

→ Sonic Movie

**SEGA OF AMERICA, INC.  
EXECUTIVE OFFICE MEMORANDUM**

**TO:** Tom Kalinske

**COPY:** Mike Ribero  
Roger Hector  
M. Cristini Risley

**DATE:** May 23, 1995

**FROM:** Shinobu Toyoda

**SUBJECT:** **SONIC THE MOVIE**

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For your review and comments, attached is the Sonic Movie Treatment, which I support, in principle, and am waiting for comments from the Sonic Team.

While I would like to reserve detailed comments until the scripting phase, one thing I wish to comment on is adding a new strong/mean villain other than Robotnik since the Sonic video gamers Sonic/Robotnik confrontation is not new.

ST/sp

# SONIC

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## WONDERS OF THE WORLD

Story  
By  
Richard Jefferies  
5.18.95

### ACT I:

*Blowing dust... A secluded American airstrip... A test-pilot suits up in a leather jacket with a blue hedgehog on it, mounts into a strange experimental jet-age plane, Plane takes off, soars through the sky. Observers are astonished, as the plane plane breaks all speed barriers., destined for the history books...*

*The mythic daydream is narrated by the VOICE of twelve year old JOSH PINSKI. he knows this story by heart: The plane explodes mid-air, the daring pilot is lost... His leather jacket spins off into the clouds, its blue hedgehog fading into oblivion...*

*JOSH PINSKI snaps out of it, pelted by the laughter of his classmates. The Teacher smacks his desk with a ruler and gives JOSH a hard time. Everyone else has finished writing their term papers, but JOSH has only scrawled the heading: "THE HISTORY OF SONIC" by JOSH PINSKI. This isn't the first time JOSH has been busted for slacking off in school. The Teacher warns JOSH to finish his paper by morning or a parent-teacher conference will be called. With both parents. Ugh.*

*JOSH PINSKI is an awkward kid, at a most awkward age, enduring the most awkward time of his life. His parents recently split up, leaving him in joint custody. JOSH feels like a ping-pong ball, bouncing back and forth between two houses, equally ignored by his Mom and his Dad. Different bedrooms, different rules, different friends, different toothbrushes. It's a pain in the butt. And the worst thing is, JOSH always ends up feeling like the whole rotten mess is his fault.*



It's Tuesday, so JOSH gets picked up by his Dad, HAL PINSKI. HAL tries to do right by JOSH, but he's forever distracted by his lack of success in life. HAL is an out-of-work computer techie, too much the wild thinker to keep a steady "normal" job. He's always on the brink of some great discovery, or so he he'll tell you. HAL'S apartment is a mess of cobbled computer equipment, his life a mess of cobbled dreams. His current Big Idea, occupying every hour of his days and nights: XRI (eXtremely Radical Intelligence), an artificial intelligence computer utilizing a unique system of holographic memory.

After burning a macaroni and cheese dinner, HAL rushes out to pursue a lead on some obscure surplus computer part. JOSH is left alone in the apartment, needs to finish his term paper by morning. Though JOSH promised his Dad he wouldn't touch the computers, he does anyway. He breaks into HAL'S new XRI program, asking it to write his report about SONIC. The XRI doesn't know what SONIC is. So JOSH rigs his Saturn player into the computer and fires up a SONIC game to demonstrate. That's when odd things begin to happen. SONIC stops responding to the game controller and discovers a WILL OF HIS OWN.

Then SONIC looks out of the game screen and SEES JOSH. He TALKS TO JOSH. Totally bizarre. This astonishes BOTH of them. Soon, they discover a CYBERSPACE/REALITY vortex has opened between the game world and the real world.

SONIC, ever curious, STEPS OUT OF THE GAME WORLD INTO THE REAL WORLD.

JOSH and SONIC stand face-to-face: Two old friends, meeting for the first time. SONIC is the cool dude with attitude, suddenly a 3-D CGI GUY with a REAL WORLD to explore. Real plants, real food, real TV, a real toilet ("what is THAT for??") Despite JOSH'S best efforts to contain the madness, SONIC'S curiosity gets out of control: The apartment is quickly torn apart.

Amid the chaos, a FUZZY BUNNY hops to the game screen vortex, sniffing the real world beyond. Satisfied, the BUNNY EXPANDS out of the game screen into reality, MORPHING to become DOCTOR ROBOTNIK.

ROBOTNIK howls with delight, he's waited years to break out of the game world. He sprouts his spaceship, blasts out of the apartment and escapes with demented enthusiasm, into the REAL WORLD.

SONIC instinctively pursues ROBOTNIK, but gets blind-sided by the bizarre ways of the real world. When he jumps over rooftops, the chimneys BREAK, when he bops an iron lamp-post, it HURTS. He races through traffic, causes car wrecks. When he stops to impress a Girl, she screams bloody murder. The real world isn't ready for a blue hedgehog walking down the street.

