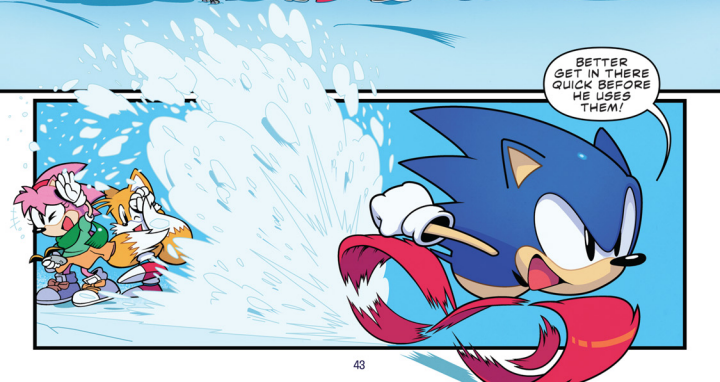
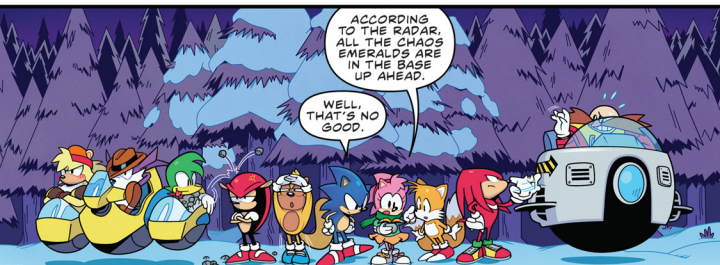
"KICKED ME OUT OF MY OWN BASE!"



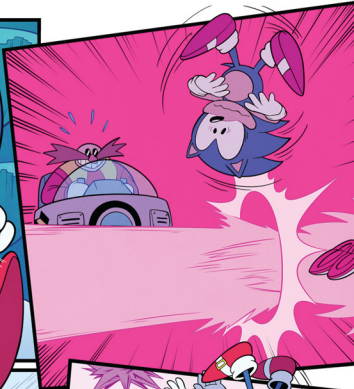
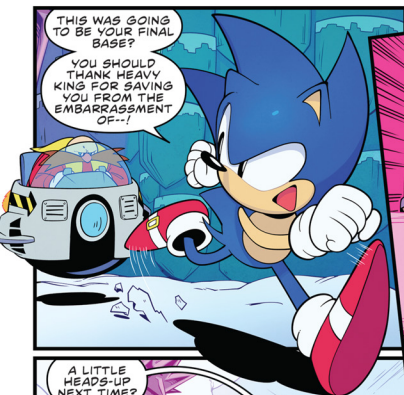
"IT WAS VERY RUDE AND HURT MY FEELINGS."

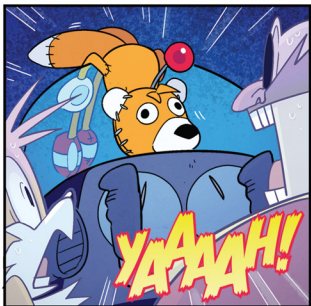
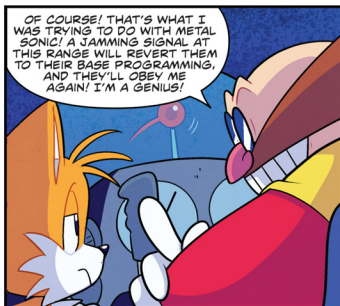
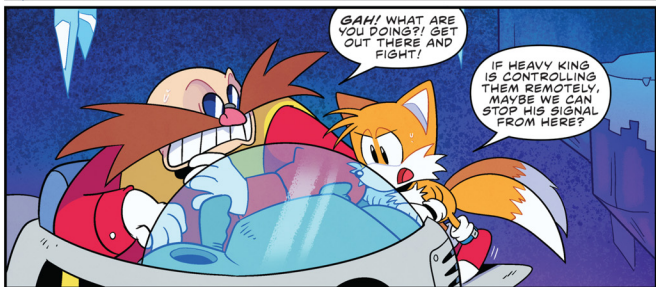


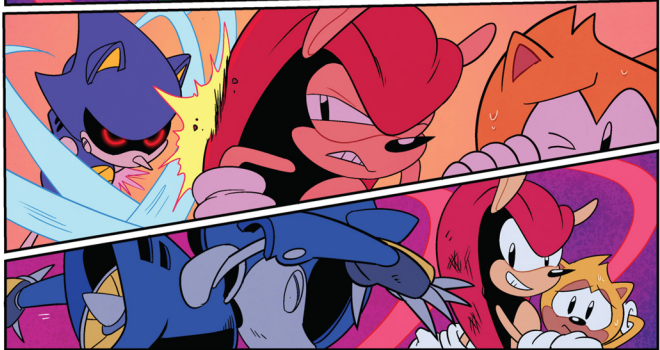
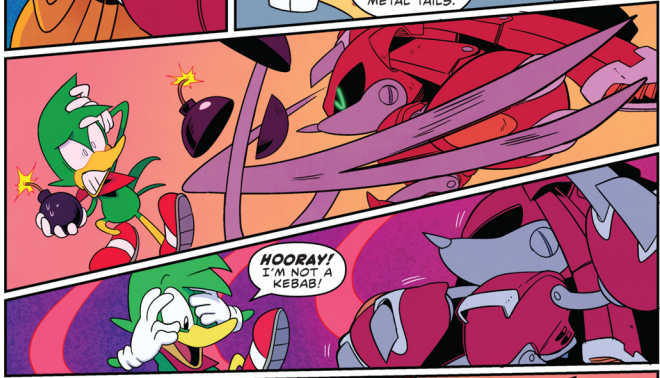
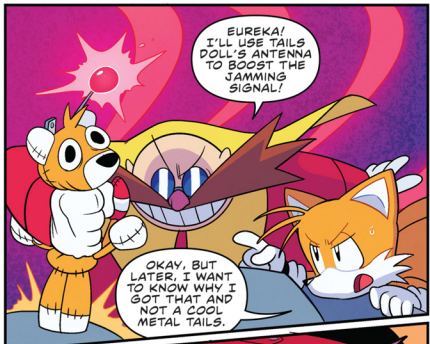
WINTER
CAVERNS
ZONE.

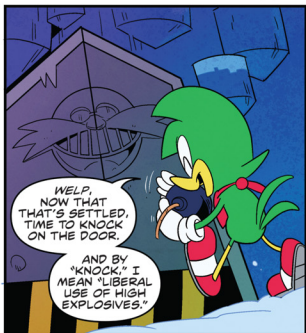
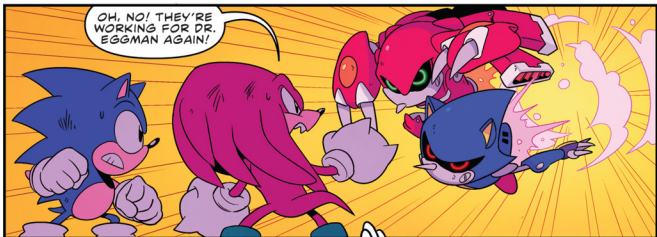
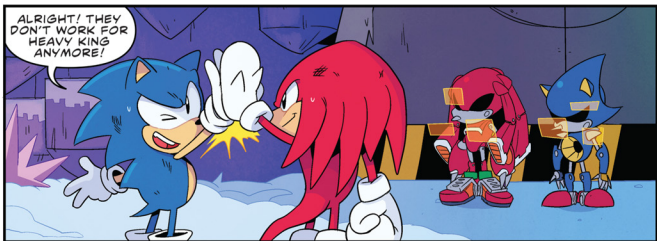




