August 5, 1991

To: Dennis Paradiso (203)350-5757

Fr: Madeline Canepa

Re: SONIC COMIC BOOK - FIRST 7 PAGES

Following are my comments on the first 7 pages (art and copy). I will let you communicate these comments to John and the artist (what is his/her name?).

Before I begin, Kintobor's look was never established. We would like to see a tighter sketch of his look in the comic book plus an alternative look. We are thinking of a look similar to what was drawn by John Albano. Last, may we see tighter sketches of the ATM machine before inking begins?

PAGE 1

Frame 1: Copy - Change "an" to "this" in 2nd sentence. Art - Looks good.

Frame 2:

Copy - Fine.

Art - Sonic's legs and feet are wrong. See the consecutive 1/2 page, 4/color ad sent to you earlier (see attachment #1). I've also attached a videoprint of Sonic running from the game (also attachment #1) It is critical that we communicate speed on the first page.

PAGE 2

Frame 1:

Copy - Fine.

Art - Sonic looks too much like a "kick ass" superhero. Think of Sonic more of a victim who has willingly volunteered to save his friends from the evil clutches of Robotnik. He was not born to fight but was thrust into it out of the love for his friends. In this frame, Sonic should look more determined, pensive and slightly sympathetic.

Personally, we still prefer the close-up of Sonic's eyes (although this too is to much on the "kick ass" side). This view communicates that Sonic is more than a 2-D character. But the choice is yours (see attachment #2).

Frame 2:

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Copy - Fine. I like the change.

Art - I do like all the action that you've incorporated into this frame. Unfortunately, it is not accurate. Sonic does not punch. His weapon is his speed and his spin. See attachment #3 for an idea.

Also, please change Joe Sushi to Chirps (sorry to change this on you again).

Frame 3:

Copy - Fine.

Art - Sonic should be getting out of his spin (as opposed to going in and getting out of a spin). The mountain should crumble from underneath as Sonic falls or skids off (from game - see attachment #4).

PAGE 3

Frame 1:

Copy - Fine

Art - Perspective is off. Is Johnny Lightfoot on the same level as the spikes? If so, wouldn't Sonic smash into the spikes after he grabs the swing? Also, the swing is not correct. Please see attachment #4A. Last, we prefer frame 1 from Sonic's perspective (see attachment #5), but again, the choice is yours.

Frame 2:

Copy - See attached.

Art - See attachments #6. This is more true to Sonic's look and personality. Again, take it one step away from the true superhero. I've also included a picture of Sonic falling in the game.

Frame 3:

Copy - Top of frame should read: Moments Later...

Too passive. Sonic would not be reminiscing for no reason. "What happened?" from Flicky or Joe Sushi evokes a response. Should read, "Wow! You almost bit it! What happened?." Sonic then responds, "Remember the day I was tunnelling through Green Hill..." Art - Too much of a transition from action to no action. Instead, strive for something inbetween or brake the frame into 2 for a more gradual transition (attachment #7 is just an example).

Frame 4 (flashback begins):

Copy - We have added copy to better explain Kintobor's reason for existence. Out with the "We were playing Hide and Seek...a trick on all of you". Instead it should read, "I accidentally burrowed into a Super Secret Laboratory." Kintobor says, "Egads...I've done it! It took years, but I, Dr. Ovi Kintobor, have figured out how to rid the world of all evil."

Art - Fine except that Sonic should peer out of a hedgehog made hole (jagged hole that Sonic created with rocks falling out and some dirt). Currently, it looks like a manhole.

PAGE 4

Frame 1: Existing frame is not needed.

Frame 2:

Copy - Sonic asks "How?" To Robotnik, add "for me to destroy" after emeralds ("...then it locks the evil into these six emeralds for me to destroy".).

Art - Sonic appears on left side of frame since he just jumped out of hole. Robotnik on right side of frame.

Frame 3: Copy - Fine. Art - Fine.

Frame 4: Copy - Robotnik should ask, "Who in tarnation are you?". Sonic's response, "Need you ask?? I'm Sonic The Hedgehog".

Frame 5 (new frame if you do not want to fit this in frame 4): Robotnik replies, "Sonic? Does that mean you're fast? Prove it." Art - Fine.

PAGE 5

Frame 1:

Copy - Please make the following change. "Turns out the Doc is cool enough to let me hang with him. So here I am, on this superspeed treadmill, showing him what speed really is."

Robotnik: "Amazing! 200...400...500 mph...

Sonic: "No sweat (with a little huffing and puffing)"

Art - Should be 2 frames and not 3 to make space for the changes that follow.

Frame 2:

Copy - Robotnik is fine. Sonic should end at "What? I'm turning blue..." (after much thought here at Sega, Sonic probably would not have figured out why). Art - Fine.

Frame 3: Copy - Robotnik "...from the shock waves not to mention the cobalt effect". (*)

Frame 4: Out. Would like to make room for top 2 frames on page 6. This way, we will end the page with action and anticipation. We will then make space on page 6 to better explain the story.

Frame 5 (formerly frame 1 from page 6)

Copy - Fine. "Formula Accepted" should read "Formula...". It is kind of confusing to accept a formula on one frame and then have it error on the other frame without seeing Kintobor input new information. Art - Fine. I like the way you fit in the egg.

Frame 6 (formerly frame 2 from page 6): Copy - Change copy to read "Err.." Art - Fine.

PAGE 6 Frames 1 and 2 (horizontal): Copy - Suddenly...KABOOM Art - Fine.

Frame 3 + (rest of page)

Copy - "The blast from the machine zaps the evil from the emeralds into Kintobor's body. Kintobor turns into the mad Robotnik. a hard boiled scientist...cracked."

Art - Robotnik should be on the floor of a fried lab. The machine and computer are burnt to a crisp. Perhaps rings are laying around (from the machine). If possible, draw in inserts showing Robotnik changing personality. See attachment #8 for an idea.

PAGE 7 Frame 1:



)c.c.









NGS

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