

SONIC THE HEDGEHOG

"The Void"
(238-308)

(22-MINUTE OUTLINE)

ADD TO
BLAST TO PAST
ROBOTIC - "I HAVE CONTROL"

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(22-minute Outline)

ACT I

FADE IN:

1. EXT. GREAT UNKNOWN - DAY

A dry, forbidding landscape with deep ravines, and rocky hills. We hear SONIC'S WHOOSH. PAN to see his dust plume in the distance, APPROACHING FAST. FOLLOW as he passes THROUGH SHOT, REVVING as he soars over a DEEP RAVINE.

Follow as he streaks through the badlands, then reacts as CAMERA SHAKES and a HUGE SPLIT opens up in the ground in front of him. He slams on the brakes, but a HOWLING WIND sucks Sonic toward the GAPING HOLE that he recognizes as the SWIRLING LIGHT VORTEX he struggled against in "Game Guy".

REVVING hard, he manages to escape the wind's pull. Then he notices ELECTRICAL ENERGY on the ground nearby. Investigating, he finds a RING with strange writing on the side and pops it in his backpack. Circling around the VORTEX, he blasts into the distance as we...

CUT TO:

2. EXT. KNOTHOLE - DAY

Sonic blasts out of the slide into the haystack. TAILS and ANTOINE are waiting for him and immediately try to show him the new windmill. When he declines, they suggest he go to Rotor's workshop to check out the improvements on his one-man band. Perplexed, Sonic finally shakes them off and heads for Sally's hut as Tails sounds the alarm.

3. INT. SALLY'S HUT - DAY

Hearing Tail's warning, BUNNIE and SALLY hustle around, hiding banners, balloons and refreshments. They close the last cupboard door and hit casual poses just as Sonic ROARS in.

Oblivious, Sonic tells about the Void opening and gives Sally the strange ring he found. Sally is excited, recognizing the ring as an artifact from an era that has always been considered legend.

A MESSAGE DOVE arrives from Uncle Chuck. The message tells of a summit between Robotnik and his commanding officers that Uncle Chuck wants to discuss with Sonic. He takes off. Bunnie and Sally are relieved. Sonic's surprise birthday party is still a surprise

While Bunnie pulls out the party decorations, Sally examines the ring. Nicole does an analysis and discovers the words on the ring. When Sally reads the strange words aloud, a SHIMMERING, RED AURA appears. It expands until it fills the room, then EXPLODES.

A SMALLER RED AURA surrounds Sally and Bunnie as a VOICE commands them. Nicole advises Sally not to obey, but caught in the trance, they head for the door, leaving Nicole behind.

4. EXT. KNOTHOLE - DAY

Encased in RED AURAS, Sally and Bunnie exit their hut. PUSH IN ON SAL'S TRANCED FACE as she eerily calls, "Rotor? Tails?"

5. EXT. ROBOTROPOLIS - UNCLE CHUCK'S HIDEOUT - SUNSET

Sonic ZIPS IN and taps out code with a brick. The TRAPDOOR opens and he BLASTS inside.

6. INT. UNCLE CHUCK'S HIDEOUT - SUNSET

UNCLE CHUCK plays back a recording for Sonic that was made earlier. Robotnik talking about plans for something called a "Doomsday Machine".

Uncle Chuck says he'll try to hack into Robotnik's Top Secret files and find out more. Then, Uncle Chuck's mood changes and he laughs, saying he almost forgot and wishes Sonic a happy birthday. Sonic grins, now he knows why everyone was acting so strange. Sonic blasts back to Knothole.

7. EXT. GREAT UNKNOWN - NIGHT

The VOID swirls, beckoning as the ALL THE FREEDOM FIGHTERS (all encased in RED AURAS) are sucked toward the whirling nexus. A FLASH OF EFX and they disappear.

8. INT. ROBOTNIK'S WAR ROOM - NIGHT

ROBOTNIK examines a MODEL of his "DOOMSDAY MACHINE" when Snively enters, telling him that sensors have detected an open VOID somewhere in the Great Unknown.