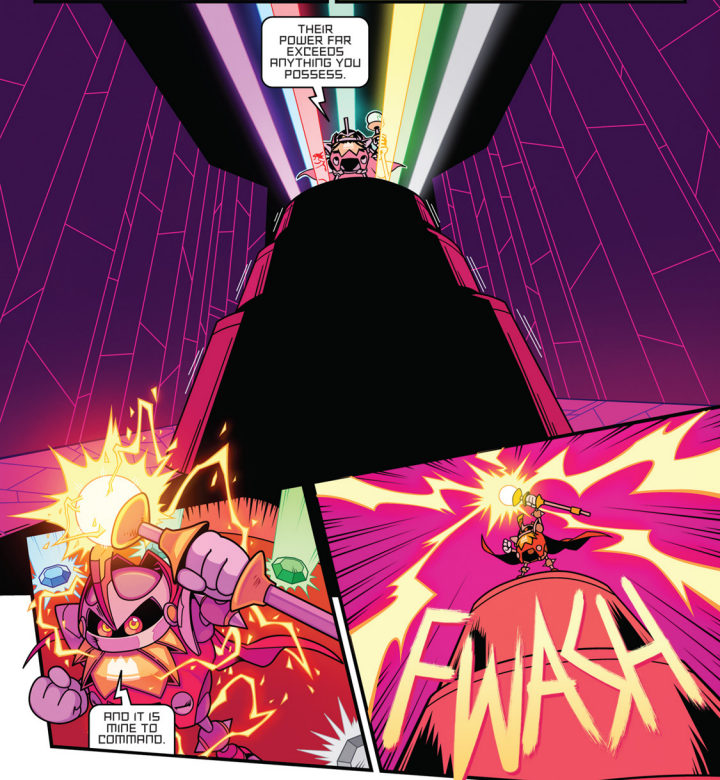


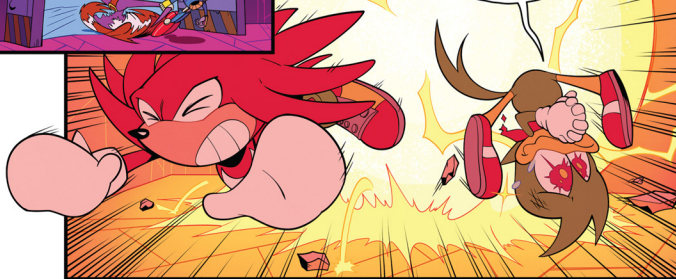
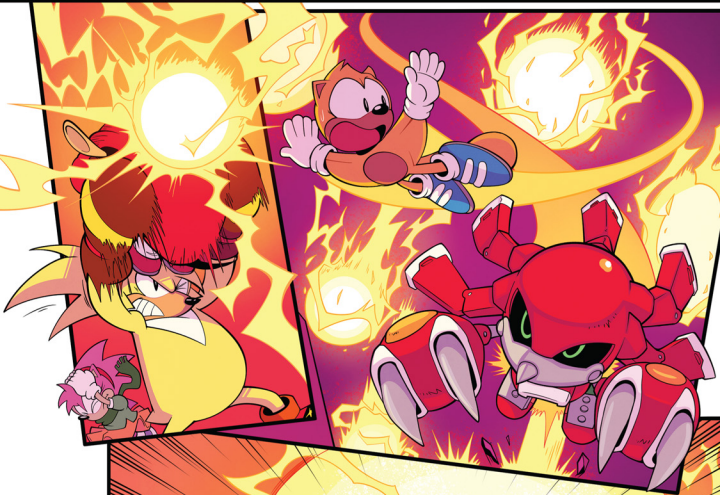


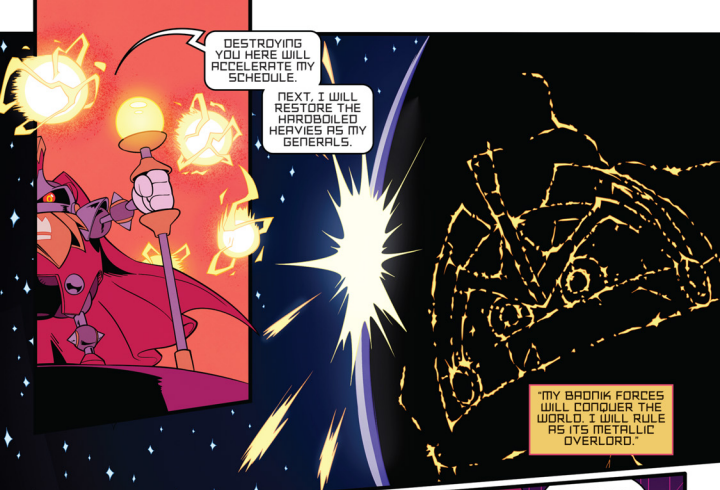








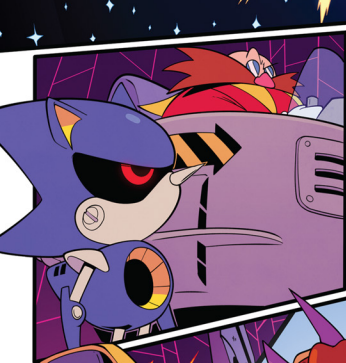




DESTROYING
YOU HERE WILL
ACCELERATE MY
SCHEDULE.

NEXT, I WILL
RESTORE THE
HARDBOILED
HEAVIES AS MY
GENERALS.

"MY BADNIK FORCES
WILL CONQUER THE
WORLD. I WILL RULE
AS ITS METALLIC
OVERLORD."



DON'T GET
ANY IDEAS!
GET IN THERE
AND STOP
HIM!

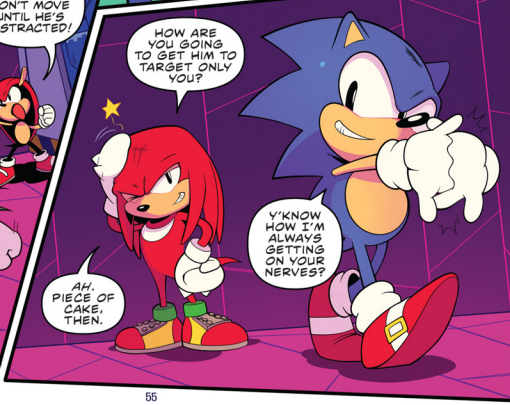
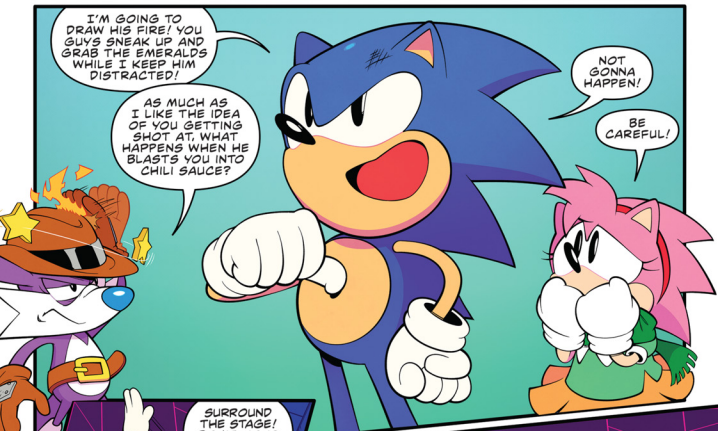
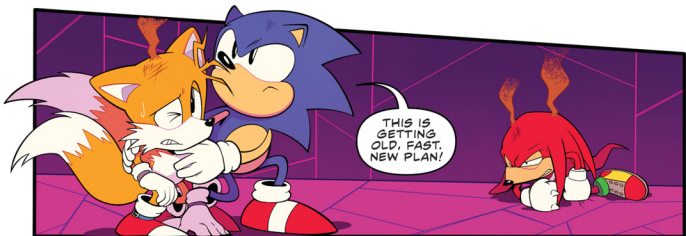


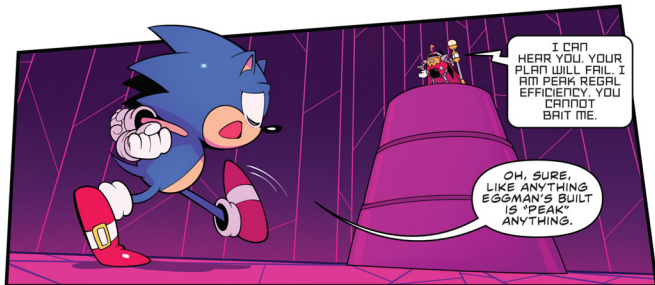




OH? YOU
NO LONGER
SERVE ME?

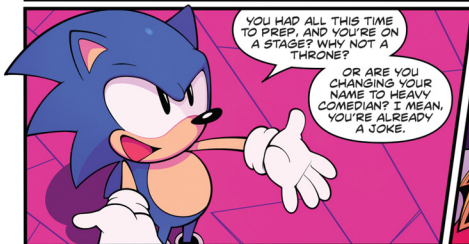
THEN BE
DESTROYED
LIKE THE
REST.





I CAN HEAR YOU. YOUR PLAN WILL FAIL. I AM PEAK REGAL EFFICIENCY. YOU CANNOT BAIT ME.

OH, SURE, LIKE ANYTHING EGGMAN'S BUILT IS "PEAK" ANYTHING.



YOU HAD ALL THIS TIME TO PREP, AND YOU'RE ON A STAGE? WHY NOT A THRONE?

OR ARE YOU CHANGING YOUR NAME TO HEAVY COMEDIAN? I MEAN, YOU'RE ALREADY A JOKE.



I MEAN, WHAT'S REGAL ABOUT A TINY DEATH EGG ROBOT WEARING A BED SHEET?