When HAL returns to his trashed apartment and finds his XRI computer destroyed, he goes ape. JOSH, guilty as sin, makes up a story about a burglar ransacking the place. Neighbors confirm: A small person in a blue costume has been spotted terrorized the neighborhood. Police take the reports, an A.P.B is put out for a small person that looks like a blue hedgehog.

JOSH'S Mom, LISA shows up, blames HAL for leaving JOSH home alone. They get into an argument, and, as usual, it all ends up being JOSH'S fault. LISA takes JOSH to her house.

Across town, SONIC loses ROBOTNIK'S trail, discovers that his body is WEAKENING.

Sleeping at his Mom's house, JOSH is awakened by tapping at his window. It's SONIC, weak and exhausted. Had a devil of a time tracking JOSH down. He admits losing ROBOTNIK, fears what evil the nasty doctor will do in the real world.

SONIC knows the game world like the back of his spikes, but the REAL WORLD is a strange and confusing place. And if he doesn't recharge his energy soon, he might die. JOSH feeds SONIC cereal, chocolate and chile peppers, anything to restore his energy. It works a little, but what SONIC really needs is a chaos emerald. Where are the chaos emeralds in the real world?

JOSH and SONIC agree to team up and track down DOCTOR ROBOTNIK and banish him back into the game world. They must work in secret: SONIC is wanted by the police; JOSH will get killed if his Dad finds out he's the one who destroyed the XRI computer.

And so they join as secret allies: JOSH with his knowledge of the real world and SONIC with his amazing skills and unlimited confidence. They soon discover that chaos emeralds exist in the real world, encased in ordinary-looking rocks. You just have to know which ones to crack open. SONIC teaches JOSH how to find them. When SONIC uses an emerald to regain his strength, JOSH also wants to try out the



extra-ordinary powers. SONIC gives him only a small taste, allowing JOSH to write his term paper in thirty seconds. But JOSH wants more, wants to run and jump like SONIC. SONIC warns JOSH: Never use the powers of the chaos emerald unless you are a master, or you could get hurt badly. JOSH heeds the warning, promising he won't.

DOCTOR ROBOTNIK, meanwhile, holes up in an ABANDONED AMUSEMENT PARK. He learns fast about the real world too, and schemes to gather all the real world chaos emeralds and use their power to control it. ROBOTNIK recruits a group of BULLY KIDS as his shock troops. He gives them robotic cyber-body powers -- transforming them into BULLIBOTS, nasty mechanically-augmented FIGHTING KIDS. ROBOTNIK orders his BULLIBOTS to begin digging under the amusement park, smashing every rock to find the one-in-a-million CHAOS EMERALDS.

## ACT II

SONIC and JOSH search for chaos emeralds, encountering BULLIBOTS digging under the town. They do battle, recover an emerald and get clues as to DOCTOR ROBOTNIK'S plans and whereabouts.

HAL, at long last, lands a job. He is thrilled, his self esteem is up, the future looks brighter than it has in years. Even LISA is happy for him. JOSH is delighted too, but has this bad feeling: Turns out HAL has been hired by a SHADY CORPORATION to help re-open the RAMSHACKLE AMUSEMENT PARK.

SONIC stows away in the car, as HAL takes JOSH to visit the newly re-opened AMUSEMENT PARK. It's a spooky old place, revived with a DEMENTED ROBOTNIK FACE-LIFT. HAL has been hired to develop new virtual reality ride concepts using his XRI technology. He has no idea he is building a system for DOCTOR ROBOTNIK, and JOSH cannot possibly convince him of it.

BOTNIKLAND AMUSEMENT PARK is SMASH SUCCESS. KIDS get in FREE. FREE CANDY. FREE ICE-CREAM. Every kid in town lines up to get in.

SONIC and JOSH snoop under the park and discover: DOCTOR ROBOTNIK is using the rides and HAL'S XRI technology to steal the kids and replace them with KINDER-BOT robo-clones. The real kids are put to work digging under the town, cracking rocks,

finding the one-in-a-million chaos emerald. The perfect-angel KINDER-BOT clones go home with the parents.

SONIC and JOSH discover ROBOTNIK'S ultimate plan: With the power of enough chaos emeralds powering the XRI circuitry, the evil DOCTOR will be able to DIGITIZE -- STEAL -- NATURE WONDERS OF THE WORLD: The AMAZON RAINFOREST, MOUNT EVEREST, the GREAT BARRIER REEF, the BLACK FOREST, the SERENGETI PLAIN... ROBOTNIK'S got a globe wired up ready to STEAL THEM ALL. Then he will RECREATE THEM in virtual-reality form at the amusement park, charging big money for the world to see them.

SONIC and JOSH are dumb-founded. They must stop this evil plan. JOSH is fearful of ROBOTNIK'S power, but SONIC convinces JOSH "You have to stand up for what you believe in and give it everything you've got." They are detected by BULLIBOTS, who chase them through the underground mine shafts. SONIC gives JOSH a piece of chaos emerald --giving him SONIC-LIKE PHYSICAL ABILITIES TO FIGHT WITH. The fight ultimately triggers a panic in the amusement park above.

