



SONIC

THE ANIMATED SERIES



DEVELOPED BY DANIEL BARNES

- INTRODUCTION -

Welcome to the **Planet Mobius** – a utopian paradise teeming with natural beauty, clean air, and blue skies.

That is, it used to be, until the evil industrialist, **Doctor Robotnik**, showed up out of nowhere and basically conquered the world overnight. Now, the vast majority of Mobius is a dark, polluted dystopia full of giant city-factories, casinos, neon lights, and thick clouds of smog that blot out the sun.

With his robotic army of **Badniks**, Robotnik rules the planet with an iron fist. Anyone who would dare speak out against him is promptly captured and forced to undergo a **Robotomy** – a horrific process that transforms living creatures into mindless robots.

There's just one thing standing between Robotnik and absolute world domination :

SONIC

THE HEDGEHOG

Leading a group of rebels known as the **Freedom Fighters**, Sonic and his friends fight to take their world back from the evil dictator and his mechanical empire. The ultimate battle between Nature and Technology is about to begin. Who will win?

LET'S DO IT TO IT!

GENERAL SERIES CONCEPTS

Sonic the Animated Series is a character-driven, action-adventure series that celebrates the Sonic franchise's long and storied history. Drawing heavily from Sonic's (nearly) 30 years of rich mythology and lore, each 22-minute episode will work to reconcile several narrative concepts and ideas introduced by SEGA of America, back during Sonic's early years, with the visual design and contemporary sensibilities of the modern video games and comic books. The end result will hopefully be a fresh, new iteration of the Blue Blur that will appeal to both old and new fans alike!

The show will greatly focus on themes of **environmentalism** – a subject that's subtextually existed within the Sonic franchise since its beginnings, but has yet to really be explored in any significant way. Sonic and his friends are rebellious teenagers fighting against tyranny, industrial overreach, and the pollution and exploitation of their world – issues that are not only inherently compelling, but also very timely. Sonic is well-known for teaching children about societal issues with his "Sonic Says" PSA's, from his classic '90s cartoons. This would be the natural evolution of those.

Sonic the Animated Series' **target demographic** would be **older children and teenagers, between the ages of 7-16**. The goal is for the show to appeal to all ages, without condescending to younger viewers (very much like shows such as Steven Universe and Avatar: The Last Airbender). The colorful characters and explosive action will draw in younger audiences, while its mature storytelling will hold the interest of teenagers (and parents watching the show with their kids).



CHARACTERS

SONIC THE ANIMATED SERIES



★ THE FREEDOM FIGHTERS ★

SONIC

THE HEDGEHOG

Leader of the Freedom Fighters and the fastest thing alive.

For Sonic, speed is a way of life. He runs fast, thinks fast, and even eats fast. He acts on instinct and lives in the moment. And while his ego and impulsiveness can sometimes get him into trouble, Sonic's unwavering heroism and laid-back demeanor make him a very effective leader, and a constant beacon of hope for his fellow Freedom Fighters.



TAILS

MILES "TAILS" PROWER

Sonic's best friend and the team's gadgeteer / tech specialist.

Tails is a prolific tinkerer, constantly dreaming up inventions not only to give the Freedom Fighters the edge during their missions, but also to make life easier. He lacks confidence and often has trouble seeing just how invaluable his skills truly are. But, with the support of his friends, Tails is gradually learning to cast away his self-doubt and believe in himself.



KNUCKLES

THE ECHIDNA

Chief of Security for the Freedom Fighters and the team's strongman.

Knuckles is a stern, no-nonsense enforcer who takes his duties of guarding South Island (the team's home / base of operations) very seriously. His single-mindedness and rigidity can often cause him to butt heads with Sonic, who he feels is way too lax in his role as leader. But, when push comes to shove and the enemy strikes, the team can always count on Knuckles to strike back even harder!



AMY

AMY ROSE

Sonic's second-in-command and the team's strategist / tactician.

Amy Rose is an upbeat and energetic go-getter who exudes cheerful optimism. She's also a natural leader who tends to take charge of everyone around her. Amy knows what she wants, when she wants it, and how she wants it done. She doesn't just run headlong into trouble (like Sonic, whom she secretly has a crush on). Instead, she plans out the best possible approach to take on a challenge!



TANGLE

T H E L E M U R

A high-spirited upstart and the newest member of the Freedom Fighters.

Tangle is youthful, hot-blooded, and impulsive. Since the moment she joined the Freedom Fighters' ranks, she's wanted nothing more than to prove herself to her comrades and to shed her "rookie" status as quickly as possible. And while her overeagerness can often get her (and her friends) into trouble, when it comes to sheer guts and raw enthusiasm, Tangle is second to none!





★ THE EGGMAN EMPIRE ★

EGGMAN

DR. IVO ROBOTNIK

Supreme Commander of the Eggman Empire and the tyrannical ruler of the Planet Mobius.

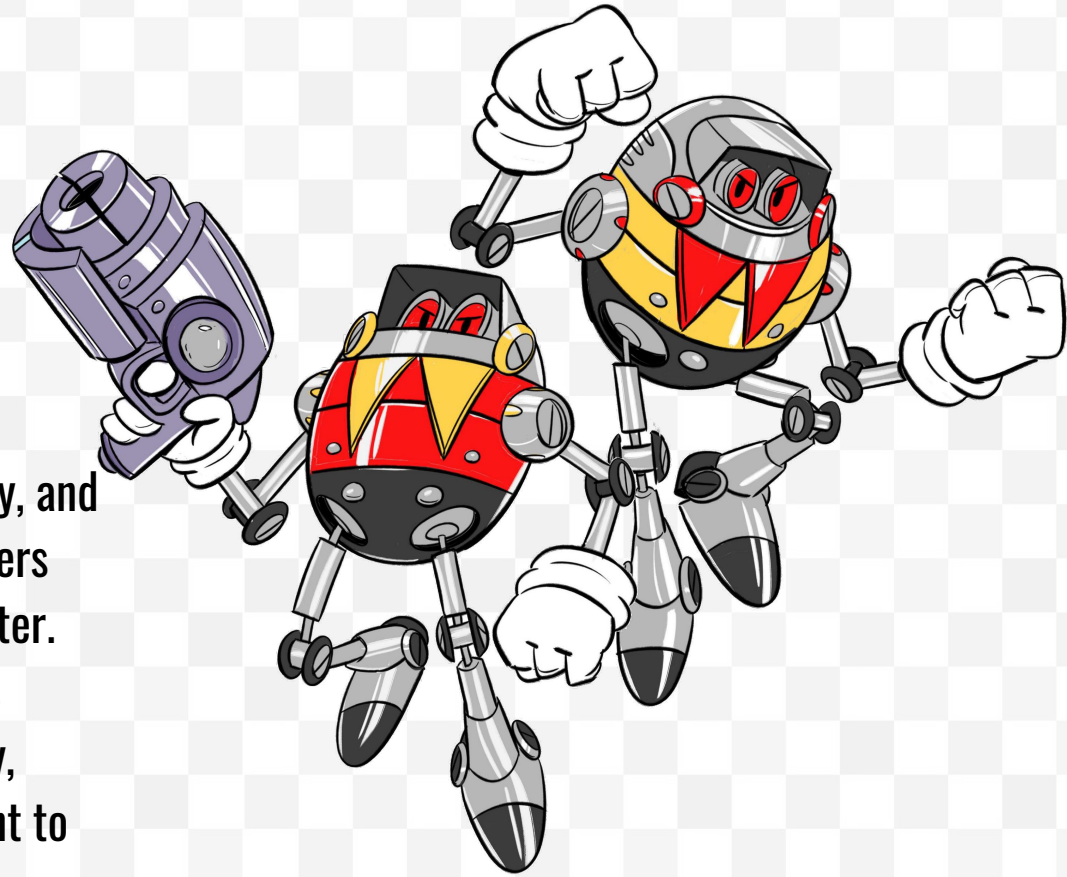
With an IQ of 300, Dr. Ivo “Eggman” Robotnik is as brilliant as he is mysterious. No one knows where he actually came from. He just appeared one day, seemingly out of nowhere, and promptly began conquering the world. A master of robotics, Robotnik dreams of a completely perfect, mechanical society – one devoid of the burdens of poverty, hunger, and **free will**.



HUMPTY & DUMPTY

Dr. Robotnik's wise-cracking, robotic assistants.

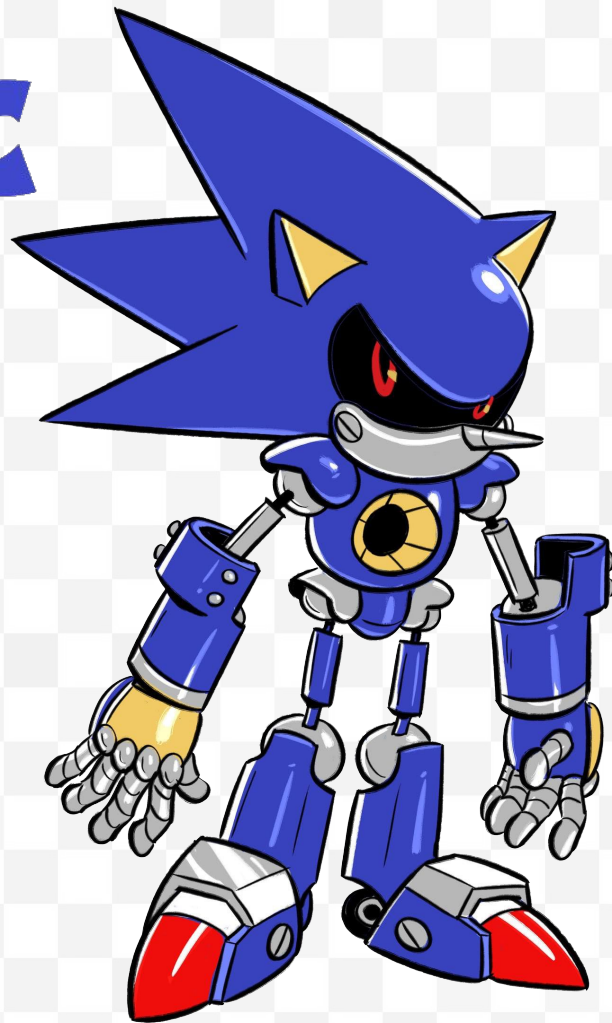
Humpty (the red one) has a very smooth and polished demeanor. He speaks calmly, formally, and without a filter. He's honest to a fault, and offers unsolicited, withering assessments of his master. Dumpty (the yellow one), on the other hand, is rougher and much more uncouth. Like Humpty, Dumpty says things that Robotnik doesn't want to hear, albeit less diplomatically.



METAL SONIC

Robotnik's greatest creation and lethal enforcer.

An extraordinarily deadly and capable robot created in Sonic's image, Metal Sonic is able to easily match his organic counterpart's speed and power. His cold and silent demeanor belies his extremely aggressive and ruthless nature. He's obsessed with not just crushing Sonic and proving his superiority, but ultimately replacing him altogether. There can be only ONE Sonic.



ROUGE

T H E B A T

A ruthless treasure hunter and the owner/operator of Casino Park.

Cunning, sassy, and seductive – Rouge is a master of manipulation who always gets what she wants. She has an affinity for precious gems and rare artifacts, particularly those belonging to the **Echidnas** – an ancient civilization that once ruled over Mobius long ago. Rouge claims to be loyal to the Eggman Empire, but where her true allegiances lie is anyone's guess...



**character design by J. "Deebs" Jones

FANG

THE SNIPER

A greedy, self-serving mercenary and bounty hunter.

Fang could care less about Robotnik's grand ambitions of world domination. He's in this game for the money, pure and simple, and Eggman's got plenty of it. Morals rarely play a factor in Fang's decision-making. With his trusty, variable omni-blaster – the **Menacer**, he'll take on almost any job... for the right price, of course.





SWATBOTS

The workhorse of the Eggman Empire's Badnik forces, SWATBots serve as Robotnik's mass-produced infantry units. What they lack in raw power, they make up for in sheer numbers. They possess numerous modular components and limited personality A.I.



MOTOBUGS

Moto Bugs are high-velocity reconnaissance units used primarily for scouting. Despite their ladybug-like appearance, they can actually be quite lethal, and are able to move at speeds rivaling that of Sonic himself.



BUZZ BOMBERS

Capable of high-speed flight, Buzz Bombers are wasp-like aerial units primarily used for blitzing enemy forces. Armed with rail detonator cannons for their stingers, Buzz Bombers strike hard and fast, and can be especially devastating in a swarm.



CATERKILLERS

Caterkillers are burrowing units used for subterranean operations. The plasma cannons they're equipped with make for extremely effective mining tools, but they can also be used offensively, if necessary.



THE WORLD THE WORLD

SONIC THE ANIMATED SERIES

SOUTH ISLAND

One of the last few regions on Mobius that's remained undiscovered and untainted by the industrial expansion of the Eggman Empire, South Island serves as both the home and base of operations for the Freedom Fighters. Its rolling green hills and crystal clear water act as a constant reminder of what Mobius used to be, before Robotnik's takeover.

South Island is also home to one of the seven legendary **Chaos Emeralds** – ancient gemstones that possess immense cosmic power.



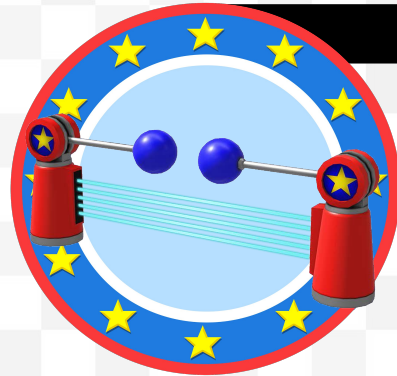




POWER RINGS

Power Rings are a by-product of **Chaos Energy**, naturally forming when large amounts of it are concentrated in one area for extended periods of time. When used, they can grant a short boost in physical prowess or power machinery.

South Island possesses a **Lake of Rings** – a body of water that generates a Power Ring every 24 hours. At the bottom of it rests the **Green Chaos Emerald**.



STAR POSTS

The Star Posts are inventions created by Doctor Robotnik, placed all over Mobius to allow for easy, instantaneous transport of infantry, munitions, and resources. When activated, a Star Post opens a **Warp Gate** that can transport the user to any other Star Post of their choosing. The Freedom Fighters managed to hijack one, and now use it to conduct raids on the Eggman Empire's various tactical footholds around the world.



CHAOS EMERALDS

The Chaos Emeralds are a collection of seven mystical gems that generate a cosmic force known as **Chaos Energy**. Individually, these strange jewels can channel miraculous powers unmatched by almost anything in the universe; enabling their possessor to manipulate time and space and harness incredible destructive forces. With all seven, one could easily attain the power of a god.



THE TORNADO

The Freedom Fighters' principal means of long-distance travel, when the Star Posts aren't an option. In his spare time, Tails can usually be found maintaining or repairing it in his workshop.

ROBOTROPOLIS

Robotnik's seat of power and the capital of the Eggman Empire. Robotropolis is a vast, technologically-advanced city populated entirely by robots – a vision of the “utopian” world Robotnik one day hopes to create. At the heart of it lies the **EggDome** – Robotnik's massive command center that also harbors a nasty secret...

There's also the **Robotomizer** – a horrific device capable of transforming the citizens of Mobius into mindless robot slaves. Muscles become gears, sinew become wires, and the brain becomes a computer in a seemingly irreversible process that's reserved primarily as a means of capital punishment.





CASINO PARK

A once lush, tropical forest that's been torn down and converted into a casino by Robotnik. Though it may be a gambling resort on its surface, Casino Park has secretly become the hub for Mobius's criminal underworld – serving as a refuge for thieves, mercenaries, black market dealers, and all other manner of scum and villainy.

It's owned and operated by **Rouge the Bat**, a ruthless businesswoman and treasure hunter, whose beauty is only matched by her treachery and cunning.





ANGEL ISLAND

A mysterious continent floating high above the clouds, Angel Island is widely regarded as a myth to the people of Mobius. It was once home to the **Echidnas** – a long-lost and highly-advanced civilization that **Knuckles** is a direct descendant of. Proving Angel Island's existence and learning about his heritage is one of the driving motivators in Knuckles' life.

The island is kept afloat by the **Master Emerald** – a cosmic relic of immeasurable power that's capable of controlling and nullifying the seven Chaos Emeralds.

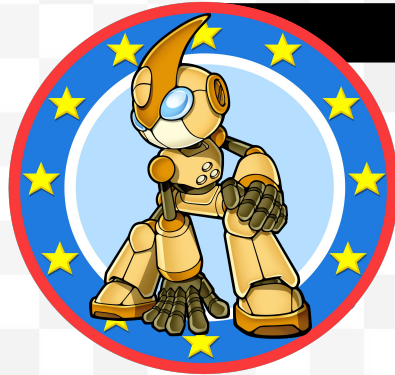






THE MASTER EMERALD

A mystical relic of incredible power that keeps Angel Island afloat. Existing since before recorded history, its origins are shrouded in mystery. It's believed that a civil war amongst the Echidnas, for control of the Master Emerald, is what led to the downfall of their civilization and their disappearance from the face of the planet.



GIZOIDS

Ancient androids that were built by the Echidnas several millennia ago. They all but vanished from the world, along with their creators. A small handful of them still remain, however, guarding Angel Island from any potential intruders...

THE DEATH EGG

Cleverly disguised as the **EggDome** in Robotropolis, as it undergoes construction, the Death Egg is Doctor Robotnik's ultimate weapon. Once fully powered, he'll finally be able to launch it into orbit and activate its **World Robotomizer** – a doomsday device capable of robotomizing all life on Mobius.

All it needs now is a suitable power source...







EPIISODES

SONIC THE ANIMATED SERIES



SONIC & KNUCKLES

During a mission in Robotropolis, Sonic and Knuckles are accidentally caught in one of Robotnik's newest traps – the **Sling Rings**. Now, forcibly tethered to one another, can the two frenemies stop arguing long enough to work together and escape with their lives?



REACH FOR THE STARS

One day, a strange object from space breaches Mobius's atmosphere and crashlands onto the planet. It's a Shooting Star named **Ristar**, and he's lost his memory. Now, the Freedom Fighters must help the young warrior remember who he is, before Robotnik can use his cosmic powers for evil.





SUPER SONIC RACING

A huge race is being held by Rouge the Bat at Casino Park. The prize? A **Chaos Emerald**! All of the quickest speedsters on Mobius answer the call, including Sonic, of course! Who will claim the title of Fastest Thing Alive? And what is the true purpose behind this race?



ZONED OUT

While helping Tails with one of his experiments on the Star Posts, Sonic is accidentally sucked into a bizarre dimension known as the **Special Zone**. There, he encounters members of the lost Echidna civilization from Angel Island. Can the Freedom Fighters find a way to get Sonic back, or will he be stuck forever?





METALLIC MADNESS

Robotnik has finally completed his greatest creation yet – **Metal Sonic**, a robotic doppelgänger of Sonic the Hedgehog! Armed with extensive combat data and able to rival his organic counterpart's speed and power in every way, has Sonic finally met his match in Metal?



HEADS OR TAILS

On his way back from a test flight, after tuning up the Tornado, Tails is captured by a gang of sky pirates known as the **Battle Bird Armada**. Completely on his own, and unable to get in contact with his fellow Freedom Fighters, Tails will have to overcome his own self-doubt and find a way to escape the Armada's clutches, before they deliver him to Robotnik.



Shows with Similar Styles and Demographics



Action-comedy series currently in its second season on Nickelodeon. Serves as the current iteration of the Teenage Mutant Ninja Turtles franchise. Rated TV-Y7.



Adventure-comedy series currently in its third season on Disney XD. Serves as a reboot to the classic 1987 series of the same name. Rated TV-Y.



Action-adventure series based on the popular Transformers toyline. Ran for three seasons on Cartoon Network. Rated TV-Y7.