SORRY, I MEAN CAPE. IS THAT AN EGGMAN HAND-ME-DOWN?



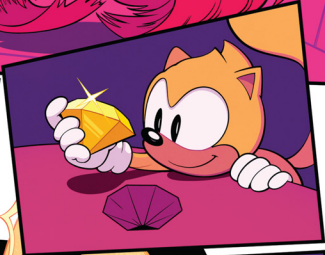
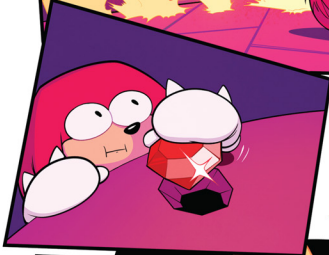
AND WHAT'S WITH THE LIGHT SHOW? MECHA SONIC COULD AT LEAST TURN "SUPER," AND ALL IT HAD WAS THE MASTER EMERALD.

AFRAID YOU'RE GOING TO BLOW A ROYAL FUSE?



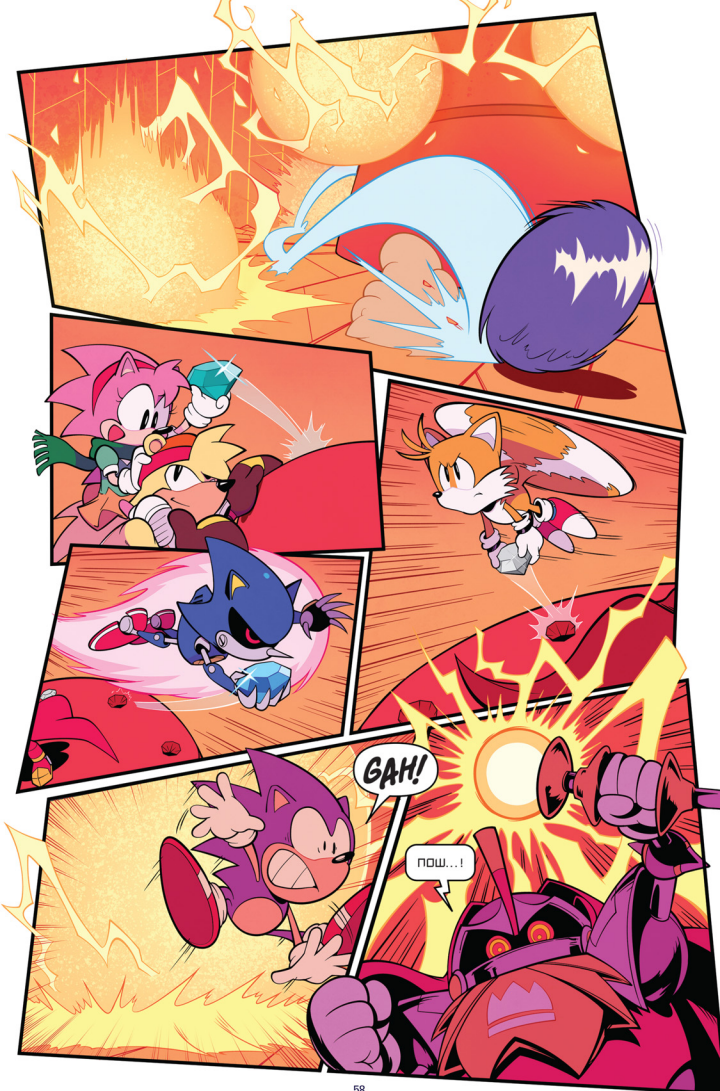


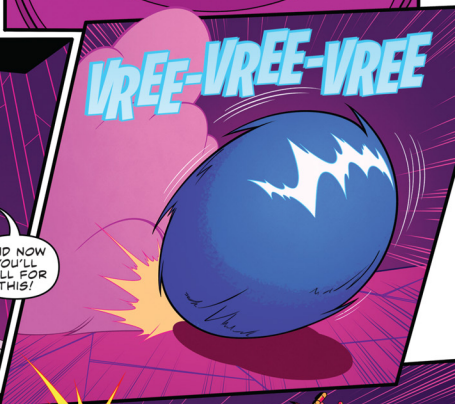
WOO-HOO-HA-HA!



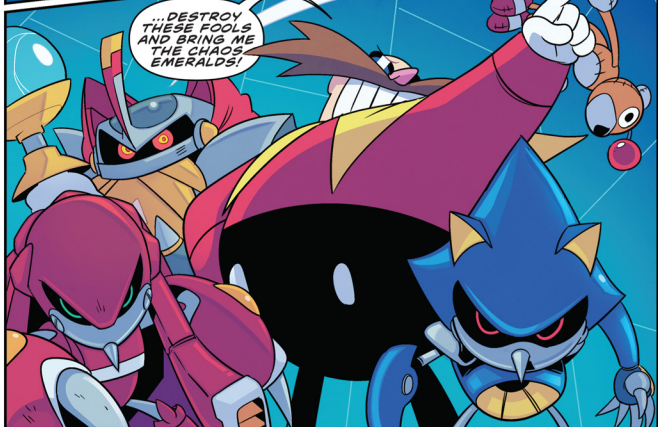
KRA-KOW

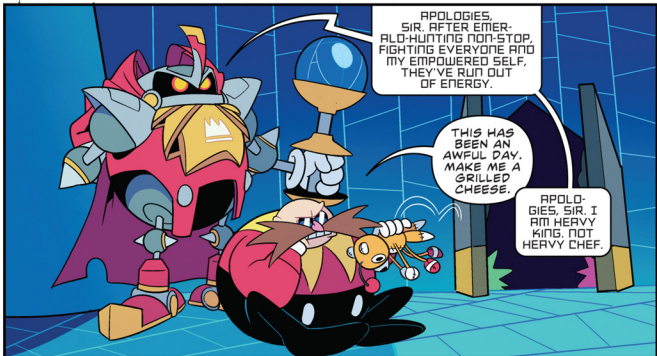
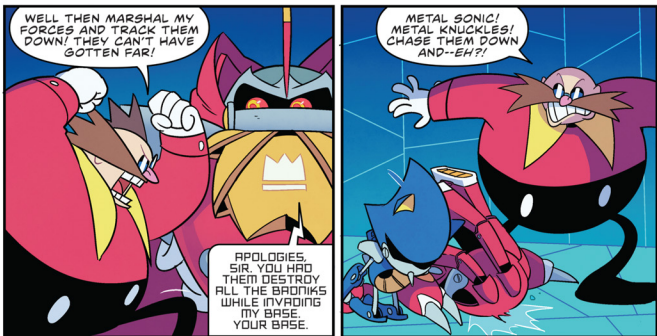
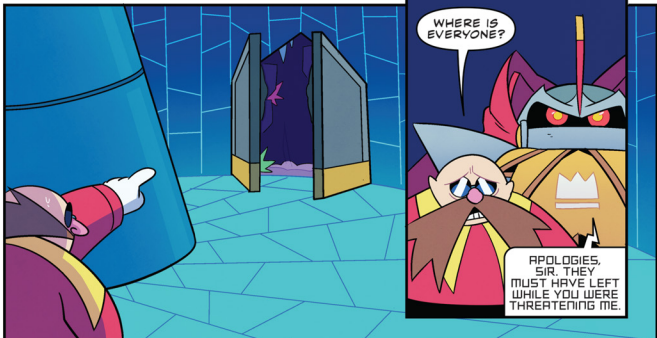


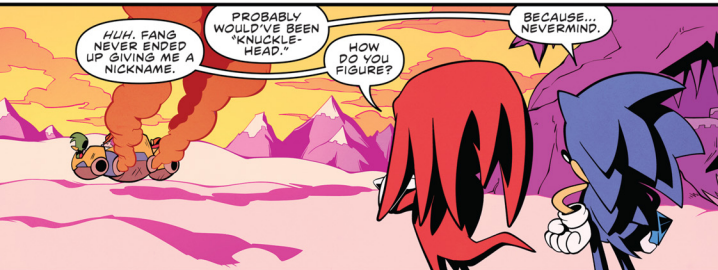
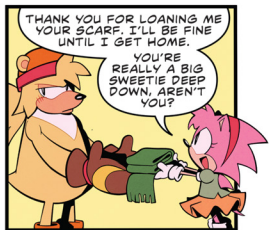
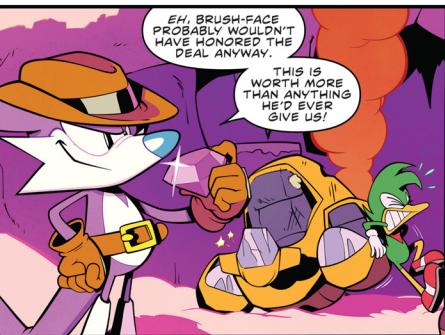


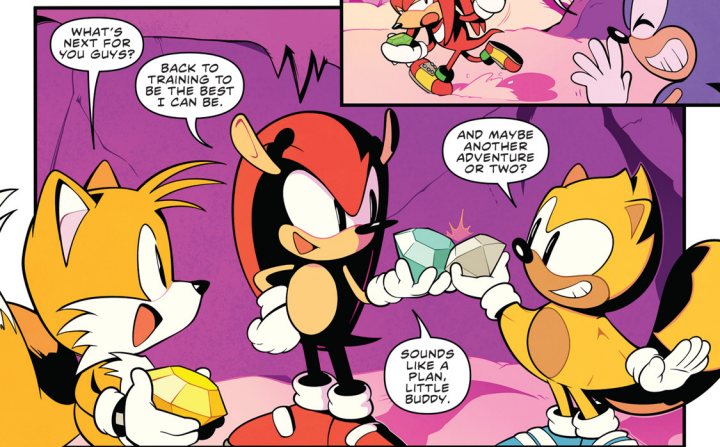


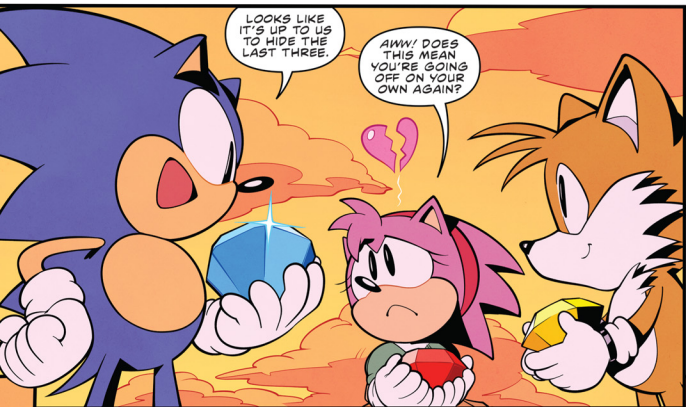












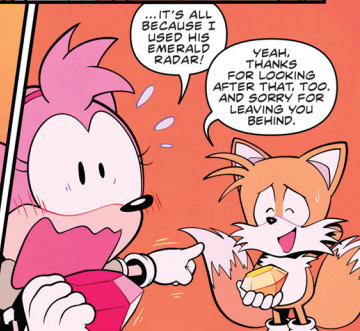
LOOKS LIKE IT'S UP TO US TO HIDE THE LAST THREE.

AWW! DOES THIS MEAN YOU'RE GOING OFF ON YOUR OWN AGAIN?



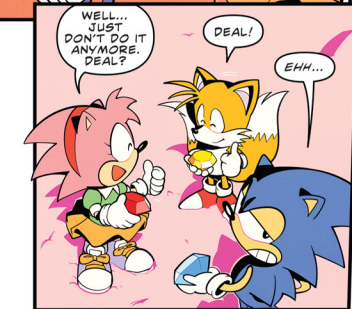
YEP! WE WOULDN'T HAVE GOTTEN TO THIS POINT WITHOUT YOU, THOUGH. THANKS FOR YOUR HELP, AMY.

OH! WELL, GOSH, I...



...IT'S ALL BECAUSE I USED HIS EMERALD RADAR!

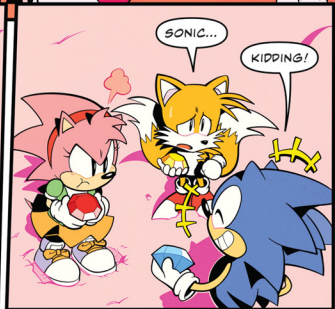
YEAH, THANKS FOR LOOKING AFTER THAT, TOO, AND SORRY FOR LEAVING YOU BEHIND.



WELL... JUST DON'T DO IT ANYMORE. DEAL?

DEAL!

EHH...



SONIC...

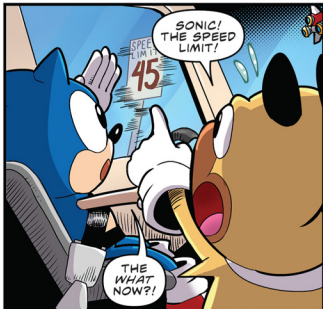
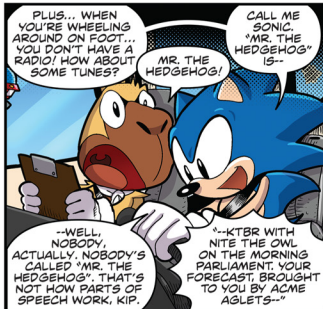
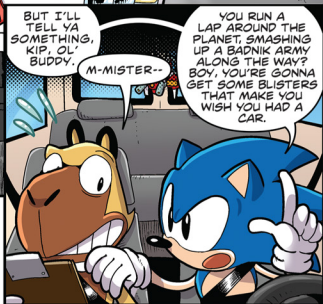
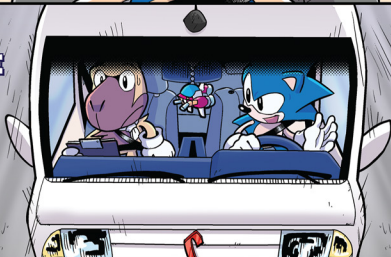
KIDDING!

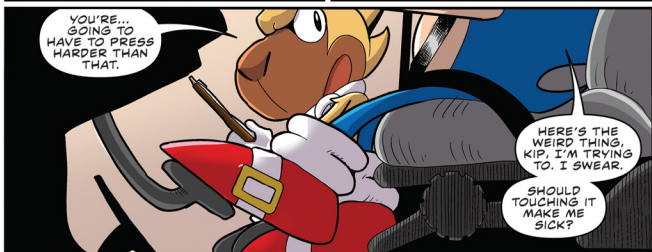
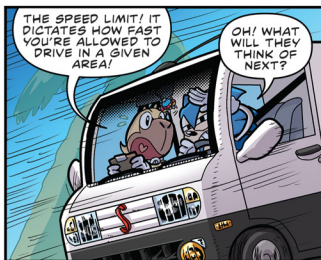


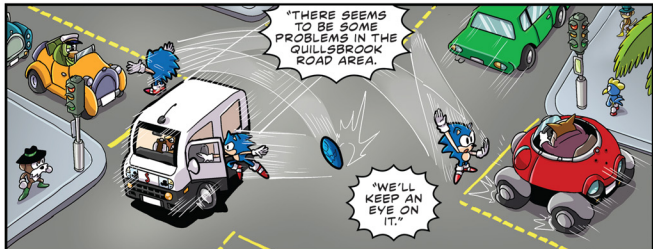
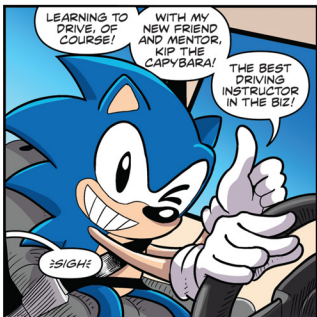
END.

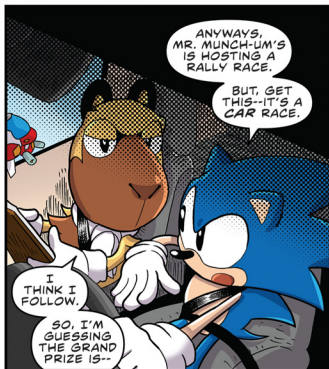
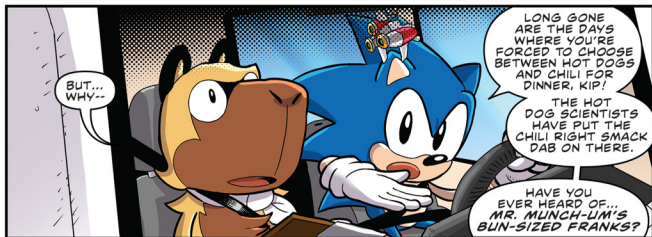


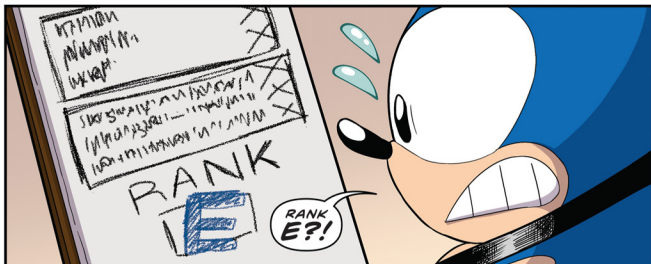
SONIC LEARNS TO DRIVE

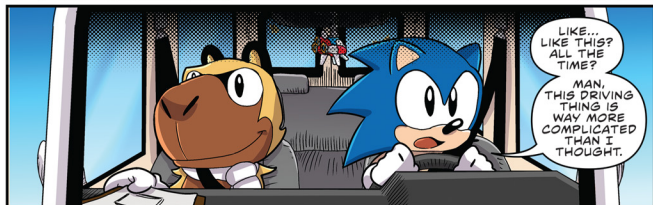
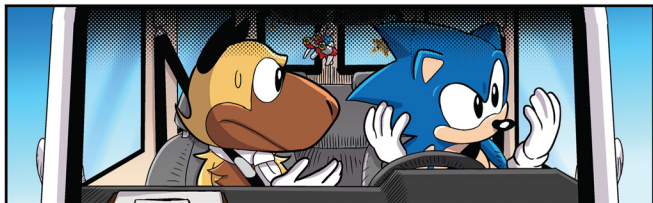
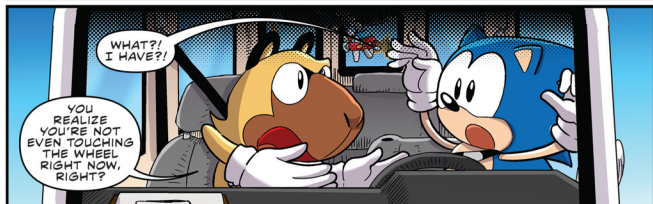
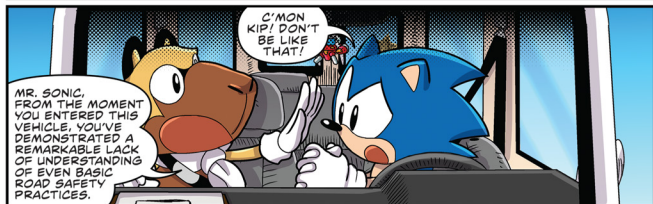
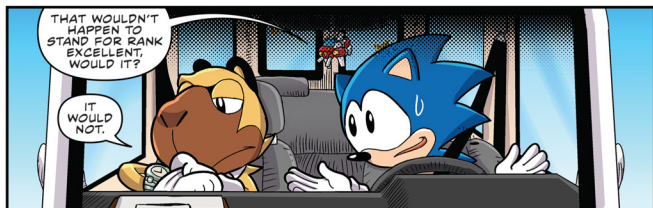


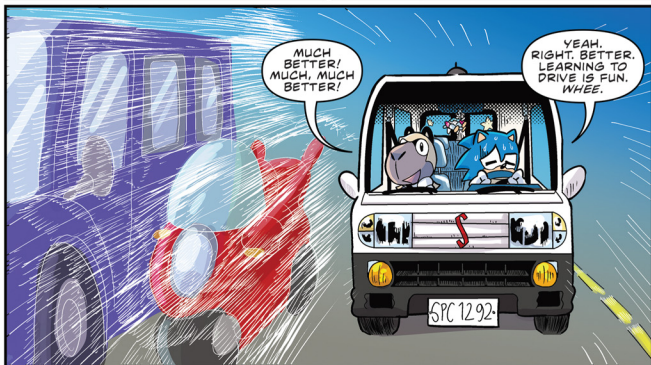
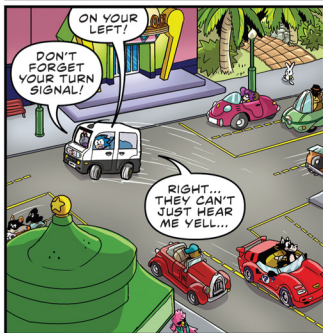
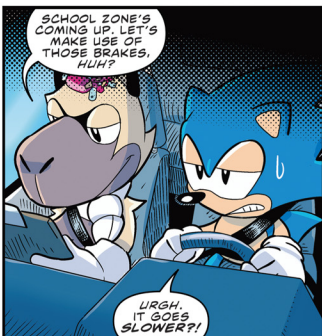


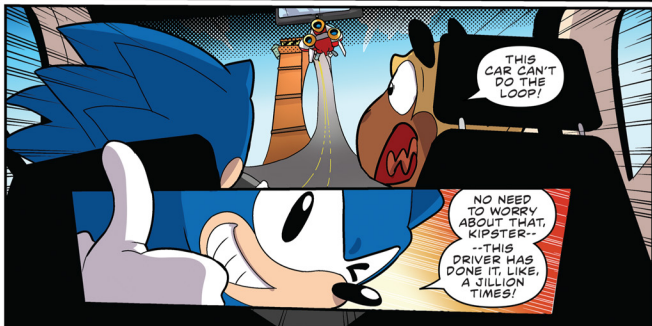


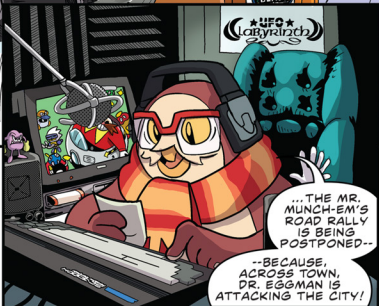














ACROSS TOWN...

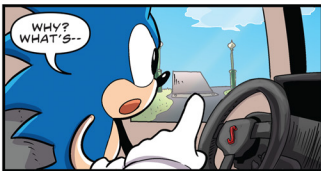
...I'LL MAKE BETTER TIME IF I GET OUT AND HOOF IT.

THANKS FOR EVERYTHING, KIP, BUT--

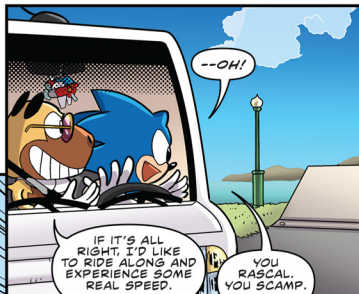


MR. SONIC...

...I THINK THERE'S A FASTER WAY.



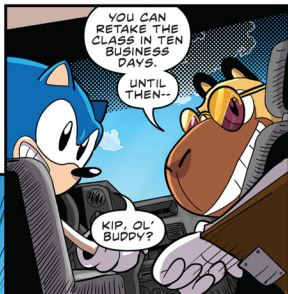
WHY? WHAT'S--



--OH!

IF IT'S ALL RIGHT, I'D LIKE TO RIDE ALONG AND EXPERIENCE SOME REAL SPEED.

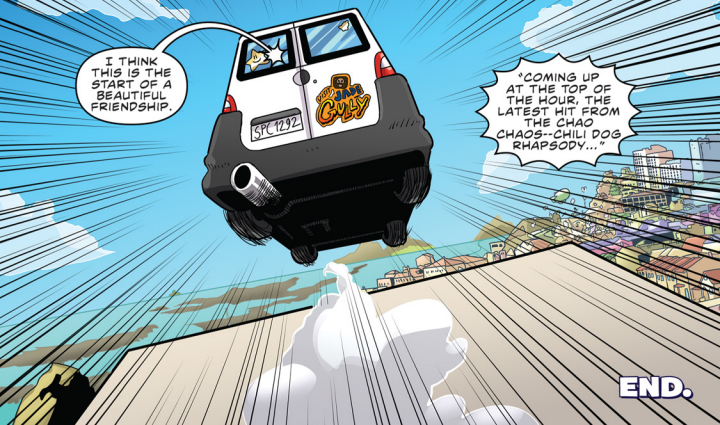
YOU RASCAL. YOU SCAMP.



YOU CAN RETAKE THE CLASS IN TEN BUSINESS DAYS.

UNTIL THEN--

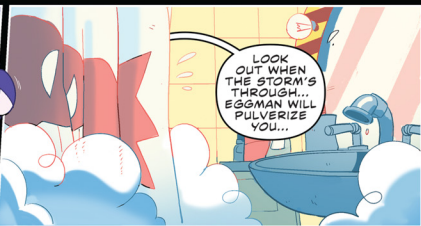
KIP, OL' BUDDY?