Robotnik is visibly shaken by this news. We learn that he's afraid of Ixis, the magical creator of the Void. Afraid that Ixis might be trying to escape the void and exact revenge, Robotnik leads a Command Force to search the Great Unknown.

9. EXT. KNOTHOLE - NIGHT

Sonic arrives and almost instantly senses something is wrong. It's too quiet. As he arrives at the huts, he finds them deserted. He calls out. No answer. Then, he thinks everyone is hiding to surprise him. But as he snoops around waiting for everyone to pop out, he finds some unsettling things: an abandoned experiment boiling over in Rotor's workshop, half-completed projects and partially-eaten meals.

Then, he enters Sally's hut and finds Nicole! He knows Sally wouldn't go anywhere without Nicole. On his fearful face, we...

FADE OUT

END ACT ONE

Use
more
Robotnik's
Animals

ACT II

FADE IN:

1. EXT. GREAT UNKNOWN - NIGHT

At the bottom of a deep EARTH CRACK, the WHIRLING GRAY NEXUS of the Void swirls wickedly.

2. INT. VOID - 1ST AREA - NIGHT

No horizon here. It's too dark. Wierd, shadowy PLANTS create a "jungle from hell". Bizarre, twisted TREES, sharp-quilled BUSHES and flourescent GRASS that writhes and twists.

Hovering in the midst of all this are the AURA-ENSHROUDED Freedom Fighters, still in their trance-like state.

A BURST OF EFX and IXIS appears. He's a SQUAT, POWERFULLY-BUILT CREATURE (NOT HUMAN) with pointed ears and an unruly beard. He waves his hand and the Freedom Fighters float down to the ground. He carefully looks them over, then becomes angry. Pointing at Sally, a BLAST OF MAGICAL ENERGY streaks from his finger, releasing her from the Aura. She blinks, then focuses as Ixis steps in front of her.

Ixis demands to know where the Hedgehog is. Sally demands to know where she is. Ixis reveals she's in the Void, explaining he was trying to lure Sonic in because the Hedgehog's speed is his only hope for escape. Disappointed, he turns to go. Sally ask' him to release her friends, but he disappears in a BURST OF EFX. Sally tries to reach the others, but the Aura FLASHES, throw her back. PAN TO SPINY PLANT as it writhes, pulling its way through the soil, moving toward Sally.

3. EXT. GREAT UNKNOWN - NIGHT

Sonic blasts across a ravine. He stops, reaches into his backpack and consults with Nicole. Unfortunately, his computer phobia and Nicole's literal answers to his unclear questions cause nothing but frustration. Sonic finally manages to get a bearing on the Void's location from Nicole. He cranks across the Great Unknown, leaving a dust-plume behind. After he disappears, ROBOTNIK'S COMMAND SHIP flies INTO SHOT. Behind it come six Hover-Units.

4. INT. ROBOTNIK'S COMMAND SHIP - NIGHT

Robotnik commands his ships to fan out for the search, then orders a dozen SPY SPHERES released.

5. INT. VOID - 2ND AREA - NIGHT

ANOTHER AREA inside the VOID. A HUGE, EXOTIC PLANT (more like a tree) dominates a foreboding landscape. Its leaves WRITHE and its roots UNDULATE. At the top of the plant is a LARGE GLOWING WHITE POD. We PUSH IN and...

- SANCTUARY -

IXIS IS ALL OF DRAGONIS

6. INT. WHITE POD - NIGHT

Ixis floats in the middle of the FEATURELESS GLOWING POD. He gestures and a BUBBLE forms on the wall, breaks free and floats in front of him. He gestures again and the bubble becomes a "crystal ball". In the ball, we see the Great Unknown as Sonic streaks into view. Ixis smiles and mutters, "Hurry, Sonic. I've been here too long."