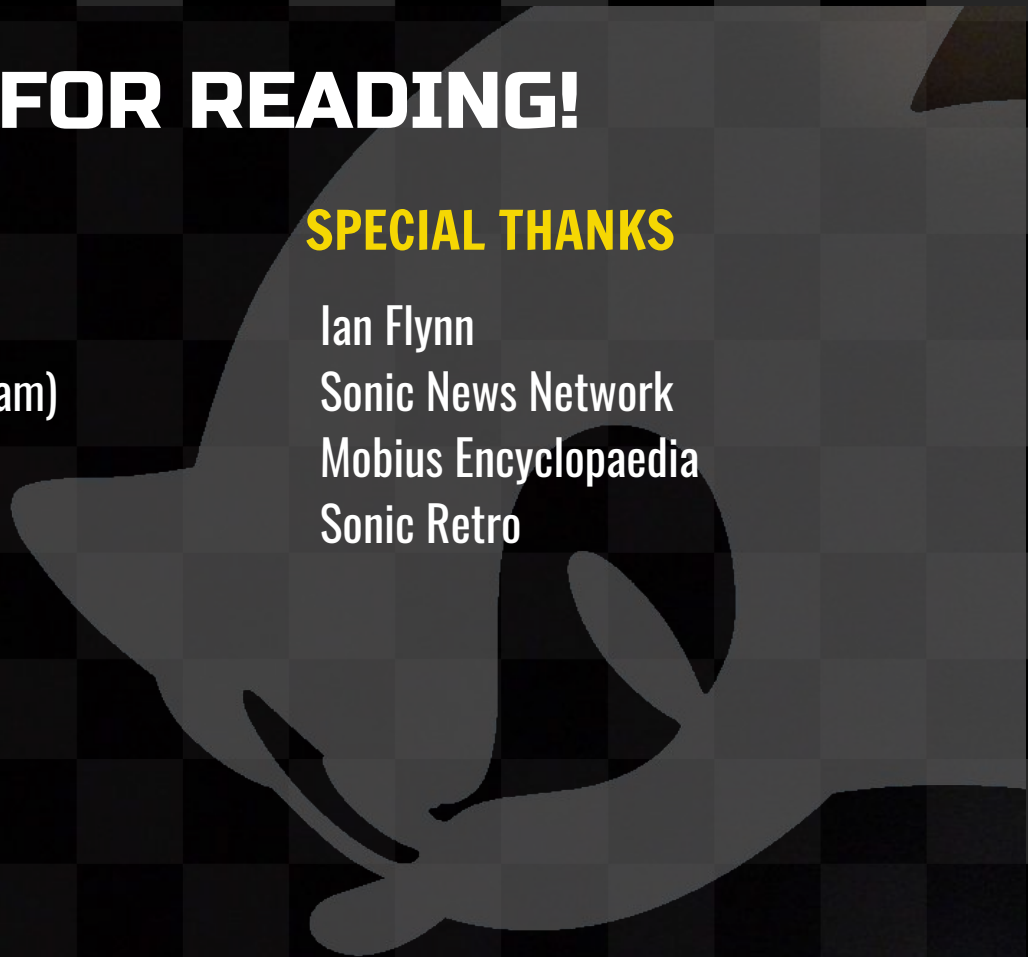
THANKS FOR READING!

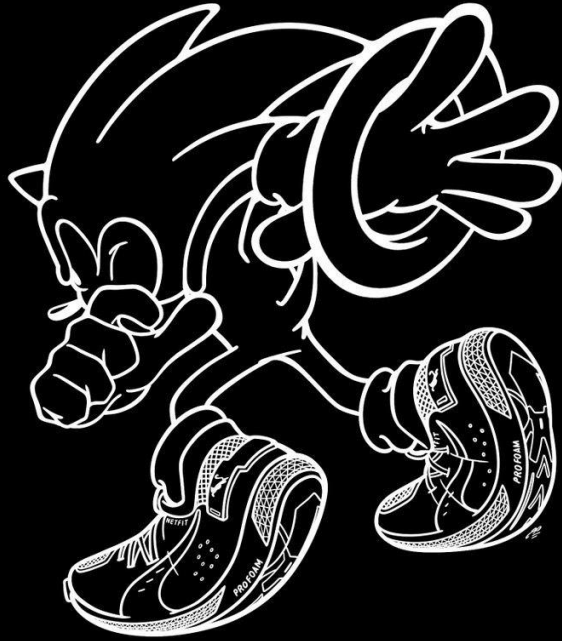
ART CREDITS

Arash Rod
Giuliana Benitez (Gabs Sam)
J. “Deebs” Jones
Yuji Uekawa
Anthony Lawrence
PepVerbNouns

SPECIAL THANKS

Ian Flynn
Sonic News Network
Mobius Encyclopaedia
Sonic Retro





gotta go fast