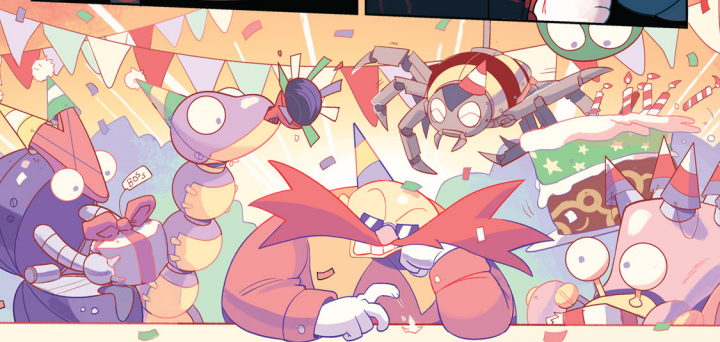


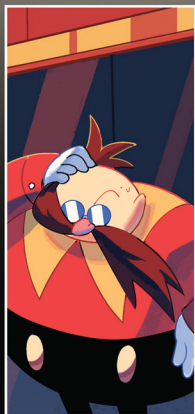
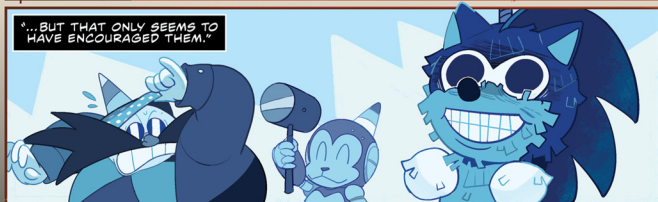
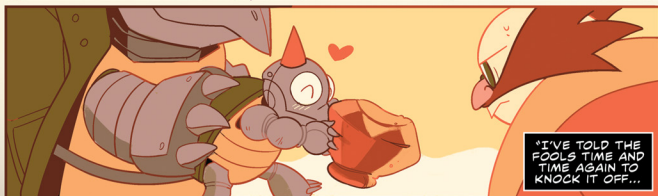
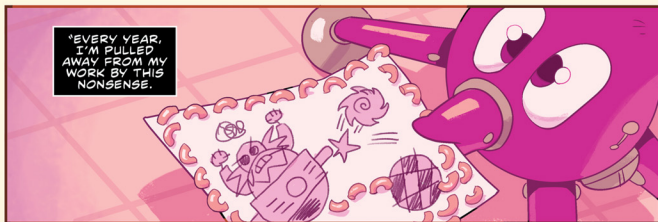
I THINK THIS IS THE START OF A BEAUTIFUL FRIENDSHIP.

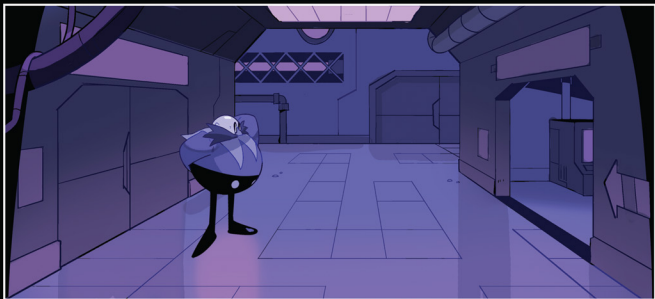
COMING UP AT THE TOP OF THE HOUR, THE LATEST HIT FROM THE CHAOS CHILI DOG RHAPSODY...

END.















CAN'T GET ENOUGH OF ME, HUH!

FOR EGGMAN!

FOR HIS BIRTHDAY!

STAND DOWN!

ATTAC--

WELL, YOUR BOSS MISCALCULATED ON THIS ONE! IT'LL TAKE MORE THAN--



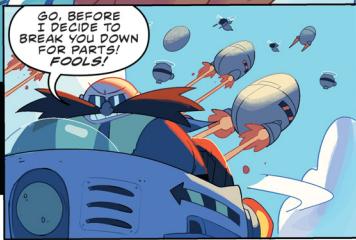
RETURN TO BASE IMMEDIATELY, OR I'LL OVERWRITE ALL OF YOUR CIRCUITS!

BUT--

WHAT DID YOU THINK YOU WERE GOING TO DO DOWN HERE? YOU'RE BARELY EVEN ARMED! I DID NOT AUTHORIZE THIS!



DID THEY SAY IT WAS EGGMAN'S... BIRTHDAY?



GO, BEFORE I DECIDE TO BREAK YOU DOWN FOR PARTS! FOOLS!



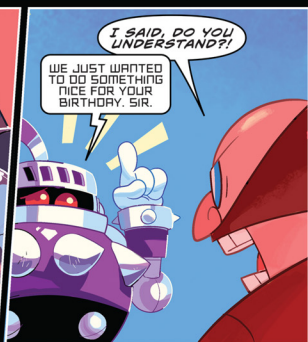
I'LL GET YOU YET, HEDGEHOG.

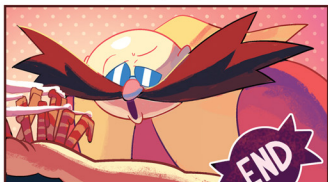


HAPPY BIRTHDAY, EGGHEAD.



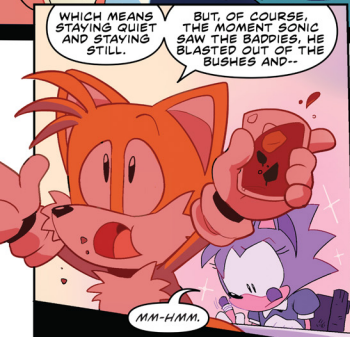
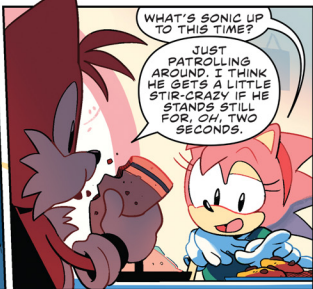
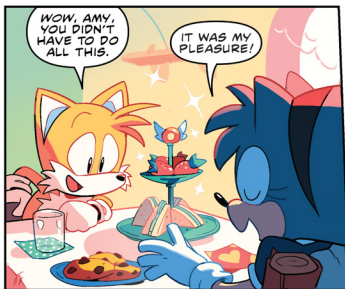
UGHHH.





AMY'S NEW HOBBY









yikes!



I've finally got you! WAHAHAHA!

Oh, no you don't!



It's Amy Rose!

you need to chill out cool off!



ahhhh!!!

I have to go back, but...



I'VE BEEN, UM... WELL... TRYING SOMETHING NEW?



It's nice sometimes...

Not to be alone.

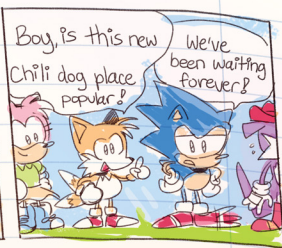


Until we see each other again.

yeah.

Sonic

'The Last Stand'



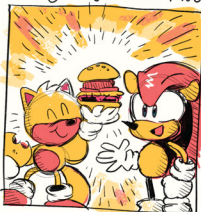
'Strange, Isn't It?'



By A. Rose



Mighty and Ray Adventures! #13 By A. Rose ♥



HA HA!

I REMEMBER THAT!

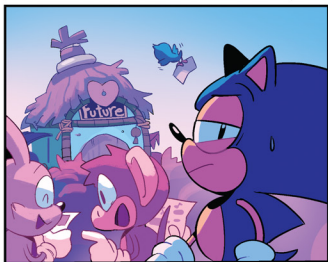
THE WAY YOU DREW THE CHEESEBURGER SQUISHING IS HILARIOUS!

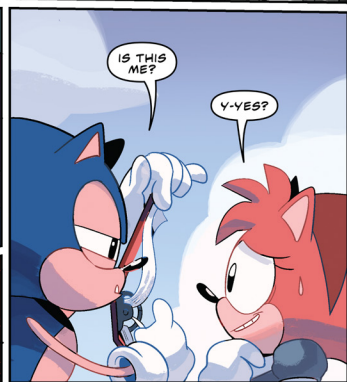
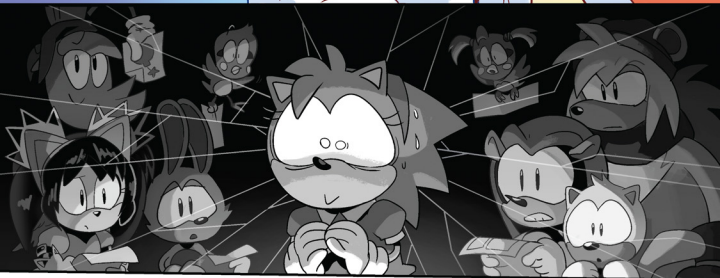
RIGHT?!

OOH, THERE'S MORE!

IS THAT KNUCKLES?!

PPFFAHHAHA!







AMY!
THIS IS WAY PAST
COOL!



YOU REALLY
SHOWED HOW
AWESOME I AM!



AND YOU EVEN GOT
THE NEW
CHILI DOG
STAND!

WOO!



I WAS JUST
HAVING A LITTLE
FUN.

THEY'RE
REALLY
GOOD,
AMY.



IT'S ABOUT TIME
SOMEONE
RECORDED ALL
OF OUR GREAT
ADVENTURES.



HEY, DID I EVER
TELL YOU ABOUT
THE TIME WE FOUGHT
EGGMAN ON HIS
BIRTHDAY?

KIND OF
FOUGHT.

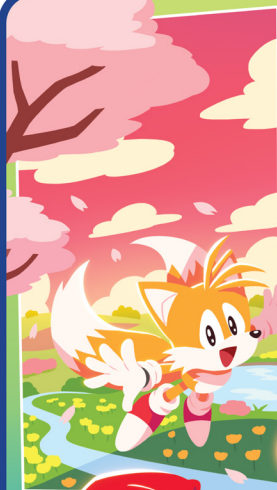
NO!



SO, PICTURE THIS.
IT'S A QUIET DAY IN
THE VILLAGE...

END.





ART **YUI KARASUNO** OF SONIC TEAM



ART CHRISTINA-ANTOINETTE NEOFOTISTOU



ART PATRICK SPAZIANTE



ART TYSON HESSE



ART MARK HUGHES



ART TRACY YARDLEY

FROM SCRIPT TO PAGE

Have you ever wondered how comics are made? Like in the story “Amy’s New Hobby,” they take a lot of hard work, thought, and often a little bit of help from your friends! Join us on a tour of the comic making process that brought you this collection as we go behind the scenes of how comics are made!

Just like Sonic assembled his friends (and foes) in “Seasons of Chaos,” the first step to making a comic is putting together a creative team. Many comics have a writer, a penciller, an inker, a colorist, a letterer, a designer, editors, licensors, and all sorts of folks involved in the creation of the final comic.

“Seasons of Chaos” had a writer, **Ian Flynn**, who came up with the rough idea of the story that was presented to SEGA for initial approval. This process is called “pitching.” The pitching process allows for creative conversations to happen early on, rather than writing the script and then having to make big changes. For example, at one point, “Seasons of Chaos” was going to be a silent story! Can you imagine reading it with no words and just the art?

When the pitch is approved, Ian begins writing the script. Like a movie script, a comic script describes the visual action of each page and the dialogue the characters say and think. Ian’s scripts break the pages down into their individual panels and highlight important information like location, emotions, and other key details. Here are some script pages for “Seasons of Chaos.”

PAGE ONE

PANEL 1 – Spring Valley Zone – Exterior – Day

Done in the style of a screen shot taken from a classic game.

SONIC, TAILS and AMY run through the “stage” from left to right. BADNIKS drift lazily in the background.

AMY is at left and springing off a very large flower reminiscent of a game spring.

SONIC comes out of a SPIN JUMP off of a BADNIK to give TAILS a surprised look. SONIC is at CENTER.

TAILS flies to the RIGHT and calls down to SONIC while pointing to something glinting in the distance.

1 TEXT BOX
 Spring Valley Zone.

PANEL 2 - The GREEN CHAOS EMERALD rests in the center of an especially large wildflower bloom.

SONIC takes center as he looks down at it in wonder. AMY and TAILS flank him and peer around him at the CHAOS EMERALD, gawking.

2 AMY
 Oh wow!
 A Chaos Emerald!

3 TAILS
 You don't normally see them lying around in the open!

PANEL 3 – SONIC smiles, self-satisfied, and reaches for the EMERALD.

4 SONIC
 I guess I'll just help myself.

PANEL 4 – Same staging as the previous panel. SONIC goes wide-eyed in a “Wait – what?” expression, hand still outstretched in mid-reach. A rush of BLUE whips past him as METAL SONIC takes the EMERALD at high speed.

Scripts often have to go through a few drafts before becoming final. The “Seasons of Chaos” script went through three rounds of revisions before final approval as the editorial team, a translator, and the team at SEGA reviewed the script and made notes to correct punctuation, spelling errors, and ideas to help make the story the best it can be! And while three rounds of revisions may sound like a lot, the notes on each round were pretty minor as Ian's a talented writer!

PAGE FOUR

PANEL 1 – TAILS pivots in mid-air, straining to hurl SONIC higher. SONIC is flung from TAILS'S hands in a SPIN JUMP.

PANEL 2 – SONIC strains as he reaches for METAL SONIC'S foot. METAL SONIC looks back to see SONIC nearly grabbing him. Spring Valley Zone sprawls out beneath them.

PANEL 3 – METAL SONIC accelerates away, a compression wave marking the jolt of his thrust. SONIC is blown back by the thrust. (If you can render this after one of his falling sprite animations, that'd be a great visual gag)

1 SFX
 BWOOSH

2 SONIC
 YOW!

PANEL 4 – SONIC closes his eyes and reclines in the air as he free-falls. SONIC holds his hands above his head expectantly.

3 SONIC
 No worries. I'll just reach out and grab a perfectly timed
 air-support rescue from my bestest buddy in the whole world...

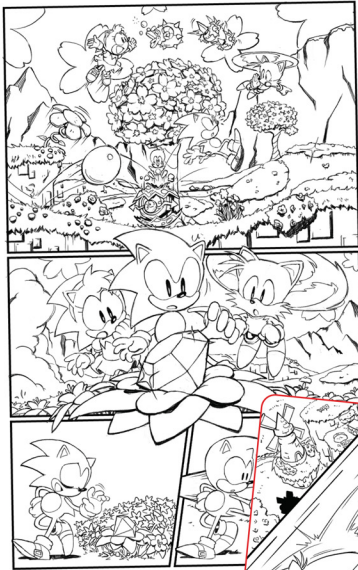
PANEL 5 – KNUCKLES glides towards us, hands held in front of him, catching SONIC. SONIC hangs from KNUCKLES'S fists and looks up at him, baffled. KNUCKLES frowns, serious.

4 SONIC
 –KNUCKLES?!

5 KNUCKLES
 Sonic,

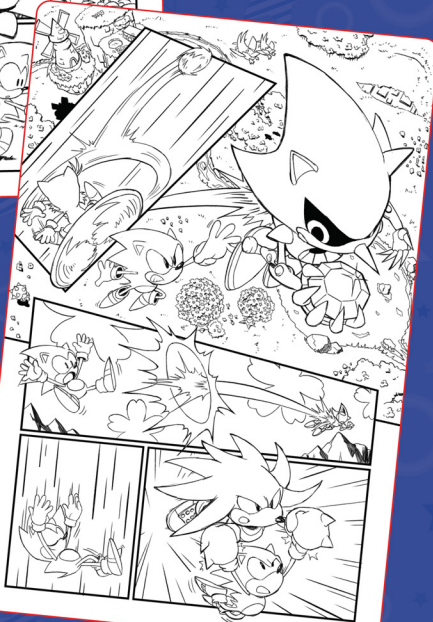
6 SONIC
 What are you doing so far from home?

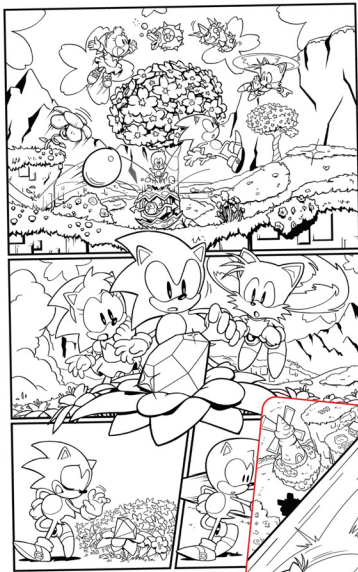
7 KNUCKLES
 There's trouble. You see...



Once the script's approved, it moves to the art team! "Seasons of Chaos" was a group effort. While the majority of the pages were pencilled by Aaron Hammerstrom, both Thomas Rothlisberger and Tracy Yardley helped out too!

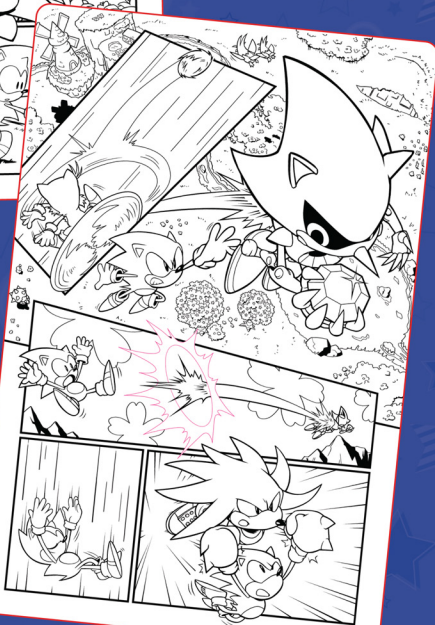
With the script in hand and plenty of reference material, Aaron roughed out all of the pages—loosely laying out the characters and action. From there, Aaron moved to pencilling the pages, taking those roughs and fleshing them out to be more clear and detailed. Check out some of Aaron's pencils and see how they match up with the script!

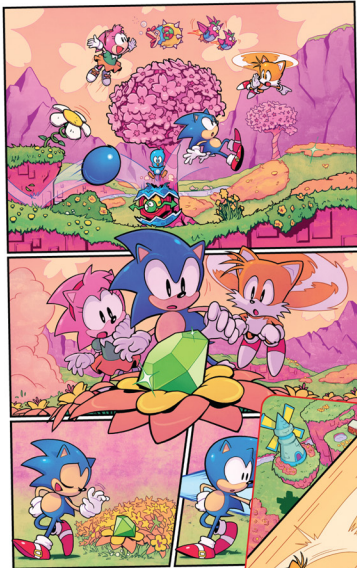




After Aaron finishes a page of pencils, they are handed over to one of the talented inkers on the story, **Reggie Graham** or **Matt Froese**. Reggie handled most of the front half of the story, while Matt tackled the back half. As inkers, their job is to refine Aaron's pencils further and prepare them for coloring.

Inkers help define the weight of the lines on the page, giving it additional depth, as well as filling in shadows and areas meant to be black. They also help round out some of the rougher edges of the penciled art. And they do it all while maintaining the original art as much as possible to keep the penciller's style! Look at how closely Reggie's inked pages resemble Aaron's pencils!

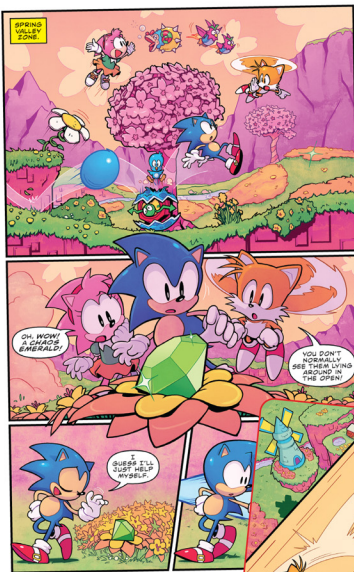




The coloring adds further depth to the world, using uniform colors on the characters to keep them consistent from page to page, while also creating special palettes for each seasonal zone in the story to make them visually distinct!

The next step of the process after inking is that the lineart (the combined pencil and inked pages) is sent to the colorist! Which in this case was a short journey since Reggie Graham was going on to colors directly from the lineart he finished (or received from the other inkers and line artists). Having pulled double duty on inks and colors, Reggie had a really clear vision of what the page would look like as it was finalized.





With everything finally put together, the comic is reviewed once again by all the creators, editors David Mariotte and Riley Farmer, and the team at SEGA! When everyone's happy with it, the book is sent to print, sent to stores, and ends up here, in your hands!

Once the art has been finalized and approved by SEGA and the editors, the book enters the production process. Shawn Lee, Art Director, Design & Production at IDW puts all his skills to work. As a letterer, he puts all the dialogue and sound effects on the page (boy does he wish "Seasons of Chaos" had been a silent story)! Then as a designer, he assembles the lettered pages, all other material including covers, credits, design pages, and everything else, and makes it into the final product! His assembly even includes this "From Script to Page" behind-the-scenes feature!



SONIC™

THE HEDGEHOG

30th ANNIVERSARY

IAN FLYNN INTERVIEW

Continuing the celebration, we spoke with Ian Flynn! Besides writing "Seasons of Chaos," Ian is the most prolific Sonic writer, having worked on around 300 issues of Sonic comics, Sonic resource books, and much more since 2006. To celebrate Ian's 15th anniversary working on Sonic, we chatted with him about his time on the franchise!

IDW: Hey Ian, thanks for chatting with us.

IAN FLYNN: My pleasure!

IDW: Let's start at the beginning, how did you first encounter Sonic?

IF: Long, long ago, in the before-times and the fabled age of 1992, my dad came home one day with the Sega Genesis/*Sonic the Hedgehog 2* combo. It was the first major console for our household, and my brother and I logged an unfathomable number of hours playing it. Two cartoons and a comic book series were coming out around that time, too, so Sonic was inescapable.

IDW: From there, how did you first get involved with Sonic comics?

IF: My best friend (whaddup Jeff!) was a big fan of the comics. In the 8th Grade, he gifted me a copy because he "felt like I should have it." Little did we know

he'd just set me on the course that would define the rest of my life.

IDW: What have been some of the highlights of your Sonic comic career?

IF: My longevity with the franchise is a big one. To work on something you've loved your whole life is a gift. To be involved for as long as I have, to have my work rendered by so many talented artists, to meet so many awesome fans and watch them grow up over the years—it's amazing. It's humbling. It makes me feel old—haha.

IDW: Because you've been such a prolific Sonic writer and have introduced so many characters and elements to the franchise, you're often seen as a Sonic expert. How's that affected your life outside of the comics?

IF: It got me a lot of excited calls and emails from friends and family when the movie was announced, and that was the one thing I didn't have a hand in! Folks also assume I have some kind of greater authority over the little blue hedgehog than I really do.

IDW: Speaking of Sonic outside of the comics, we hear you've got quite a collection of Sonic goodies amassed over the years. What are some favorite pieces of your collection?

IF: The crown jewel of the set so far are my Fang, Bean, and Bark plushes from the limited *Sonic the Fighters* series that were exclusive to Japan (I think?). I also have some amazing custom-made toys and models gifted to me by some incredibly talented and generous fans. I'm still missing a Blaze the Cat figure from the old Jazwares line, though (shakes fist).

IDW: Specifically to "Seasons of Chaos," much of your time writing *Sonic* has been his Modern interpretation. What are some of the differences you've experienced in writing Classic *Sonic*?

IF: Classic *Sonic* is lighter in tone than Modern *Sonic*. The adventures are still grand, the perils still perilous, but it doesn't have quite the same dourness Modern *Sonic* stories sometimes have. Both are fun but in different ways.

IDW: One of the things that makes *Sonic* so appealing is his friends and foes. Who's your favorite character to write, besides *Sonic*, and who do you think you've most improved at writing over the years?

IF: I get this question a lot and I hate it because I love them all! But Knuckles has always been one of my top faves since the beginning. And I relish any chance I get to write Bean. I'm very happy I got to carry over his characterization, along with Fang and Bark, from my previous work. As for "most improved," that might be *Sonic*. I think I've come to understand him a lot better over the years.

IDW: How has *Sonic* evolved as a character in the past 15 years that you've been chronicling his adventures?

IF: He was created with the old '90s attitude, and that vision of "cool, irreverent rebel" died out with the decade. Who *Sonic* is has evolved with the trends, and I think he's begun to settle into a universal type of character that isn't so tied to the era he's currently living in.

IDW: How've you changed in the past 15 years of working on *Sonic*?

IF: I've gotten heavier and hairier, but that's about it.

IDW: Are there any future *Sonic* projects that you can tease?

IF: I do enjoy teasing everyone with my #KnowingSmile, but I have to play these close to the vest still. Rest assured I'm deeply involved with the *Sonic* series, and that's not changing any time soon.

IDW: Anything else you'd like to add?

IF: A big shout-out to all my fellow fans-turned-pro who got to share in the dream. A big thank you to all the editors and collaborators I've worked with over the years—y'all make me look good. Even bigger thanks to my wife and fellow *Sonic* creator alumnus Aleah Baker who has vastly influenced my critical eye. And a heapin' helpin' of "thank you" to all the fans who have shared their love and support over the years. Y'all are a boundless well of creativity and energy, and I hope I can continue to entertain you all.

Thanks so much for talking with us, Ian, and giving us insight to your many years working on Sonic, and the many more years that you'll be sticking around!



SONIC™

THE HEDGEHOG

30th ANNIVERSARY



DELUXE EDITION

**CELEBRATE THE BLUE BLUR'S
WAY-PAST-COOL 30TH BIRTHDAY! TRY
TO KEEP UP WITH SONIC THE HEDGEHOG
ON ELECTRIFYING ALL-NEW ADVENTURES
INSPIRED BY THE CLASSIC 2-D GAMES!**



**"This
comic book
is cooking up
a treat."
—Gizmodo**

Join Sonic the Hedgehog, Miles "Tails" Prower, Knuckles the Echidna, Amy Rose, Mighty the Armadillo, Ray the Flying Squirrel, and even more special guests as they travel through zones inspired by the seasons in search of Chaos Emeralds! It's a hilarious and hectic race against the clock by Sonic writer extraordinaire Ian Flynn, with art by Aaron Hammerstrom. Plus bonus stories from Gale Galligan and Clint, Justin, Travis & Griffin McElroy, with art by Thomas Rothlisberger and Mauro Fonceca!

All this, as well as a ton of exclusive extras celebrating the Fastest Thing Alive: a special introduction by Christian Whitehead, a script-to-page look at the making of Sonic comics, a gallery of awesome Sonic cover art, and more!

IDW™