7. EXT. VOID - 1ST AREA - NIGHT

Sally examines the AURA as the Spiny plant writhes behind her. It extends a tendril that encircles her ankle. Sally SCREAMS and tries to pull away, but other tendrils extend and encircle her legs. She struggles and we see the plant VISIBLY GROW.

8. EXT. GREAT UNKNOWN - NIGHT

Sonic blasts across the landscape and SKIDS to a stop. He consults Nicole and she tells him that her indicators show the Void is very close. WHIP-PAN to a spy sphere, hovering nearby, RED EYE blinking.

9. INT. ROBOTNIK'S COMMAND SHIP - NIGHT

Robotnik watches Sonic on a monitor. He's upset. Why is Sonic looking for the Void? Is he in cahoots with Ixis? Is he going to help Ixis escape? He orders all units to capture the Hedgehog.

10. EXT. GREAT UNKNOWN - NIGHT

Sonic blasts across the terrain as the six Hover-Units pursue, try to box him in. Sonic takes evasive action, streaks around a small hill and SKIDS to a stop as he spots the VOID. With Hover-Units closing in, he has no choice. He REVS and blasts into the swirling nexus. A FLASH OF EFX and he's gone.

11. INT. ROBOTNIK'S COMMAND SHIP - NIGHT

Robotnik pounds his fist as he watches the Void on his monitor. When Snively asks for orders, Robotnik replies, "We wait. If the Hedgehog or Ixis come out, we'll be ready."

CUT TO:

12. INT. VOID - 1ST AREA - NIGHT

A BURST OF EFX and Sonic appears, SKIDDING to a halt near the AURA-ENCASED FREEDOM FIGHTERS. He tries to get close, but the AURA CRACKLES, knocking him back. He lands next to the spiny plant with a POD attached by tendrils and hears muted CRIES.

Something inside the pod is struggling and the PLANT IS VISIBLY GROWING. Moving closer to examine it, he sees one hand protruding and recognizes the signet ring. It's Sally! He starts to help her when there's a BURST OF EFX and Ixis appears. He

VOID SHIFTS
NICOLE PREDICTS WHENE M'LL SHOW UP
VOID CLOSES IN HIS FACE - SHE PREDICTS
SPARKLE APPEARS

gestures and Sonic is encased in a RED AURA. As Sonic struggles to get free, we...

FADE OUT

END ACT TWO

ACT III

FADE IN:

1. EXT. GREAT UNKNOWN - VOID - NIGHT

Hover-Units and Robotnik's COMMAND SHIP hover near the VOID. In VO, Robotnik tells Snively that he's devised a new strategy.

2. INT. ROBOTNIK'S COMMAND SHIP - NIGHT

Robotnik reveals his plans to bury the VOID by blasting the ground and creating an avalanche, thus sealing both Sonic and Ixis inside forever. He orders his ships into position as we...

CUT TO:

3. INT. VOID - 1ST AREA - NIGHT

Sonic struggles within his RED AURA. Nearby, the Freedom Fighters, still in trance, are encased in their RED AURA. Sally, in a POD struggles on the ground. Ixis demands that Sonic use a Power Ring to blast out of the VOID, taking him along.

Angry, Sonic tells Ixis to release his friends first, but before Ixis can reply, EFX BURST all around them as BOULDERS TUMBLE INTO SHOT. Ixis reacts, gesturing and in a BLAST OF EFX he disappears.

CUT TO:

4. EXT. GREAT UNKNOWN - VOID

Robotnik's ships FIRE LASERS into the ground around the VOID, releasing huge boulders TUMBLE INTO THE VOID, disappearing into the Vortex in MULTIPLE BLASTS OF EFX.

5. INT. VOID - 1ST AREA - NIGHT

Sonic struggles against the RED AURA, but nothing works. Finally he tries a SUPER SPIN. He REVS and SPINS. BIG FLASH OF EFX as he disappears.

6. INT. VOID - 3RD AREA - NIGHT

A STEAMING POOL is surrounded by RED VEGETATION with BRIGHT YELLOW FLOWERS. ROCKS surround the pool. A "Gilligan's Island" makeshift SHACK has been constructed on the rocks. BIG EFX and Sonic appears, still spinning, but minus the RED AURA.

Sonic is frantic! He has to get back and save Sally. He consults Nicole, but when she tries to analyze the physical characteristics of the environment, she wigs out, going "Rainman" on Sonic. ("I'm an excellent computer. Excellent computer"). Then, a voice calls, "Sonic?"

ARI (from "Game Guy") steps out of the shack and greets Sonic, amazed to see him. Sonic tells him about Sally. Ari tells him there may be a way to save her. He leads Sonic inside the shack where THE KING lies incapacitated on a cot. Sonic is overwhelmed

Am-ica

SONIC US ~~IRIS~~ IRIS - BEATS HIM - TAKES KING 7

to see him. He kneels, but the King weakly waves him back up. Barely able to whisper, he tells Sonic he knows how to reverse the Void and free everyone, but he can only do it from the outside world.

So, with the King hanging onto his waist, Sonic BLASTS OFF. They disappear in an EXPLOSION OF EFX..

After they leave, ARI TRANSFORMS into a plant. The entire AREA TRANSFORMS back to 1ST AREA, with the Freedom Fighters and Sally in the POD. The RED AURA around the Freedom Fighters disappears and they look around, puzzled. VARIOUS ANGLES of plants as they move toward the Freedom Fighters.

7. EXT. GREAT UNKNOWN - VOID - NIGHT

Robotnik's ships continue to fire at the ground around the Void, but it is no longer having any effect. A FLASH OF EFX and Sonic and the King appear. They blast right past Robotnik's forces and into the Great Unknown. All Robotnik sees are blurred images.

Clear of the Void, Sonic SKIDS to a stop and turns to the King, but watches amazed as he morphs into Ixis.

Angry, Sonic gets in his face, but the Sorcerer points out that only Sonic has the means to get his people out of the Void, so no harm done. Besides, they're both after the same thing...getting rid of Robotnik.

Just then, a spy sphere whooshes INTO SHOT. Sonic's ready to juice, but Ixis tells him Robotnik is not a problem.

8. INT. ROBOTNIK'S COMMAND SHIP - NIGHT

Robotnik sees Ixis on the monitor and for the first time we see him truly frightened. He orders a full retreat, screaming for Snively to activate the CLOAKING DEVICE.

9. EXT GREAT UNKNOWN - NIGHT

Sonic watches, impressed, as Robotnik's forces retreat. Robotnik's command ship RIPPLES and disappears. Ixis chuckles, "You can hide, but you can't run, Robo-fool." Ixis makes arcane gestures and Robotnik's ship reappears, GLOWING RED. Ixis "thumbs" the air like he's flipping a tiddly winksend and Robotnik's ship flips end over end, disappearing into the distance as the Hover-Units scatter in all directions.

Ixis weakens for a moment, then recovers. He tells Sonic about the Void. All the plants, etc. are his creations, practice designs for his real purpose. He's going to fill Robotropolis with them and make them all crave a single food source: Robotnik.

Sonic asks why they attacked the Freedom Fighters. Ixis explains since they require energy to maintain themselves, they draw energy from life forms (except for Ixis). They should have disappeared when he left, so Sonic can enter the Void and remove his friends, as well as the King and Ari. Excited, Sonic takes off. After he leaves, Ixis starts to incant a spell, but he quickly weakens. Then, his face grows wrinkled and he faints.

IXIS CREATED PLANT - IT STARTED TO GO AWAY - HE CREATED SANCTUARY -

LET IXIS HAVE AT ROBOTROPOLIS -

LOSE FREEDOM FIGHTERS - LOSE VOID AT BEGINNING -

Freedom environment - NOT CRITICAL - Draw 5' 10" - CANYONS - NOT CRITICAL

10. INT. VOID - 1ST AREA - NIGHT

FAST GROWING PLANTS and pods everywhere, but not a Freedom Fighter to be found as Sonic APPEARS in a BURST OF EFX. Plants instantly go after him, but he dodges and zips from pod to pod, trying to open them. But he can't and Sonic shouts, "What kind of place is this?". A voice says, "A bad place."

Sonic turns to see the REAL ARI. He looks weak and tired, but eludes the plants by calmly removing their tendrils and moving away.

Avoiding plants as they talk, Ari tells Sonic that the Freedom Fighters are being drained of their energy so the plants can grow. Sonic relates what Ixis said about how the plants should have disappeared.

Looking at the fast-growing plants, Ari concludes the Void environment is out of control. Their only hope is Ixis. Sonic REVS and blasts, disappearing.

11. EXT. GREAT UNKNOWN - MORNING

Ixis looks aged, wrinkled. He trudges along, then falls, too weak to get up. We hear Sonic's approaching WHOOSH, then Sonic SKIDS INTO SHOT. Ixis tells Sonic that the plants retained his life-energy and most of his magic. If he doesn't get back to the Void, he'll die. Sonic grabs Ixis and heads for the Void.

12. INT. VOID - MORNING

BLAST OF EFX as Sonic appears with Ixis. Ari has been caught by a plant and he's half-covered by a POD. Ixis makes gestures and LINES OF ENERGY emanate from the plants and connect with him. His WRINKLES DISAPPEAR and he straightens, gestures again and the PODS OPEN, releasing the Freedom Fighters and Ari.

As Sonic runs to help an exhausted Sally, we hear a rumbling and LIGHTNING FLASHES. Ixis tells them when he reconnected with the environment, his spell that kept the VOID PORTAL open was weakened. In a few moments, the PORTAL will close and he can't reopen it without losing his control over the plants.

Sonic REVS and starts transporting Freedom Fighters out, two at a time.

Ixis asks Sally to leave last, he has something important to show her.

He gestures and with a BLAST OF EFX, they find themselves in the real 3RD AREA, where Sally has a brief reunion with her father. Ixis explains the King has been here so long that the plants have drained his energy. Ixis will have to magically unravel his "world" to restore both himself and the King and it could take years.

Sally bades a tearful goodbye to her father and as she leaves, he presses something into her hand: his list of Freedom Fighter Groups.

BIG CAMERA SHAKES. Ixis takes Sally back to 1ST AREA where we can now see the VOID PORTAL in the background quickly closing. As it gets smaller, the pressure increases and wind HOWLS and blasts Sally, Sonic and Ari. All the others are safely out.

Sonic tries to take both Sally and Ari out, but the wind is too powerful. Sally pulls a Power Ring out of his backpack and Sonic blasts toward the now tiny Portal.

13. EXT. GREAT UNKNOWN - VOID - DAY

Dramatic waiting as the Freedom Fighters anxiously watch. Then, as the Portal almost winks out, there's a HUGE EFX BLAST as Sonic, Sally and Ari streak out. A moment later, the PORTAL CLOSES.

WIPE TO:

14. INT. ROBOTNIK'S HQ - WAR ROOM - DAY

The room is filled with monitors. Robotnik nervously watches one after the other, asking Snively again and again if there's any sign of Ixis. He's running scared.

WIPE TO:

15. EXT. KNOTHOLE - DAY

Back in Knothole, the Freedom Fighters say goodbye to Ari, who's on his way home. Sally promises they'll visit, once they start traveling to meet the Freedom Fighters on her father's List. Sonic tells him about the "Doomsday Machine" and tells him to send word if he discovers anything.

Then, with much ado and pomposity, the Freedom Fighters fetch all the "trimmings" for a gigantic picnic. Last in line is Antoine with Sonic's BIRTHDAY CAKE. He TRIPS, of course, and the cake goes flying with Sonic making a spectacular save. As Sonic blows out the candles, he tells them he'd forgotten it was his birthday, but he could never forget his friends...even Ant.

Sonic gestures toward the spread blankets and baskets of food and teases, "After all, what's a picnic without an Ant?"

FADE OUT.

THE END