SONIC expends all his energy to help JOSH escape. Before SONIC can find a chaos emerald to recharge himself, he is captured by ROBOTNIK and thrown in a dungeon.

With his final burst of SONIC-ENERGY, JOSH escapes to the amusement park above, where HAL blames for the disturbance. JOSH tries to tell HAL the truth about ROBOTNIK, but HAL refuses to believe it. Nothing is going to blow this job. Once again, HAL dumps JOSH with LISA.

Meanwhile, the neighborhood kids all return from the amusement park as KINDER-BOTS. Clone kids who do everything their parents ask: Eat peas, clean room, do homework. At first no parents notice. Their kids are finally acting the way they're supposed to. JOSH, however, is horrified by the KINDER-BOT KIDS. He knows they are ROBOTNIK'S evil creation. He fears what a terrible world it would be if ROBOTNIK mechanizes everything!

JOSH -- inspired by SONIC'S "stand up for what you believe" attitude -- works up his nerve and spills the whole story to his Mom LISA. Yes, it's all his fault. DOCTOR ROBOTNIK is loose because of him. The wonders of the world are about to be stolen and it's all his fault. LISA listens attentively, then bursts into tears. She picks up the phone and calls a shrink.



HAL, LISA and JOSH step through the vortex. But there is a sad moment when SONIC decides he must stay behind in the GAME WORLD. He has to be vigilant against DOCTOR ROBOTNIK nefarious ways. After all, that's his job.

The vortex closes. JOSH and his parents have re-discovered each other through the ordeal, and return to the real world closer than ever. LISA is deeply impressed by HAL'S brilliant XRI invention, but ultimately HAL decides it's too dangerous to ever use again. He gives it JOSH, trusting his son to put it away for safe keeping. but makes him promise never to use it...

JOSH promises... But... Notices on a TV screen nearby: SONIC winks at him, then goes about his game-play business.

THE END

# RICHARD JEFFERIES

SCREENWRITER

Source  
Movie  
3812

- Currently: **"VIRUS"** Feature based on the graphic novel. For Pacific Western Productions/  
Gale Anne Hurd & Dark Horse Entertainment/Mike Richardson. Universal Studios.
- 1994 - **"SPECIES"** Production rewrite. For Frank Mancuso, Jr., Producer and Roger  
Donaldson, Director. MGM.
- 1994 - **"SAMSONITE WARHEAD"** Original feature screenplay for Ridley Scott,  
Producer and Marco Brambilla, Director. RCS-PMP.
- 1994 - **"FATHOM Q"** Computer game. Deal pending with major software developer.
- 1993 - **"INSIDE MAN"** Original feature screenplay.
- 1993 - **"FLIES"** Original feature screenplay based on a story by Geena Davis. For 20th  
Century Fox/Brooksfilms/Genial Pictures.
- 1992 - **"BEWARE THE WICKIES"** Original art-horror feature screenplay, for Brooksfilms -  
Mel Brooks, Producer.
- 1992 - **"DREAM"** Metaphysical romantic novel.
- 1991 - **"THE VAGRANT"** Original screenplay. Produced by Brooksfilms/MGM.  
Mel Brooks, Producer.
- 1991 - **"THE BAD PLACE"** Screenplay adaptation of the best-selling novel by Dean  
Koontz. For Lee Rich Productions/Warner Brothers.
- 1990 - **"RENDEZVOUS"** Original screenplay for James Cameron/Lightstorm  
Entertainment/Caralco.
- 1989 - **"PAL'S FOREVER"** Disney Studios/Bette Midler, Producer. Produced in '94 for  
release Winter '95. James Orr, Director - Jim Cruickshank, Co-Producer. Starring  
Chevy Chase & Farrah Fawcett.  
Final WGA arbitrated credit: Story by David Pedinoph and Richard Jeffries. Screenplay by James Orr & Jim  
Cruickshank. Between the original writer (Pedinoph) and the final writing team (Orr & Cruickshank), twelve writers  
worked on the project. Richard Jeffries is the only one of those twelve writers awarded credit.
- 1989 - **"JUST MET"** Original feature screenplay for Jerry Weintraub.
- 1988 - **"MOST WANTED"** Page-one rewrite for Tri-Star.
- 1987 - **"UNRAVELLED"** Page-one rewrite for Producers Daug Wick & Dino DeLaurentis.
- 1987 - **"14 GOING ON 30"** Original Teleplay for Disney Sunday Movie/ABC. James Orr  
& Jim Cruickshank, Producers.
- 1987 - **"MOONWALKER"** Production rewrite. Michael Jackson feature for Lorimar.
- 1986 - **"OUR BRITISH COLUMBIA"** Also Directed. Large format experimental  
documentary for the 1986 Vancouver World's Fair.
- 1985 - **"SCARECROWS"** Original screenplay. Cult classic horror feature, released by  
MCEG. "Four Stars... Intelligent writing" - Video Movie Guide.

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11/15/94

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11-30-94 : 4:46PM :

SENT BY: