



3601 West Olive Avenue Burbank, California 91505

THE ADVENTURES OF  
SONIC THE HEDGEHOG

238-100

STOCK COLOR BOOK

Master



**ADVENTURES  
OF  
SONIC  
THE  
HEDGEHOG™**

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**COLOR BACKGROUND**

**STYLE GUIDE**

**JANUARY 4, 1993**



# SONIC THE HEDGEHOG COLOR AND DESIGN THEORY

THE SHOW TAKES PLACE ON THE PLANET MOBIUS.  
IT IS A HAPPY, FUN, FAR-OUT, SPACE-LIKE PLACE.  
(M.C. ESCHER COLLIDES WITH MAURICE NOBLE)  
IT IS NEITHER DAY OR NIGHT - JUST A BRIGHT,  
HIP, GRAPHIC, SILLY PLACE-TO-BE IN SPACE.

REMEMBER, THIS IS NOT EARTH, SO LET'S  
NOT HAVE IT LOOK EARTH-LIKE. COLOR, SHAPE,  
PERSPECTIVE, AND GRAVITY DO NOT  
NECESSARILY ABIDE BY EARTH RULES:  
PLAY WITH THEM. STAY AWAY FROM BROWNS  
AND DINGY COLORS. THIS IS A HAPPY  
PLACE. AVOID GREEN GRASS AND TREES, ETC.  
FOLIAGE AND TERRAINE SHOULD LOOK OTHER-WORLDLY.  
IT SHOULD LOOK HIGH-TECH AND ORGANIC AT THE  
SAME TIME. JUXTAPOSE ORGANIC LOOKING LINES  
AND ELEMENTS AGAINST SOMETHING HIGH-TECH.

THIS GIVES US LOTS OF ROOM FOR INVENTION....  
CREATE A TOTALLY NEW PLANET WITH NEW LIFE FORMS

- PLEASE USE A LIMITED PALLETTE IN EACH PAINTING.  
THAT IS, USE 4 OR 5 COLORS IN DIFFERENT VALUES.
- SINCE THE STYLE IS SO GRAPHIC, OUR SENSE OF  
PERSPECTIVE DEPENDS A LOT ON THE SUBTLE USE  
OF COLOR VALUE.



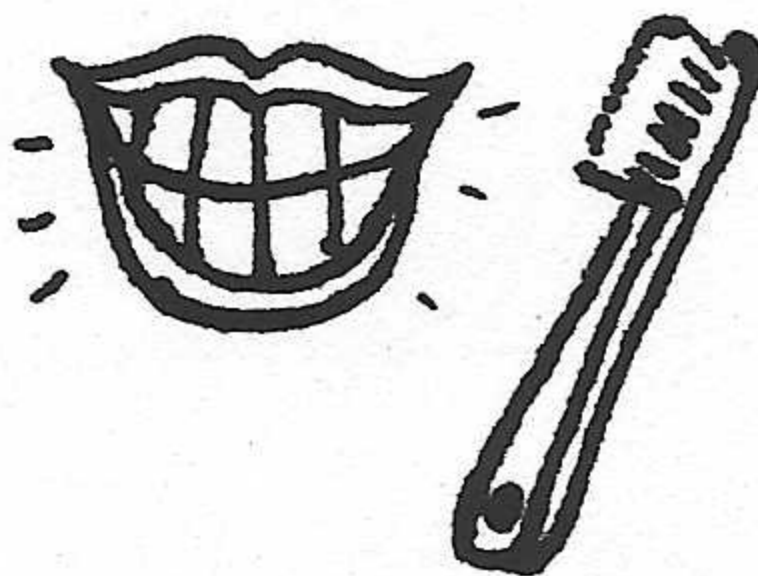
# HOW-TO-PAINT BACKGROUNDS for SONIC THE HEDGEHOG

**THE PAINT:** CEL VINYL, or ART COLOR or  
ANY BOTTLED ACRYLIC CEL PAINT.

**THE TOOLS:** SPRAY BOTTLE



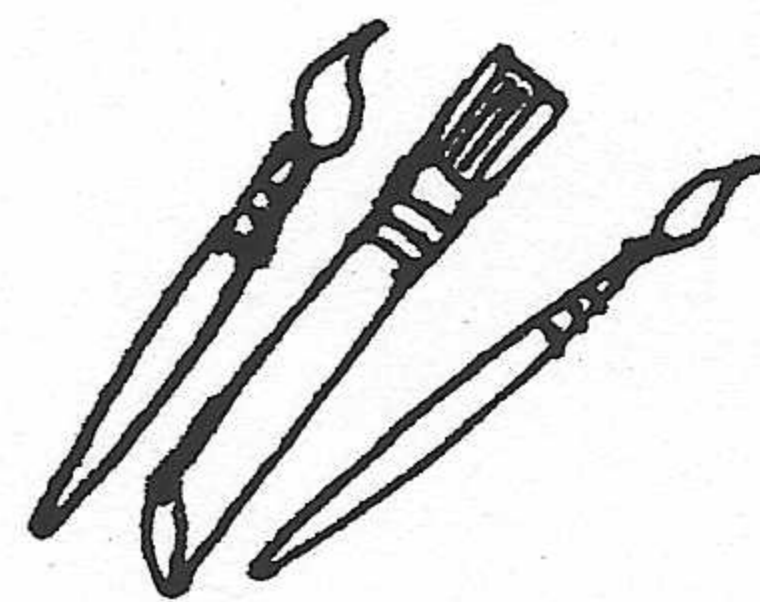
TOOTHBRUSH



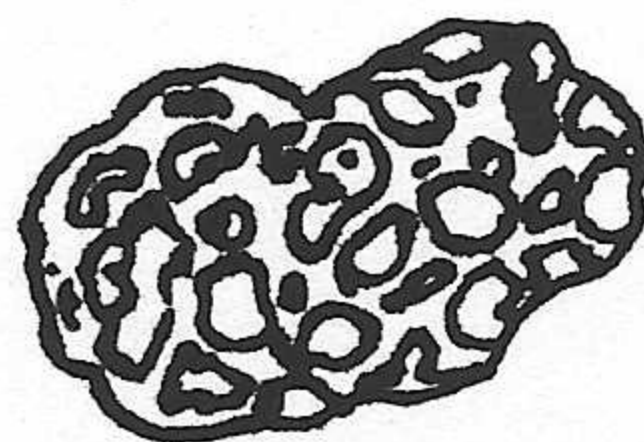
SALT



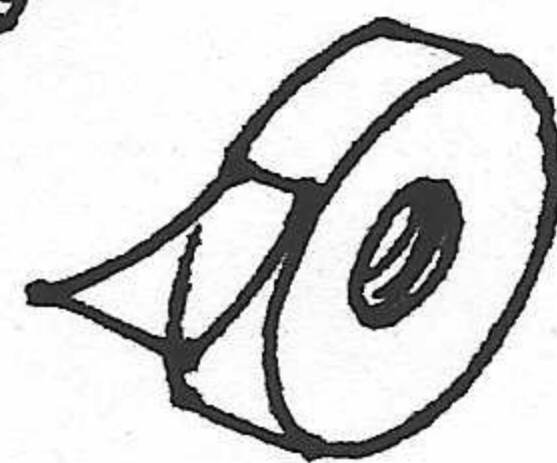
ASSORTED ACRYLIC  
PAINT BRUSHES



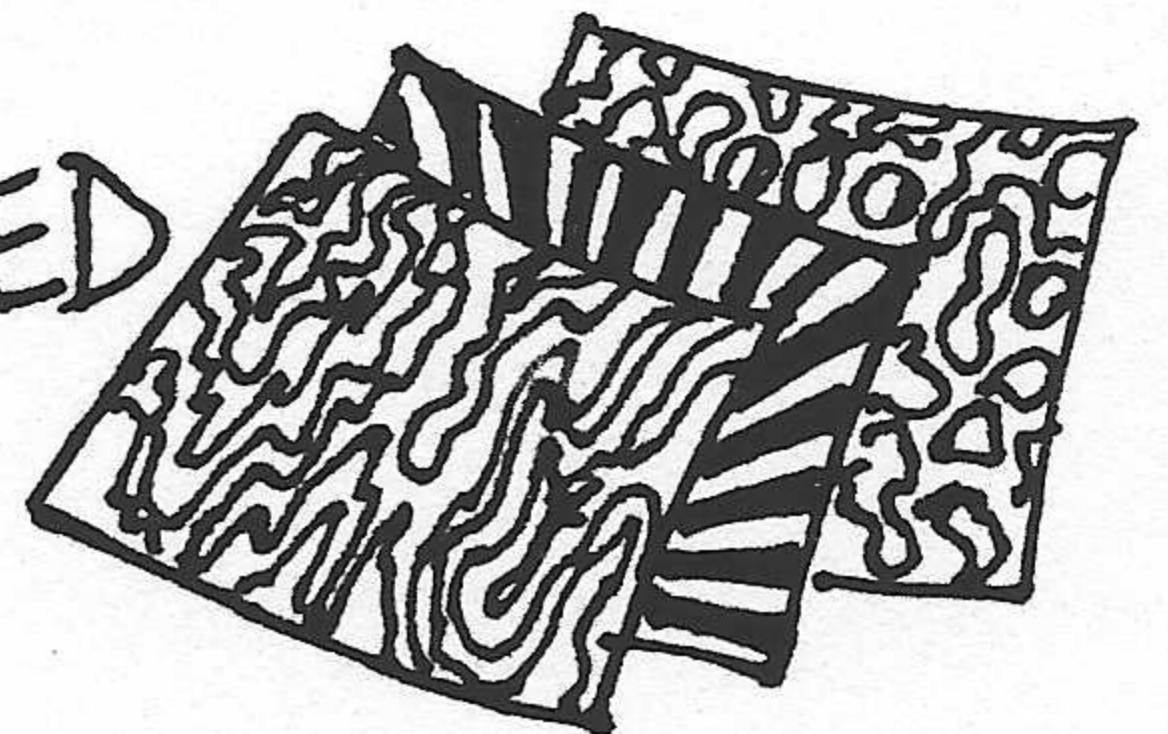
SEA SPONGE



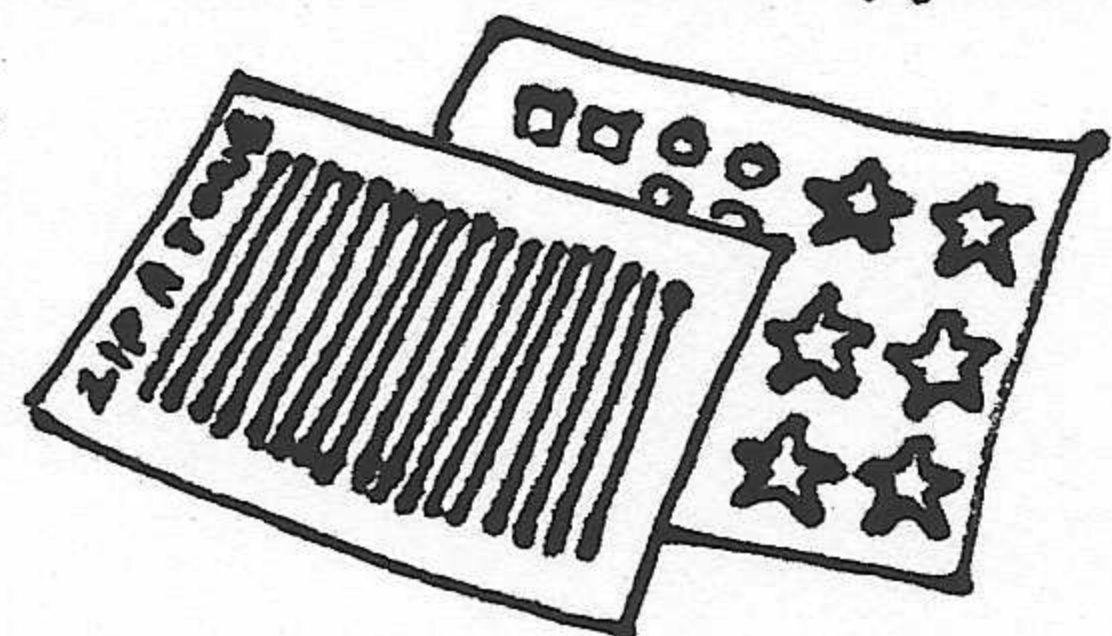
SCOTCH MAGIC TAPE



ASSORTED MARBLED, STRIPED  
AND PATTERNED PAPERS



ASSORTED ZIP-A-TONE or LETRASET  
LINE PATTERNS AND  
RUB DOWN SHAPES



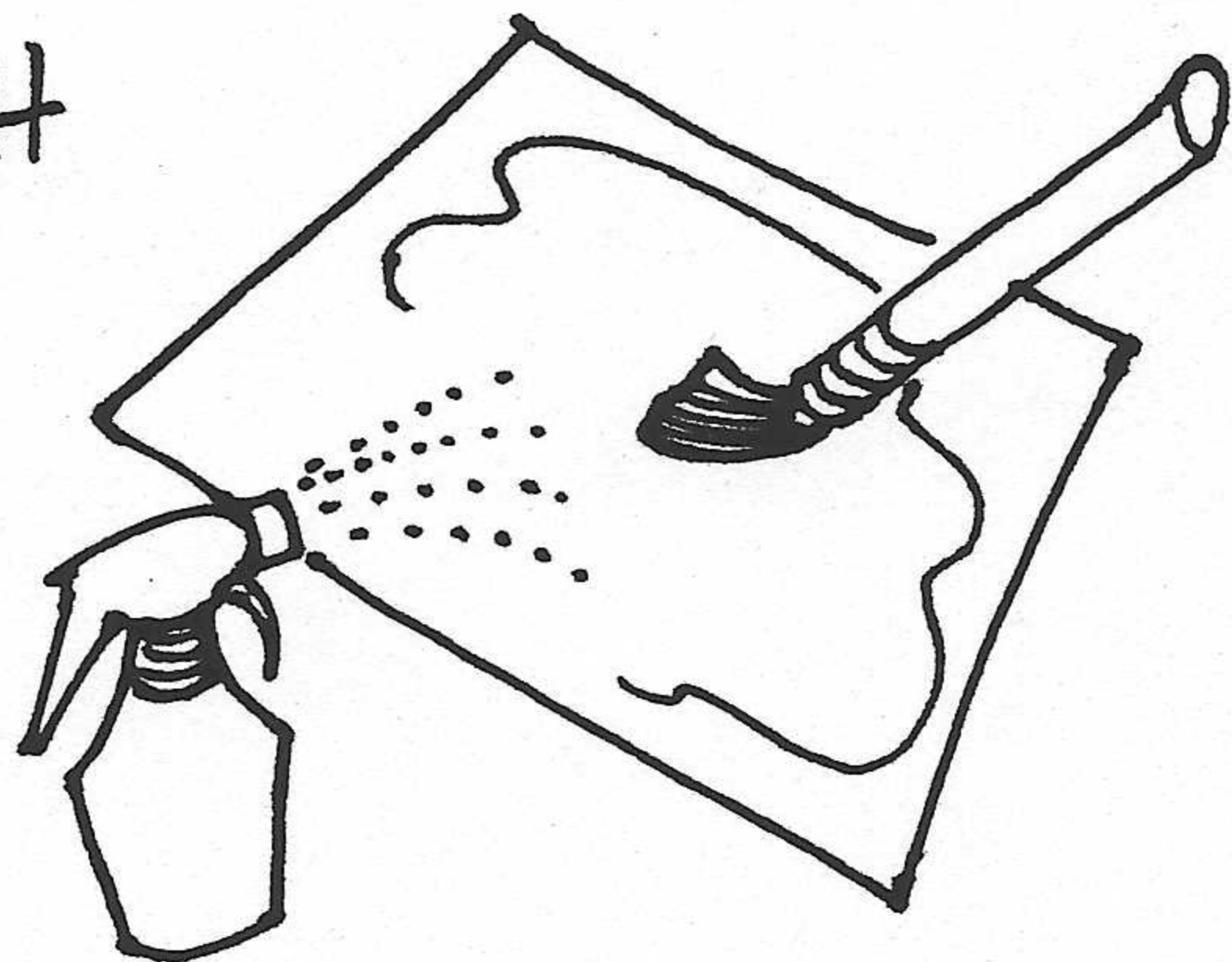


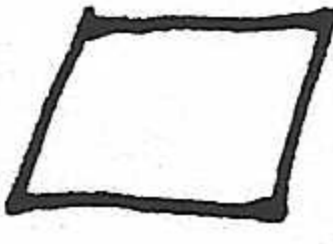
# HOW-TO-PAINT THOSE WILD WET-IN-WET SKIES [SEE (A)]

THIS IS A VERY WET, SPLASHY, MESSY PROCESS,  
SO HAVE FUN WITH IT! EXPERIMENT! BE BOLD!!!

SKIES CAN BE PAINTED ON SEPERATE PAPER  
AND CUT TO FIT, OR PAINTED DIRECTLY ON  
THE BG. PAINTING BY FRISKETING OFF THE  
SURROUNDING AREA WITH SCOTCH MAGIC TAPE.  
RUB TAPE DOWN VERY WELL.

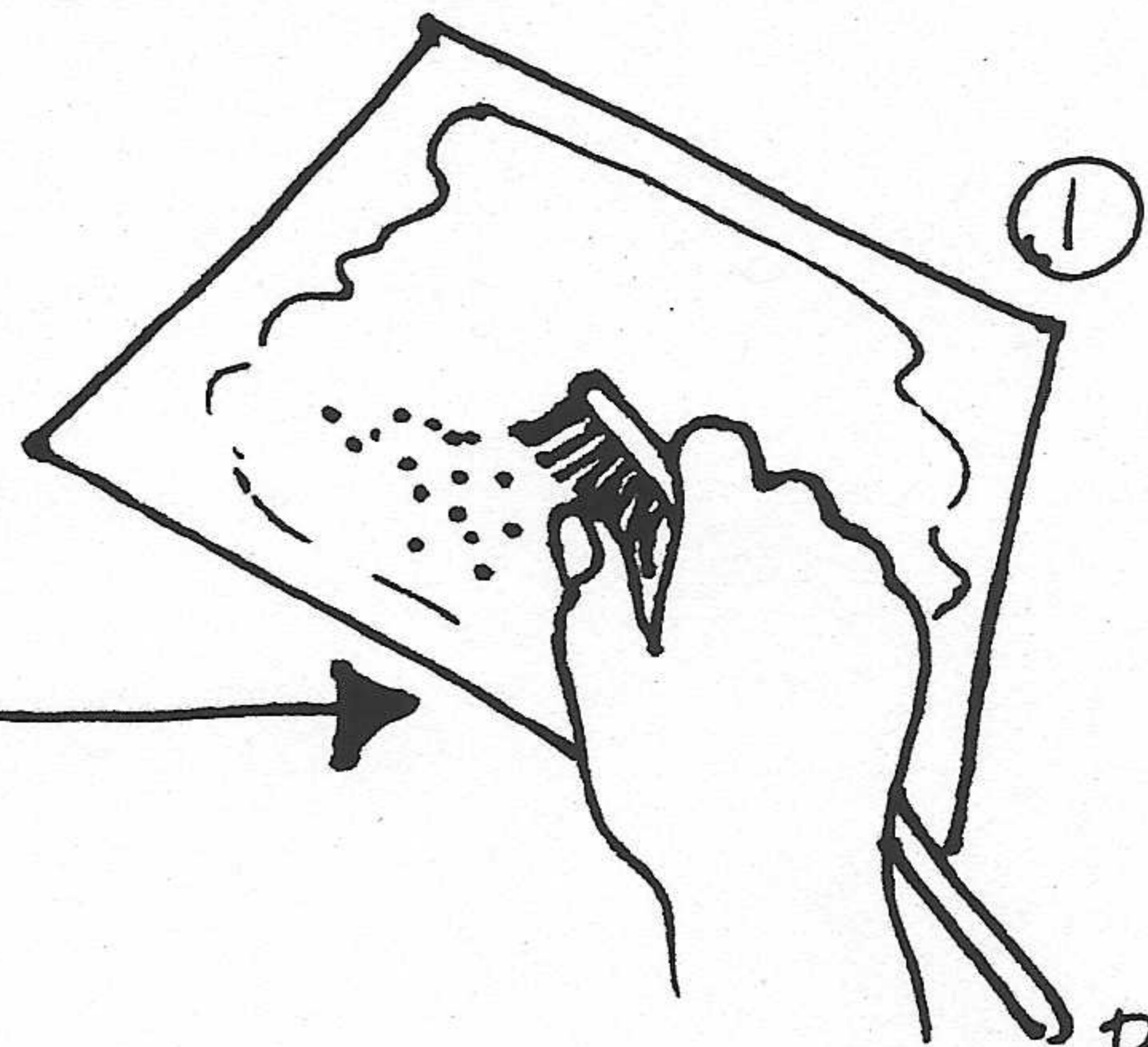
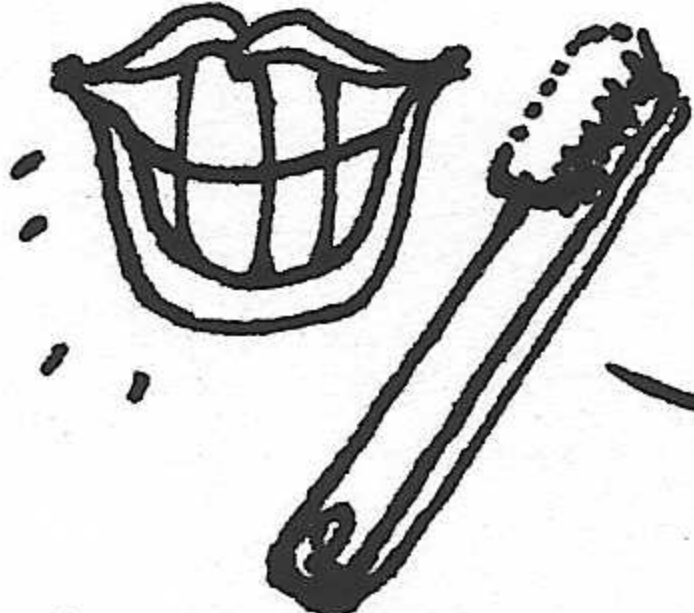
WET PAPER WITH BRUSH  
AND/OR SPRAY BOTTLE.  
(LIGHT SPRAYING ALONE  
GIVES A GREAT MOTTLED  
EFFECT. TRY IT!)



[TIP PAPER  FOR VERTICAL DESIGNS  
TO ALLOW PAINT TO RUN]

WHILE PAPER IS WET, ADD PAINT BY:

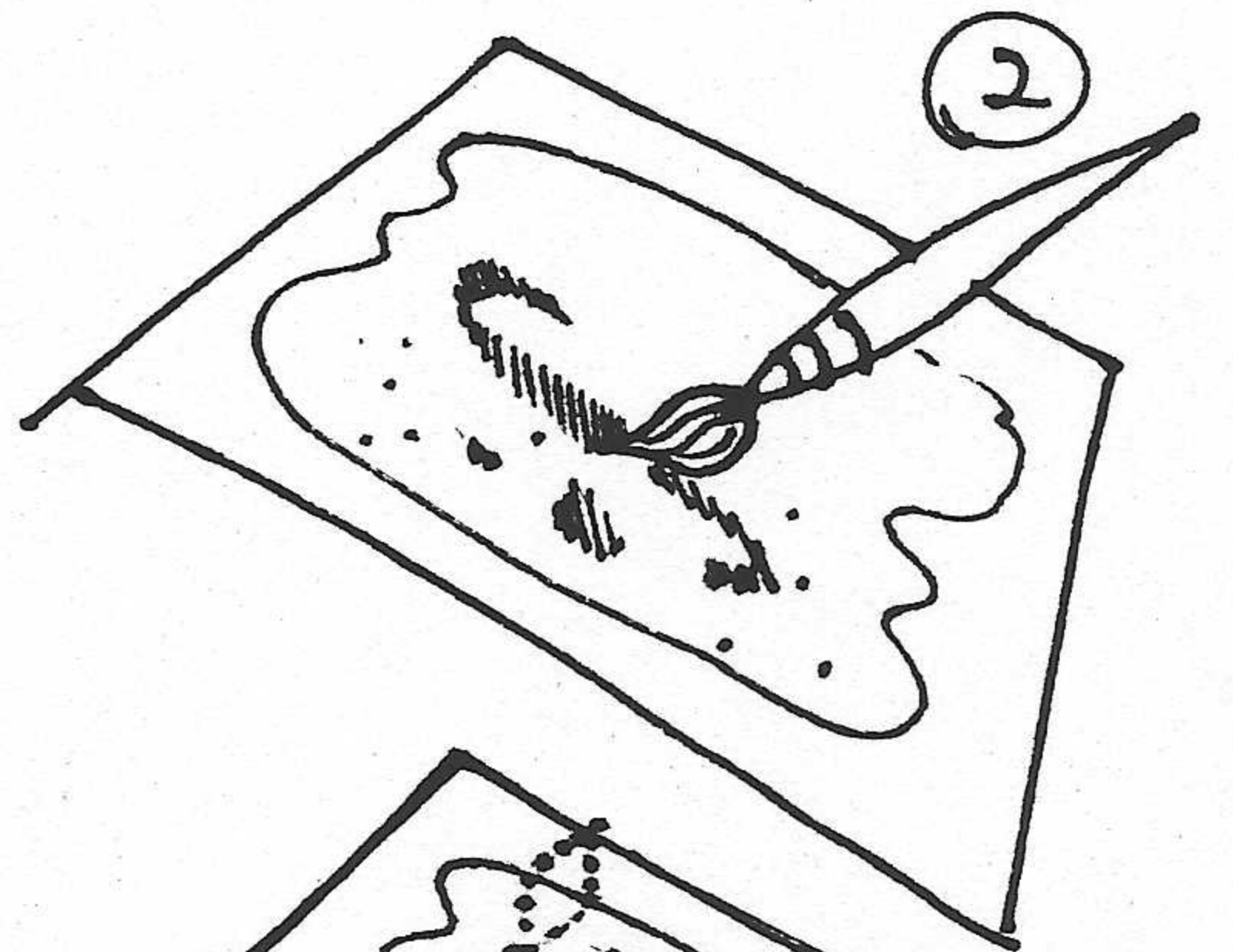
① SPATTERING WITH  
THE TOOTHBRUSH





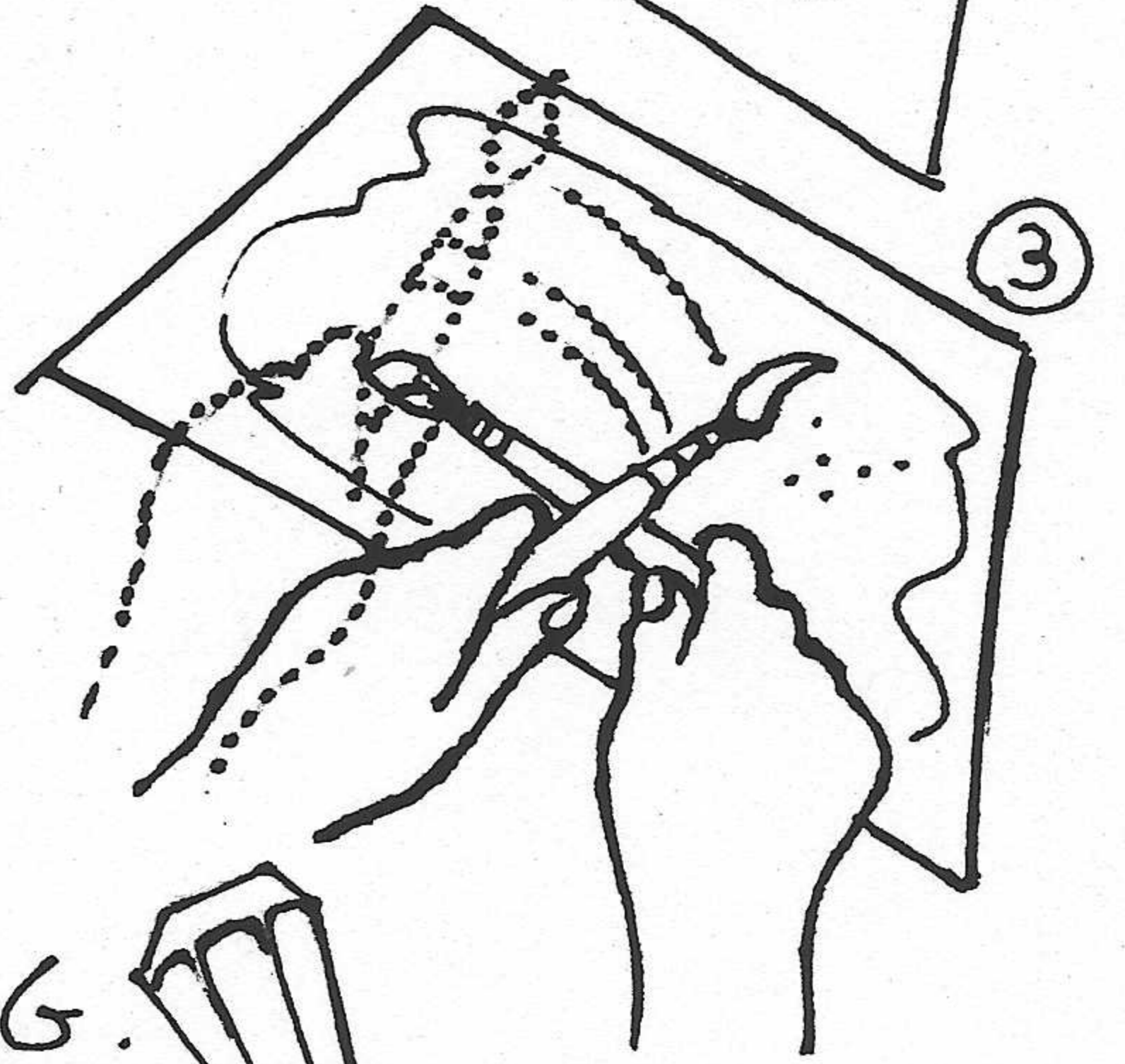
and/or

② SPOTTING AND SWIRLING WITH PAINTBRUSH DIRECTLY ON PAPER.



and/or

③ HITTING A PAINT-FILLED BRUSH ON ANOTHER BRUSH THAT IS HELD ABOVE THE PAPER - TO CREATE BIG SPATTER.



VERY IMPORTANT!

THROW SALT ON THE PAINTING.



WATCH THE COLORS RUN + MELT.

LIGHTLY SPRAY WITH SPRAY BOTTLE TO HELP THE PAINT SPREAD. TIP AND MOVE THE PAPER TO DIRECT WHERE THE PAINT FLOWS.

ADD MORE PAINT, WATER, AND SALT IN A WILD FLURRY. LET IT DRY, AND ADD SOME MORE. IF IT GETS TOO DARK IN SPOTS, WET AND SPATTER IN WHITE PAINT.

DRY WITH A HAIR DRYER TO STOP THE RUNNING IF YOU'D LIKE.

PLAY! MAKE A MESS! ADD SOME PAINT WITH YOUR FINGERS! DRY VERY WELL. REMOVE TAPE.



## OTHER TRICKS

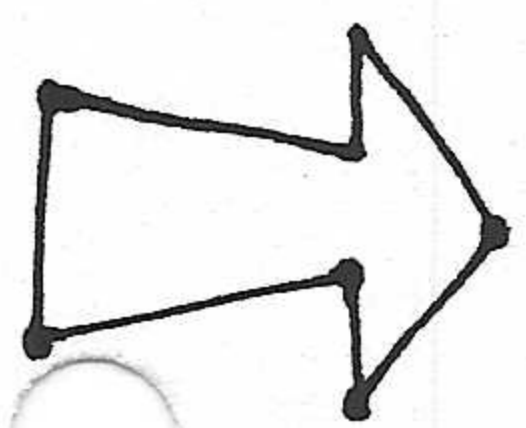
**TO DO (B):** THIS WATER IS MADE WITH XEROX COPY OF A GRAPHIC PATTERN FROM A BOOK. IT HAS BEEN LIGHTLY WASHED OVER WITH BLUE PAINT, CUT OUT + GLUED ONTO THE PAINTING.

**TO DO (C):** THESE STARS ARE CUT OUT OF A SHEET OF TRANSPARENT FORMAT BRAND RUB-DOWN PATTERNS AND GLUED DIRECTLY ON THE PAINTING.

**TO DO (D):** THIS SPATTERING IS DONE WITH A TOOTHBRUSH. FRISKET OFF AND FIRE AWAY!

IN SOME CASES, YOU WILL BE USING COLORED MARBLED AND PATTERNED PAPERS. COLOR COPY THEM, CUT THEM OUT, SPRAYMOUNT THEM ONTO THE PAINTING DIRECTLY.

IN SOME PLACES YOU CAN RUB LETRASET STARS AND SHAPES DIRECTLY ONTO THE PAINTING.



THE POINT IS FOR MOBIUS TO BE A FUN PLACE TO BE, SO HAVE FUN CREATING IT. WE'RE LOOKING FORWARD TO SEEING SOME TERRIFIC STUFF!

*Laura Lee Lyke*



# 고슴도치 소닉

## 색채와 디자인 개요

이 쇼는 모비우스라는 별에서 일어나는 일이다. 모비우스는 행복이 넘치고, 재미있는 일이 잔뜩 벌어지는 우주 저 먼 곳이다. (?) 낮도 밤도 아닌, 그저 밝고, 미래적이며, 그래픽 化 된, 장난스러운 우주의 한 곳쯤이라 할 수 있다.

이 곳은 지구가 아닌것을 명심해서 지구 비슷하게 보이게 하지 맙시다. 색채나 형태, 원근, 중력 등이 지구의 법칙을 그대로 따를 필요가 없으므로 그것들을 가지고 한번 장난을 쳐보자. 흙색이나 칙칙한 색은 배제하기로 하자. 이곳은 행복한 곳이다. 녹색 풀들이나 나무등은 피하라. 숲이나 지형등이 다른 세계처럼 보여야 한다. 하이 테크적이면서도 동시에 유기적으로 (살아있도록) 보여야한다. 생물체적인 선들과 요소들은 하이 테크적인 선들 혹은 요소들과 공존해야한다.

이는 우리가 창의력을 발휘할 수 있는 여지를 많이 남겨 줍니다. 새로운 생명체들이 사는 전혀 새로운 행성을 창조해 봅시다.

● 각 그림마다 한정된 색깔의 팔레트를 사용하기 바랍니다 : 즉 4, 5 개의 다른 색의 물감을 사용하십시오.

● 스타일이 매우 그래픽 하기 때문에 원근감은 색가 (色價 COLOR VALUE)로 표현해야 한다.



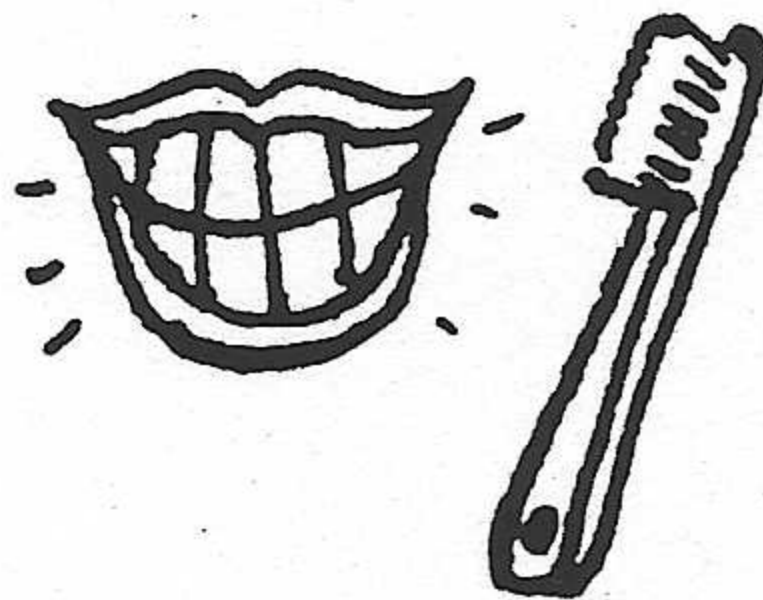
# 고슴도치 소닉의 배경 그리는 법

물감 카툰 칼라, 혹은 아트 칼라, 혹은 모나미 칼라 등의 병에든 아크릴 물감

도구 스프레이 병



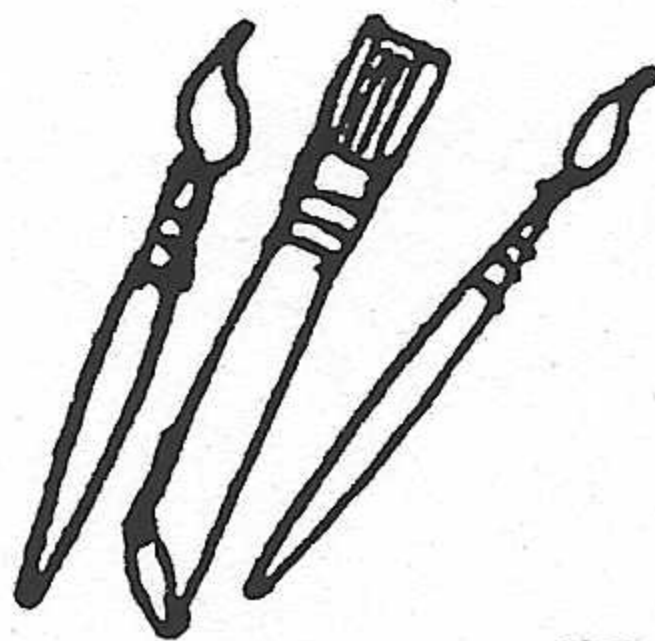
칫솔



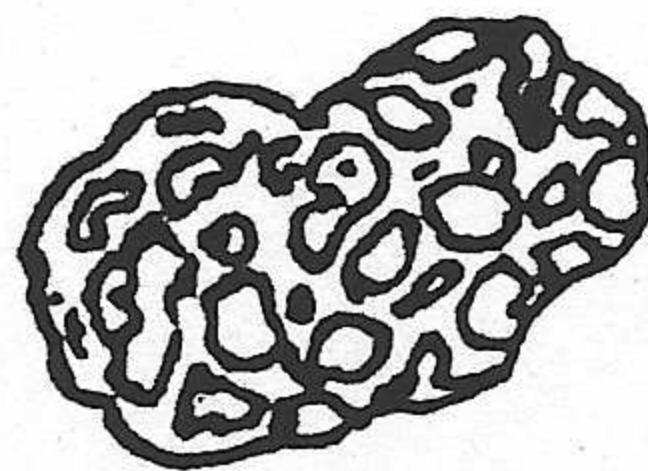
소금



여러가지 아크릴 물감 붓들



바다 스폰지 (부엌용 스폰지도 가함)



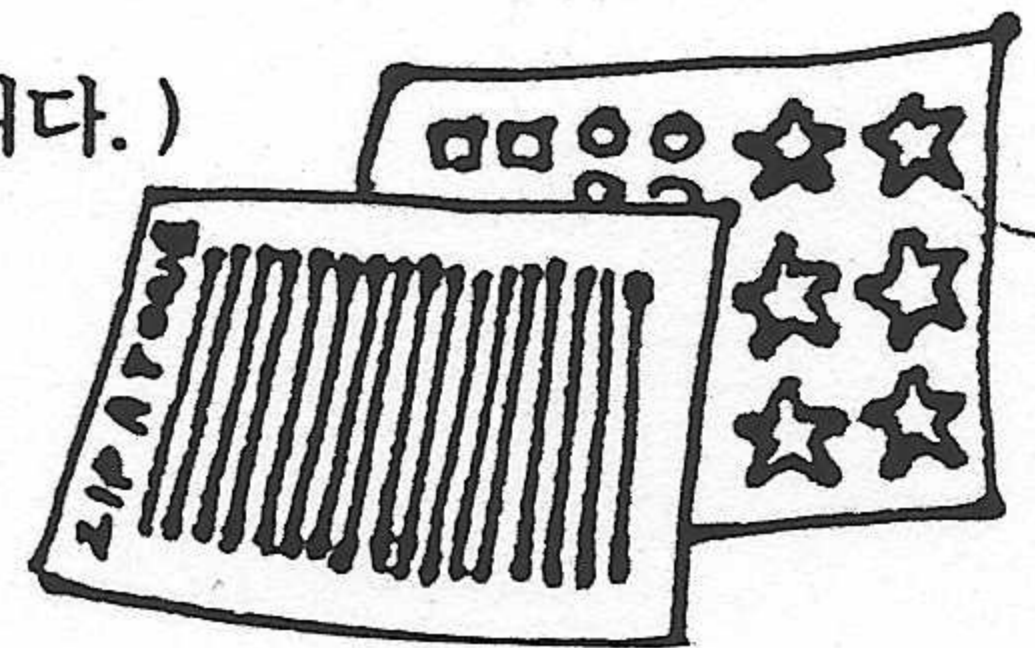
스카치 매직 테이프 (프리스켓 用) : 수입품 문구점에서 구할 수 있는 3M 社의 제품이 물감이 밑으로 번져들지 않아 좋습니다.

\* 각종 대리석 무늬, 줄무늬, 여러 문양 종이 (패턴 페이퍼)



\* 각종 "포맷" 혹은 "레트라 세트" 라인 패턴 (줄무늬 패턴) 혹은 문양 스티커들

( \*표식된 자료들은 원하신다면 보내드릴 수도 있습니다.)





# 자유 분방한, 번지는 효과의 하늘 채색 기법

## A 기법

이것은 (물을 사용하기 때문에) 축축하고 물범벅이되는 어수선한 과정입니다. 그러니 재밌게 해 보세요. 실험 정신을 발휘하여! 대담하게!

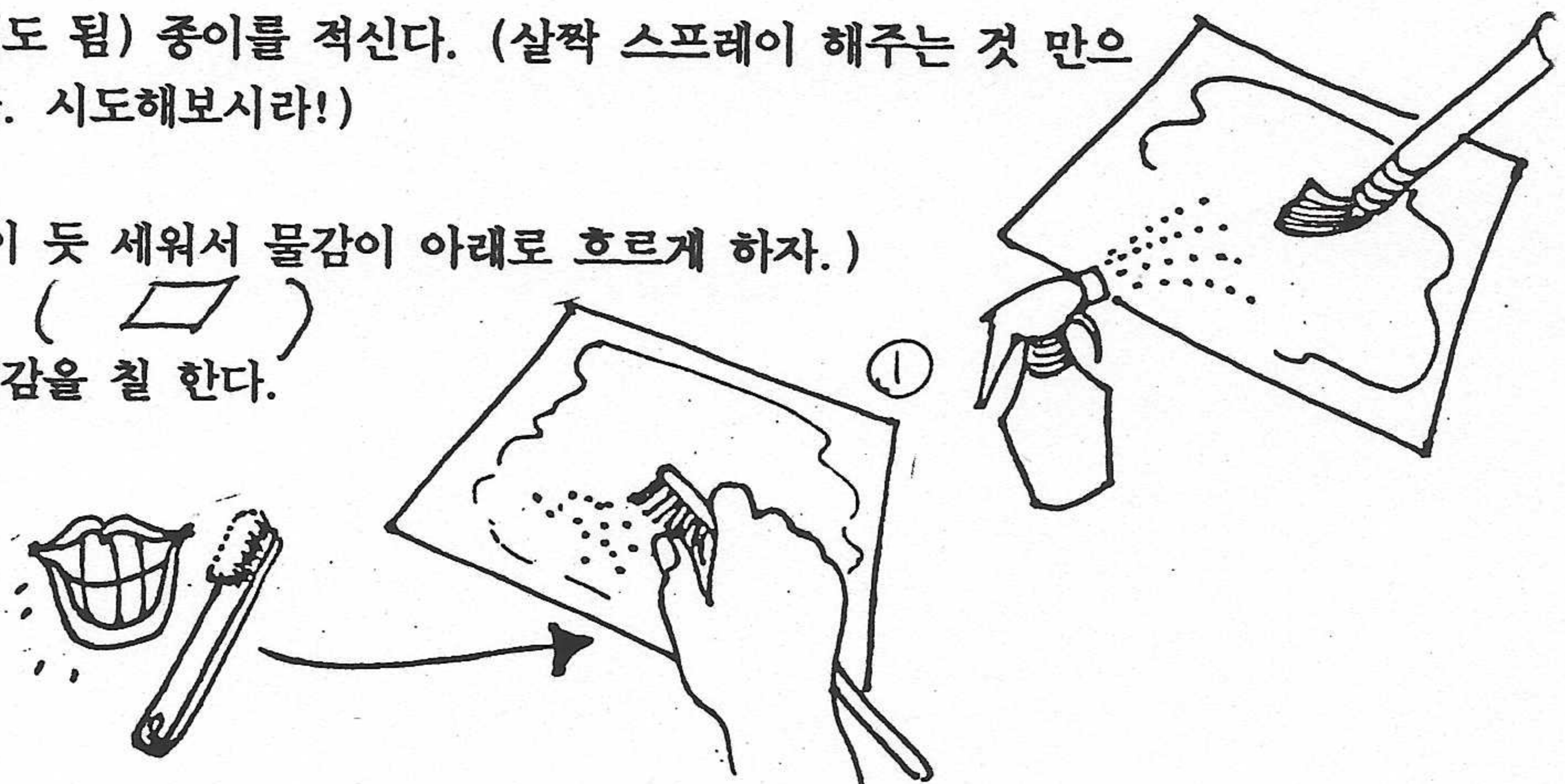
하늘은 1. 다른 얇은 종이에 그려서 오려 맞추거나, 2. 스카치 매직 테이프를 사용, 주위를 프리스켓 기법으로 가려서 배경위에 직접 그리는 방법이 있다. 이때 테이프는 아주 잘 문질러서 딱 붙여야 물감이 번지지 않는다.

붓이나 스프레이를 사용하여 (함께 사용해도 됨) 종이를 적신다. (살짝 스프레이 해주는 것 만으로도 멋지게 얼룩덜룩한 효과를 볼수있다. 시도해보시라!)

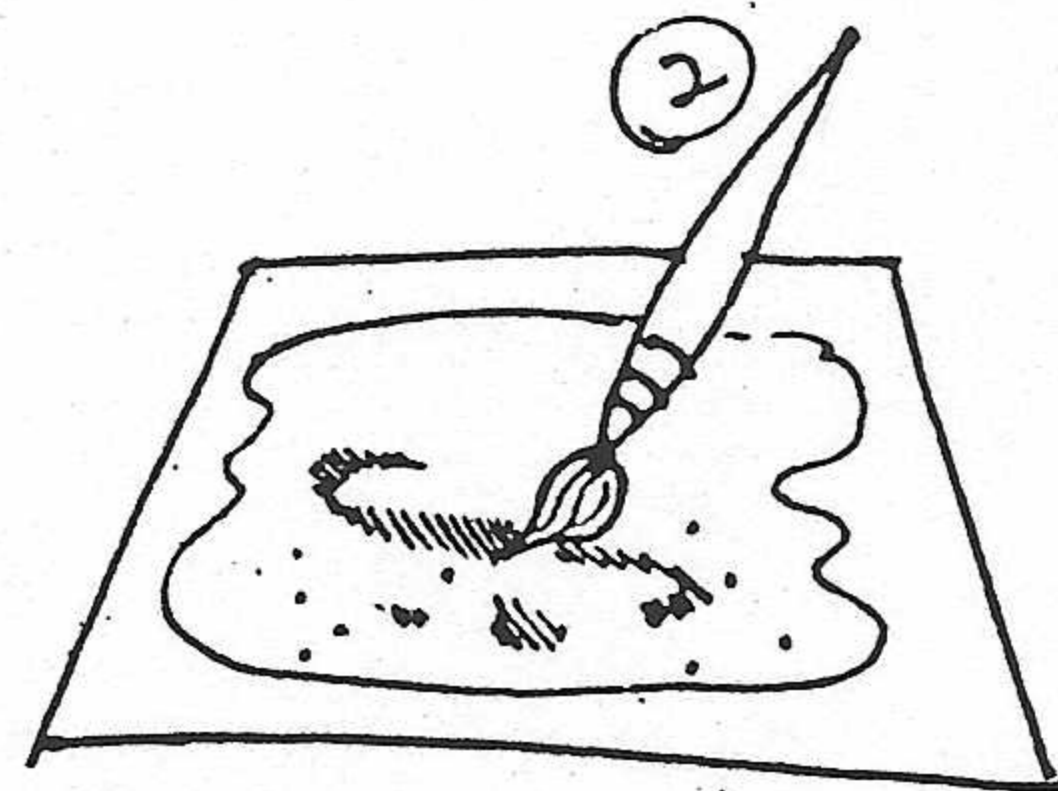
(수직 무늬를 얻기 위해서는 종이를 기울이 듯 세워서 물감이 아래로 흐르게 하자.)

종이가 아직 젖어 있는 동안, 다음처럼 물감을 칠 한다.

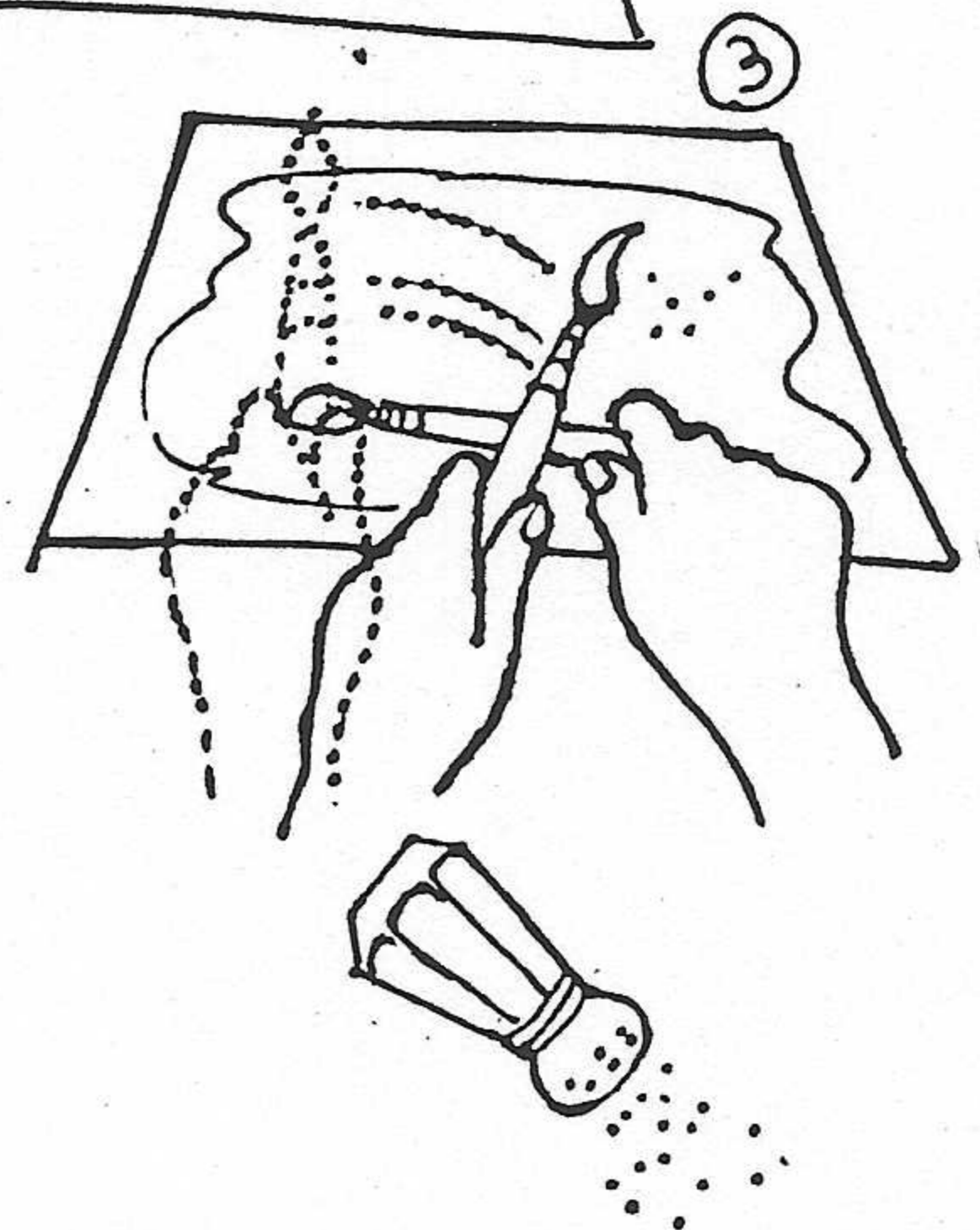
1. 칫솔로 흩뿌린다.



2. 붓으로 직접 종이 위에 점 찍고 돌려 보고 한다.



3. 물감 묻힌 붓을 종이 위에 다른 손으로 친 다른 붓에 부딪혀서 크게 튀게 한다.



\*\*\*\*\*1,2,3의 절차를 각자, 혹은 함께 사용 가능)

그림 위에 소금을 뿌린다. \*\*\*\*\* 매우 중요!!!!!!!!!!!!



색들이 번지며 서로 섞이는 것을 주시 하라.

물감이 잘 흐르게 하려면 스프레이로 살짝 물을 뿌린다. 종이를 기울이며 움직이면서 물 흐르는 방향을 유도하라.

한바탕 신나게 물감과 물과 소금을 더 뿌려라. 마르게 두었다가 좀 더 첨가 해 보라. 얼룩 점들이 너무 진하면, 물을 적시고 흰 물감으로 흘 뿌려라.

원한다면, 헤어 드라이어로 말려서 흐르는 것을 막을 수 있다.

물감을 가지고 놀아 봅시다! 어질러 보자구요! 당신의 "손가락"으로 물감을 좀더 발라보고, 아주 잘 말린후에, 테이프를 제거한다.

## 그 외의 기법

B 를 하려면: 이 것은 어떤 책에서 나온 그래픽 패턴을 제록스 카피하여 만든 것입니다. 파란 이것을 파란 물감으로 연하게 위에 덧 칠하여, 오려서는, 그림 위에 붙인것임.

C 를 하려면: 이들은 반투명 "포맷" 패턴지와 스티커 패턴지를 오려서 스프레이 폴로 접착 시킨다.

D 를 하려면: 이것은 칫솔로 튀겨 얻은 효과이다. 프리스켓으로 가리고 그 위에 물감을 튀겨 보자.

어떤 경우에는 칼라 대리석 무늬나 다른 패턴 무늬 종이를 사용하게 될 것이다. 칼라 복사하여 잘라서 스프레이 폴로 직접 그림에 붙인다.

어떤 곳은 스티커 식의 "레트라세트" 별이나 여러 모양들을 그림에 바로 붙여도 됩니다.

이 모든 것은 모비우스 별을 재미있게 지낼 수 있는 곳으로 만들기 위함이니, 한번 즐거운 기분으로 창작에 임해 주시기 바랍니다. 멋진 작품 기대하고 있습니다.

로라 리 라이잭



SPATTER + DALLI (SPATTER) WET-SPATTER

(A)

(B)

WASH OVER XEROX (세탁 후 복사)

(C)

ZIP-A-TONE 「포맷」의 스티커가 패턴

(D)

TOOTH BRUSH (치솔로 스패터) SPATTER

Jamun Lee Studio

EXTERIOR MOBIUS -ESTABLISHING SHOT  
SONIC THE HEDGE HOG SHOW









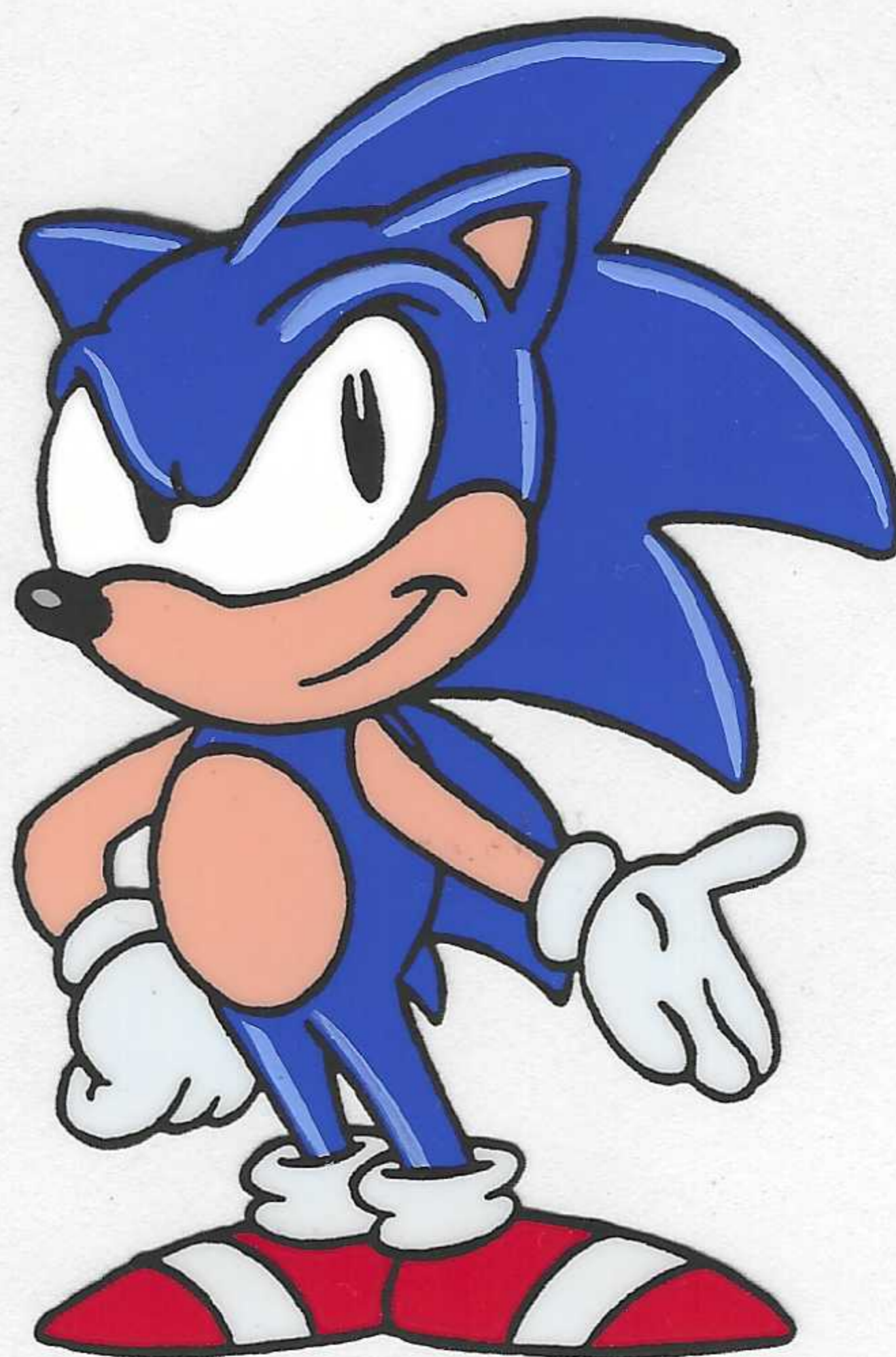
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ADVENTURES OF SONIC

"FINAL"

SONIC IN MON AMI COLORS



SONIC



ADVENTURES  
OF  
**SONIC**  
THE  
HEDGEHOG

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ADVENTURES OF SONIC

"FINAL"

TAILS IN MON AMI COLORS



TAILS



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"FINAL"

ROBOTNIK IN MON AMI COLORS



DR. ROBOTNICK



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THE HEDGEHOG

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ADVENTURES OF SONIC

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SCRATCH IN MON'AMI COLORS



SCRATCH



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THE HEDGEHOG

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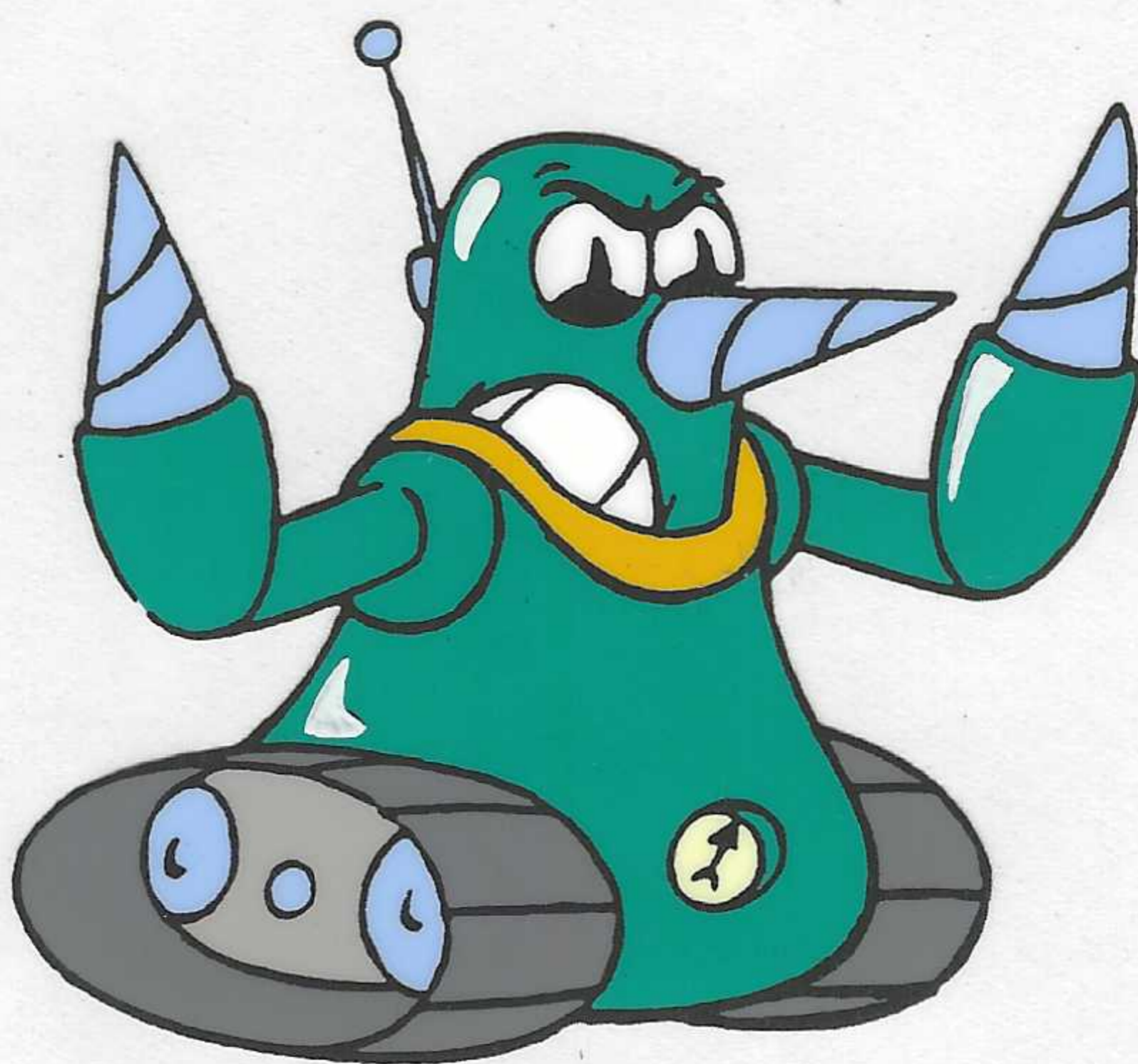
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ADVENTURES OF SONIC

"FINAL"

GRUNDER IN MON AMI COLORS



GRUNDER



ADVENTURES  
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THE  
HEDGEHOG

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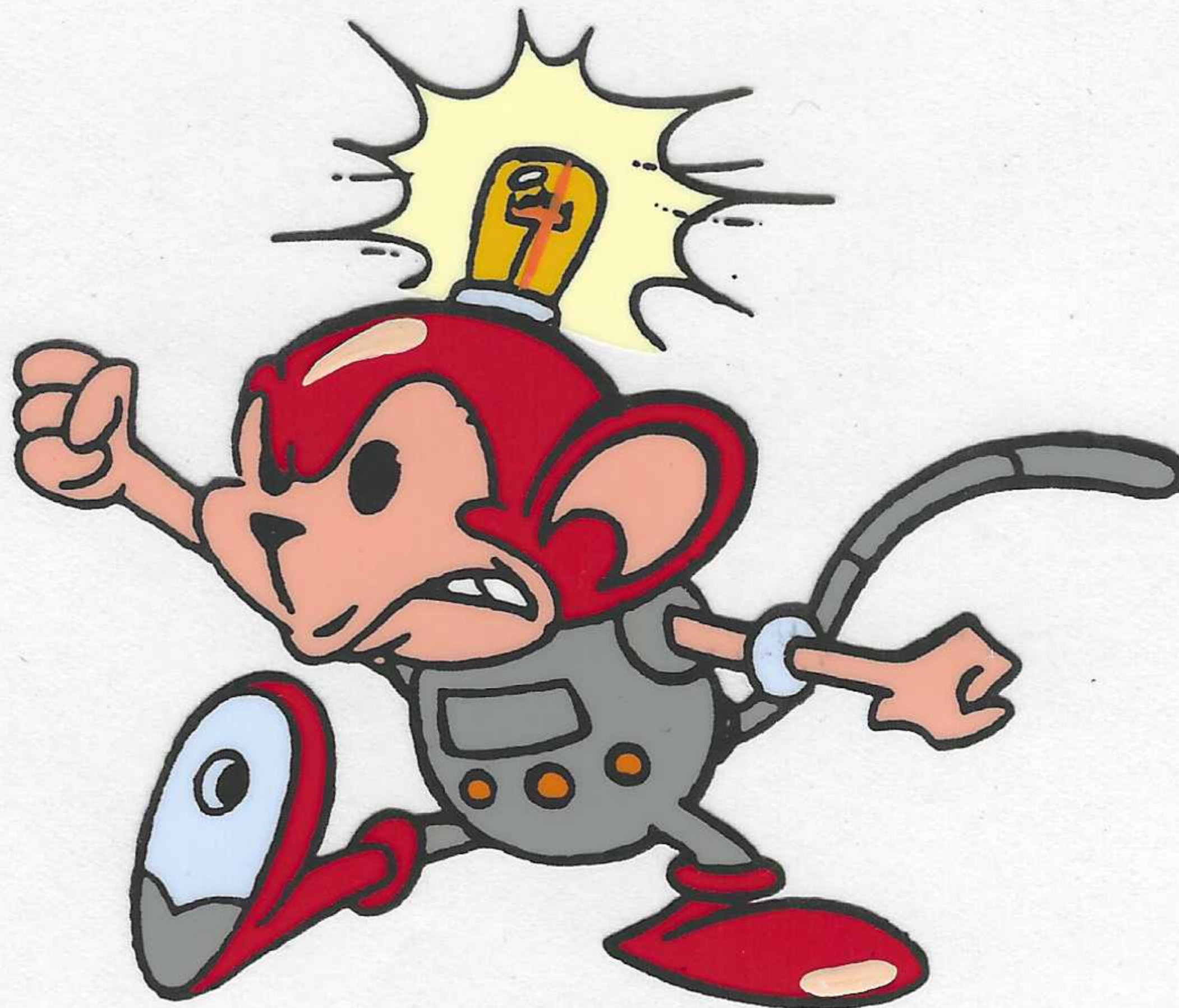
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ADVENTURES OF SONIC

"FINAL"

COCONUTS IN MON AMI COLORS



COCONUTS



"FINAL"

MOD. # 238-100 EPISODE TITLE: STOCK  
MODEL # 2 DESCRIPTION: "SONIC SAYS" LOGO

**SONIC**



**SAYS**



**"FINAL"**

PROD. # 238-100 EPISODE TITLE: STOCK

MODEL # 2 DESCRIPTION: "SONIC SAYS" LOGO

Mon  
Ami  
Z

\* B.G. Color is I.3

CB.2  
CB.3 (Hi)

CB.5

B0.2

SONIC

W

X.66

NR.6

CB.5

X.66

CB.0 w (Hi)

B.G. \* I.3

SAYS

CB.5

B0.2



# ADVENTURES OF SONIC THE HEDGEHOG

#238-100 ADVENTURES OF SONIC THE HEDGEHOG  
 SONIC THE HEDGEHOG  
 MON AMI

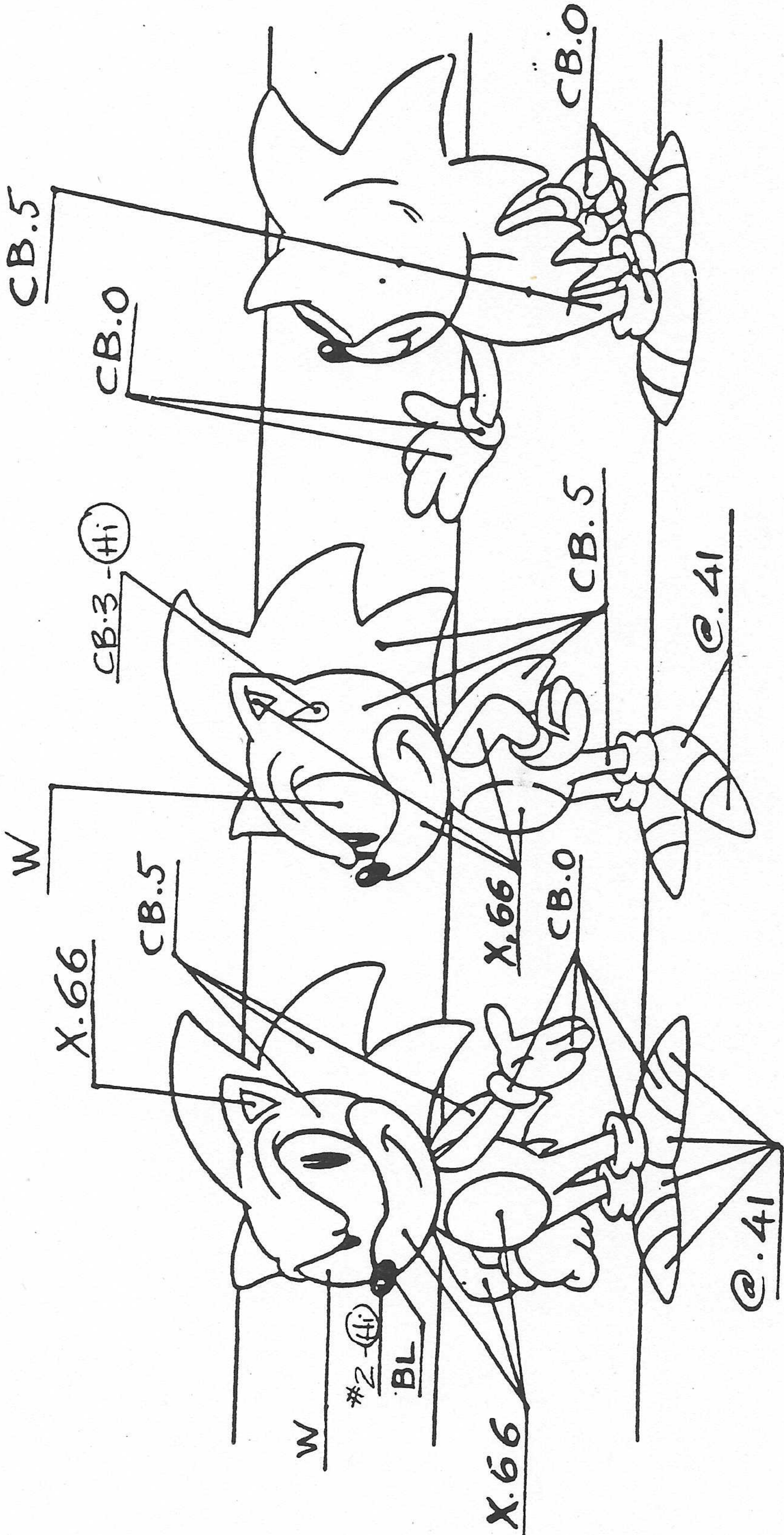
© 1992 BYC ANIMATION CITY, INC.

PG NO. \_\_\_\_\_

SC NO. \_\_\_\_\_

## REVISED "FINAL"

\*EYE & TEETH: W  
 INSIDE MOUTH: X.36  
 TONGUE: RP.2  
 GUMS: RP.3  
 CAVITY: X.43





# ADVENTURES OF SONIC THE HEDGEHOG

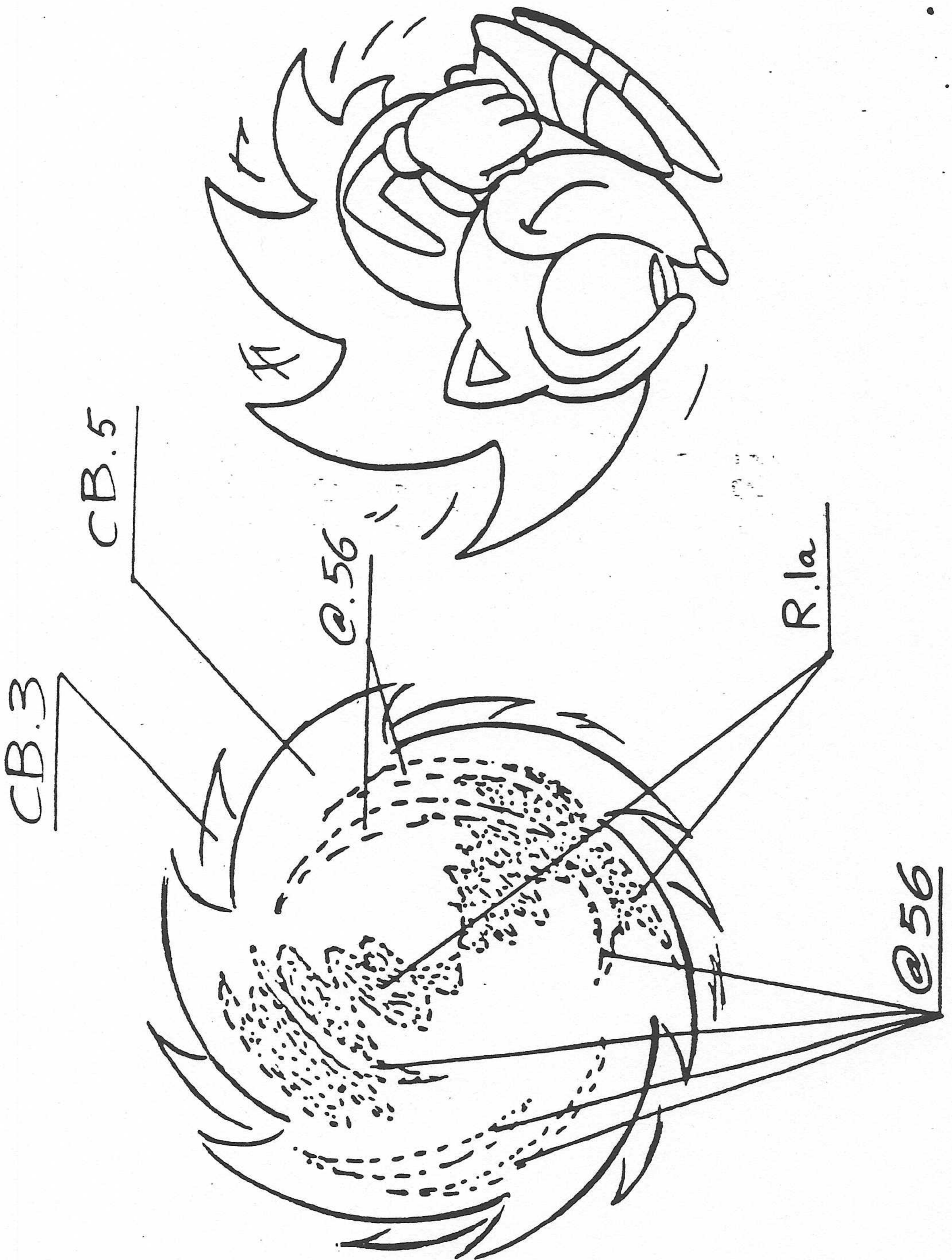
#238-100	ADVENTURES OF SONIC THE HEDGEHOG
SONIC SPIN MON AMI	

© 1993 SIG ACADEMY CITY, INC.

PG NO.       
SC NO.     

REVISED

"FINAL"





"FINAL"

REVISED

\*EYE & TEETH: W  
INSIDE MOUTH: X.36  
TONGUE: RP.2  
GUMS: RP.3  
CAVITY: X.43

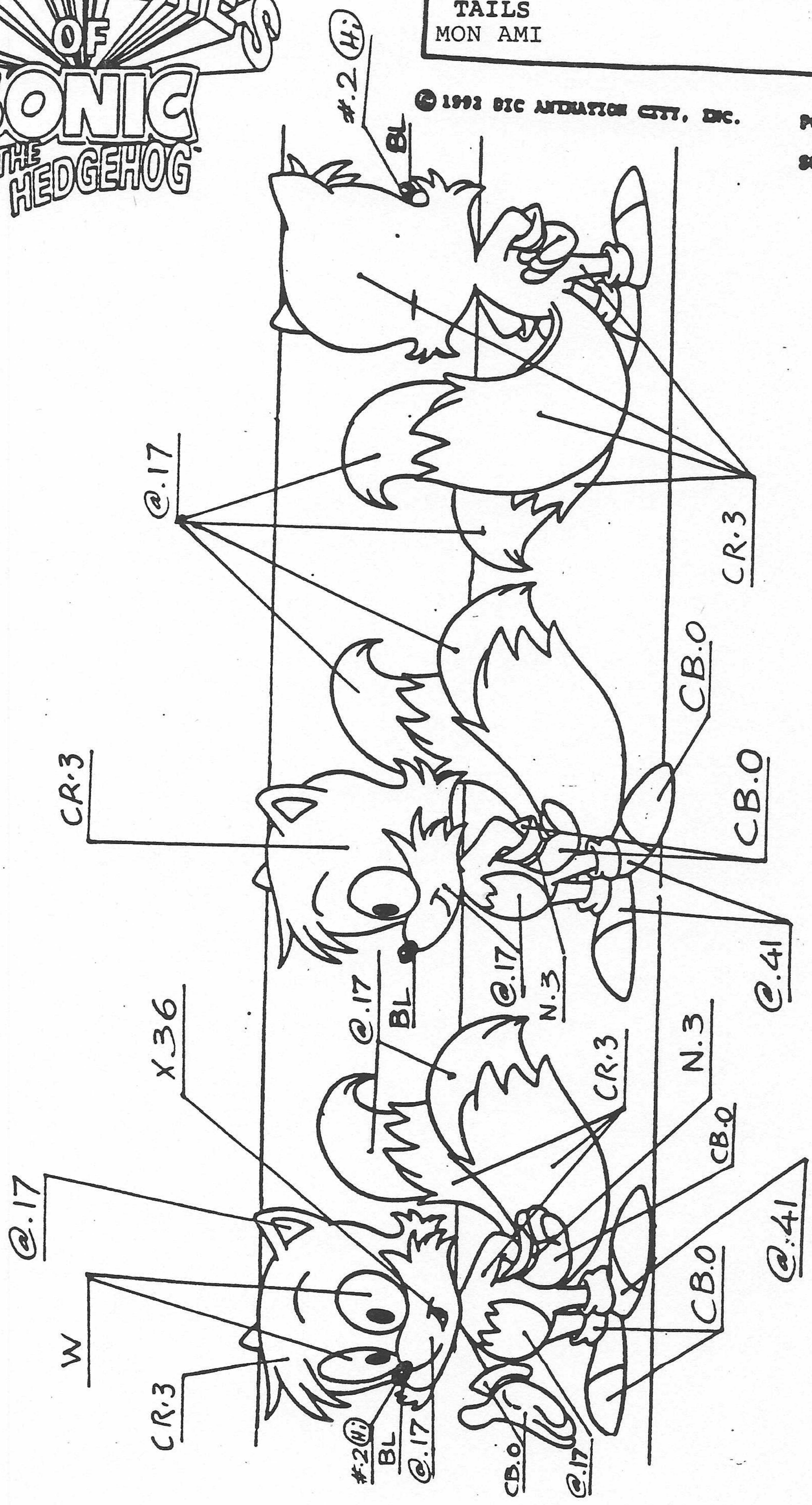


#052-123	"SONIC THE HEDGEHOG" - PROMO
TAILS MON AMI	

9

© 1992 DIC ANIMATION CITY, INC.

PG NO. 5  
SC NO. 9

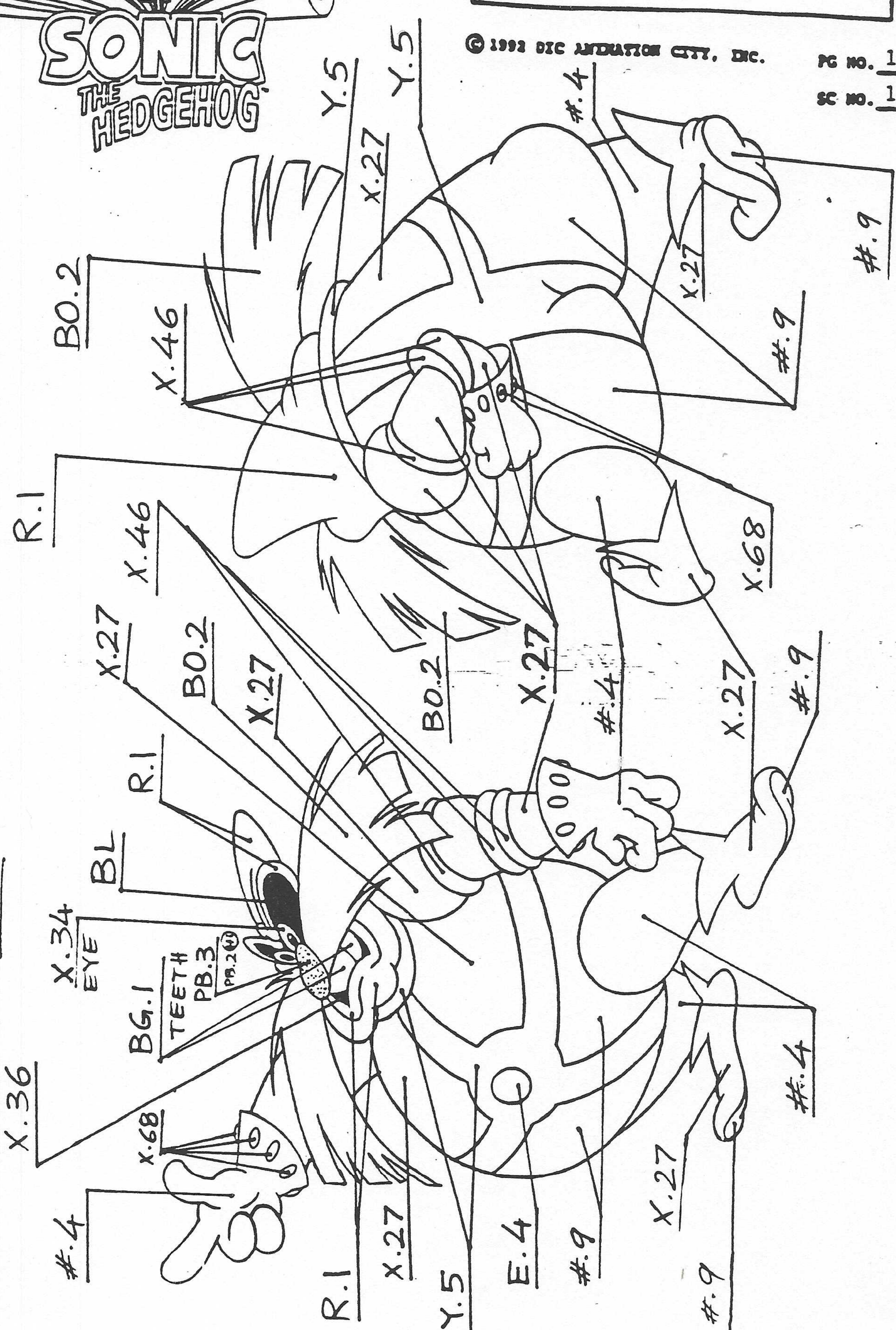




# "FINAL"

\* TONGUE RP.2

\* Inside Mouth X.36



#052-123	"SONIC THE HEDGEHOG" - PROMO
ROBOTNICK MON AMI	

© 1993 DIC ANIMATION CITY, INC.

PG NO. 10  
SC NO. 14

mode  
10







# ADVENTURES OF SONIC THE HEDGEHOG

#238-100      ADVENTURES OF SONIC THE HEDGEHOG

COCONUTS

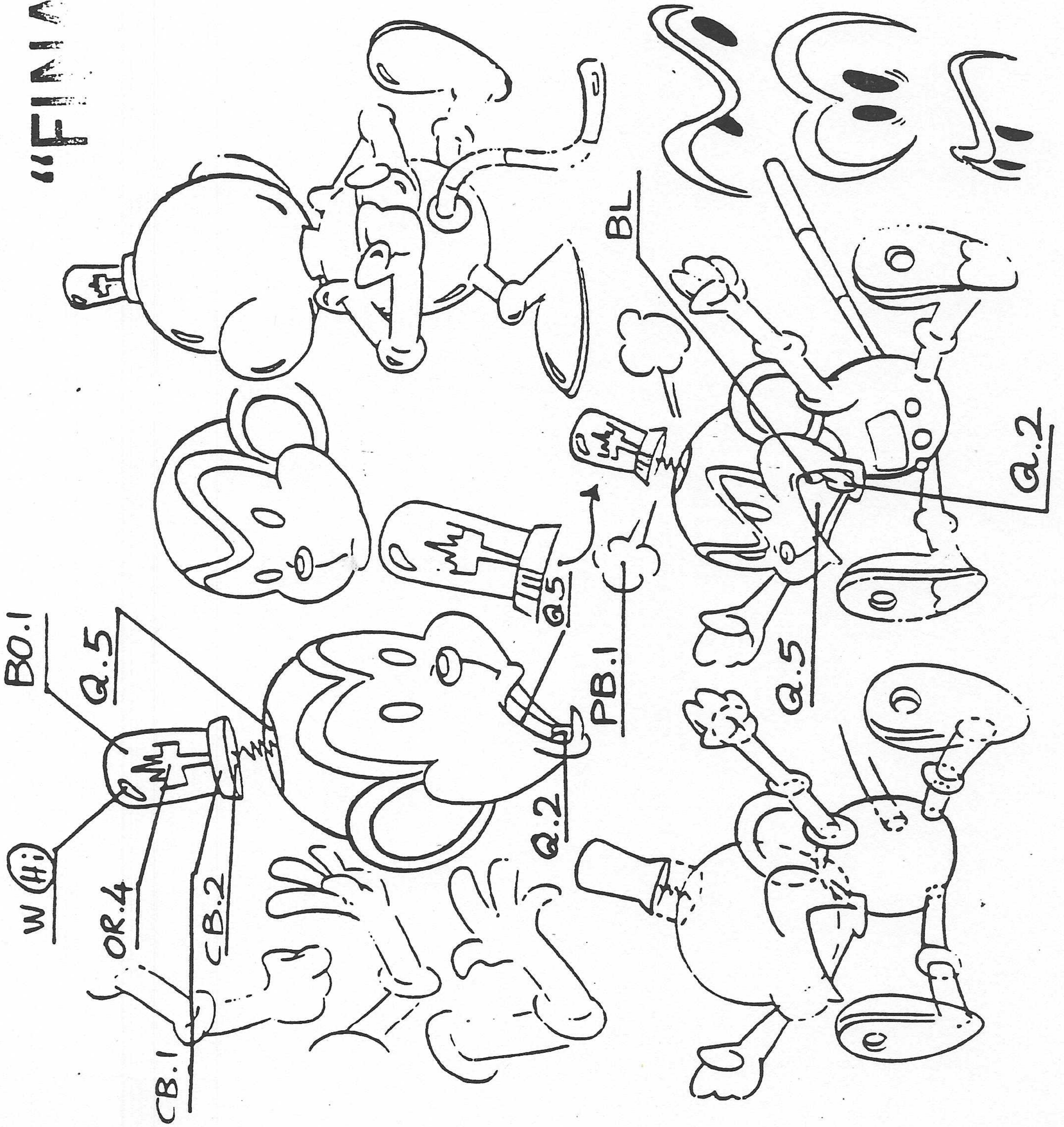
MON AMI

© 1993 DIC ANIMATION CITY, INC.

PG. NO.     

SC. NO.     

"FINAL"





REVISED

"FINAL"

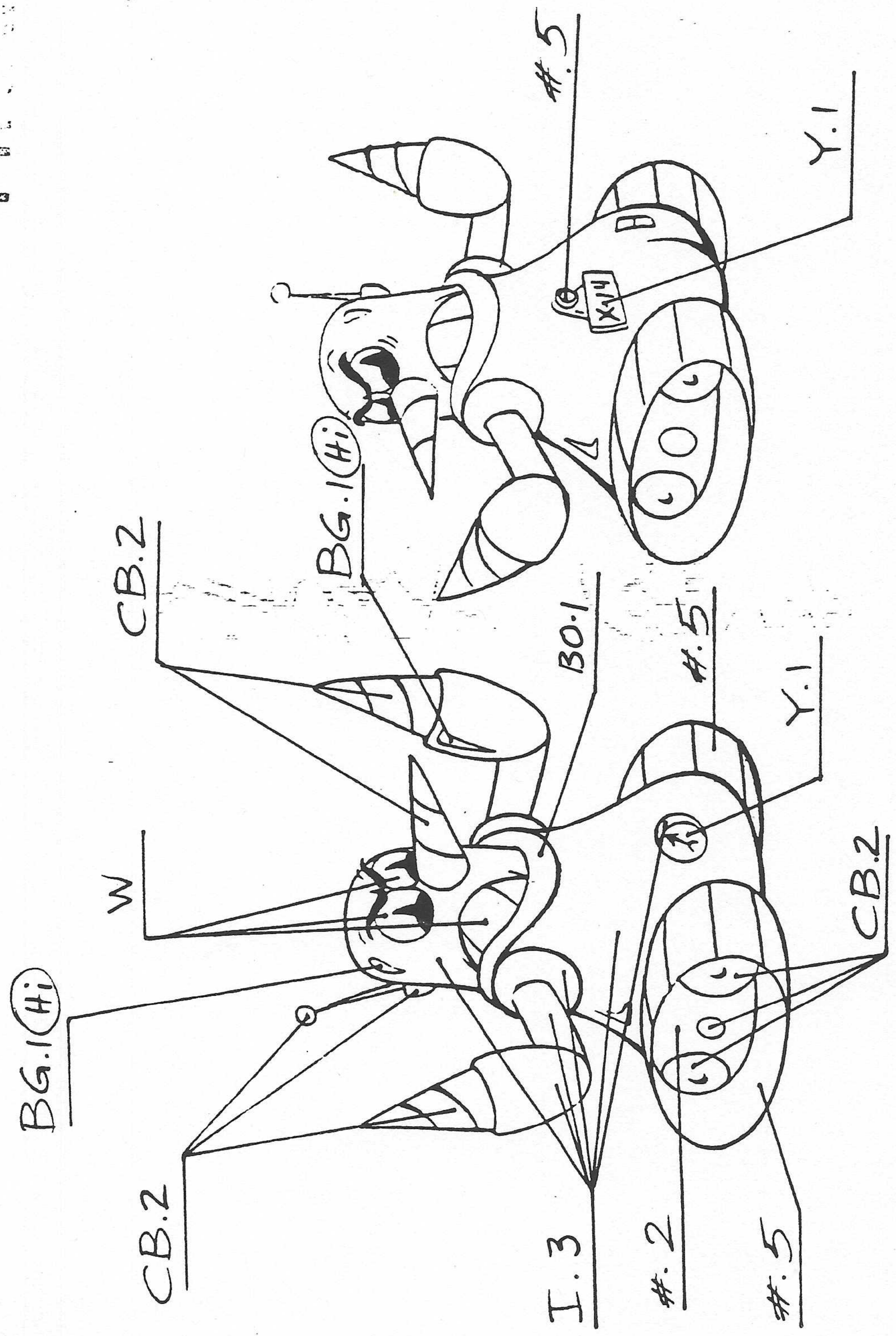


#052-123	"SONIC THE HEDGEHOG" - PROMO
GRUNDER	
MON AMI	

model  
29

© 1992 DIC ANIMATION CITY, INC.

PG NO. \_\_\_\_\_  
SC NO. \_\_\_\_\_









"FINAL"



#052-123	"SONIC THE HEDGEHOG" - PROMO
SCRATCH MON AMI	



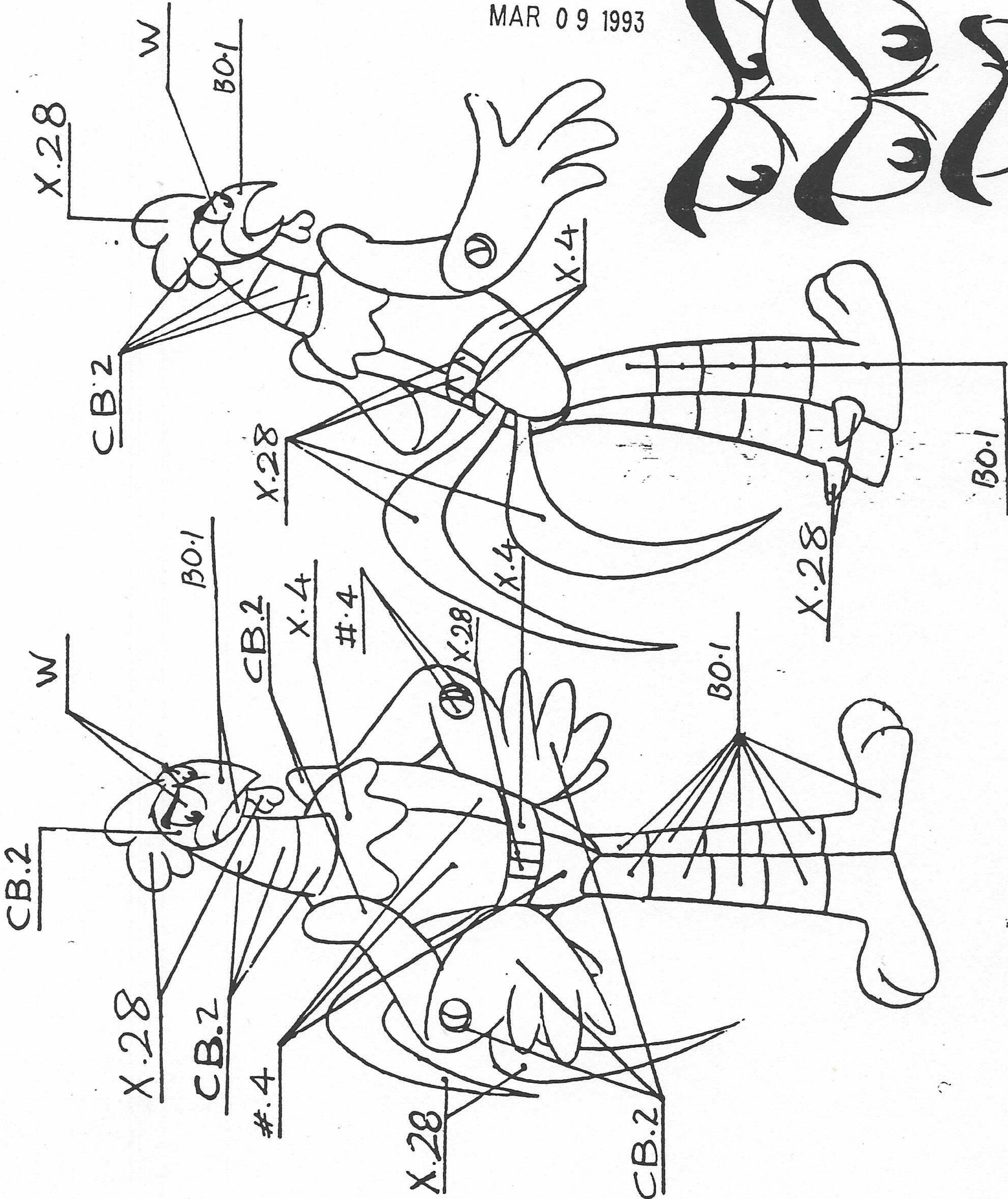
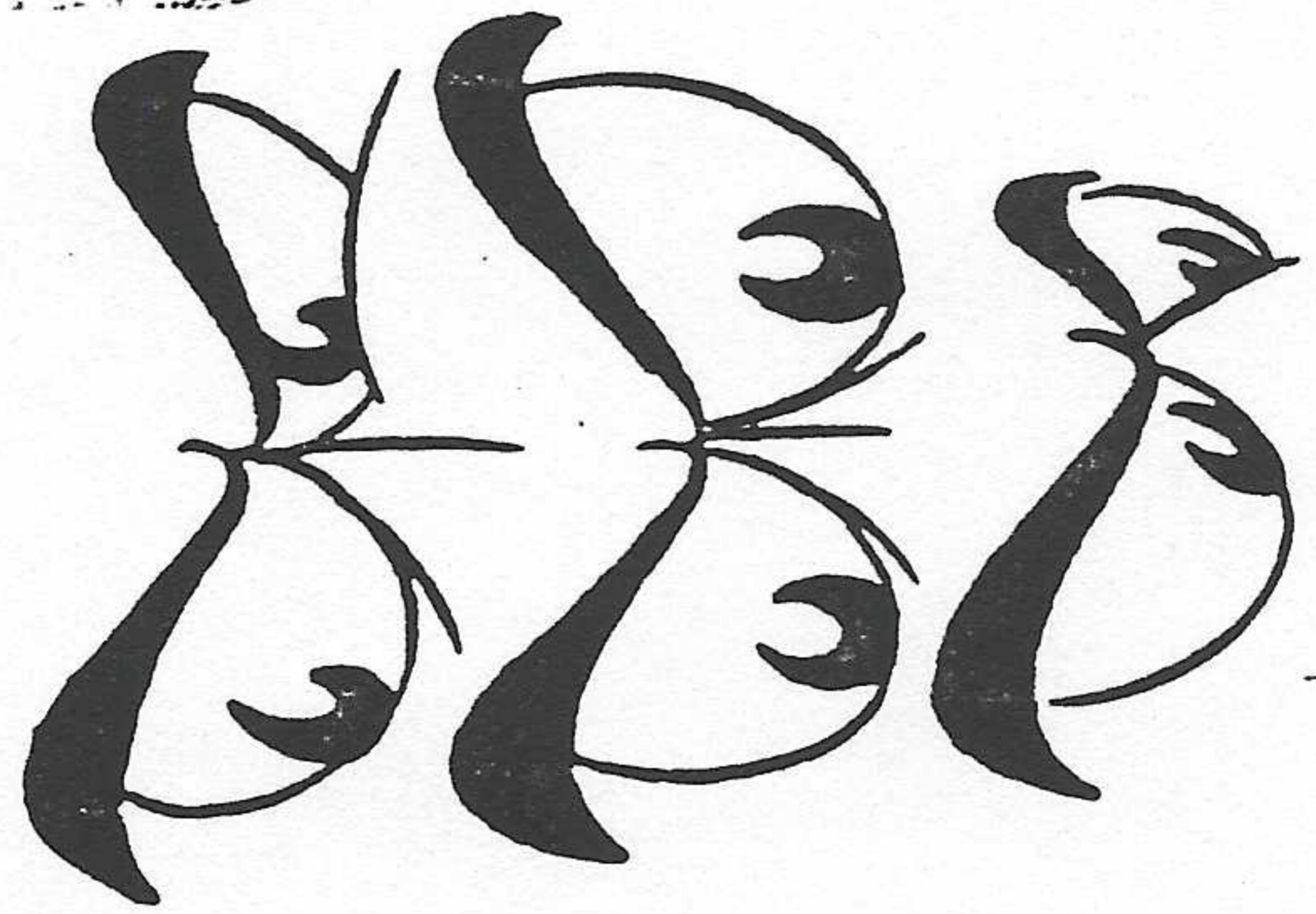
© 1993 DIC ANIMATION CITY, INC.

PG NO. \_\_\_\_\_

SC NO. \_\_\_\_\_

REVISED

MAR 09 1993



\*EYE & TEETH: W  
 INSIDE MOUTH: X.36  
 TONGUE: RP.2  
 GUMS: RP.3  
 CAVITY: X.43







# THE ADVENTURES OF SONIC THE HEDGEHOG

#052-123

"SONIC THE HEDGEHOG" - PROMO

model

ROBOTNICK'S PLANE WITH MACE  
MON AMI

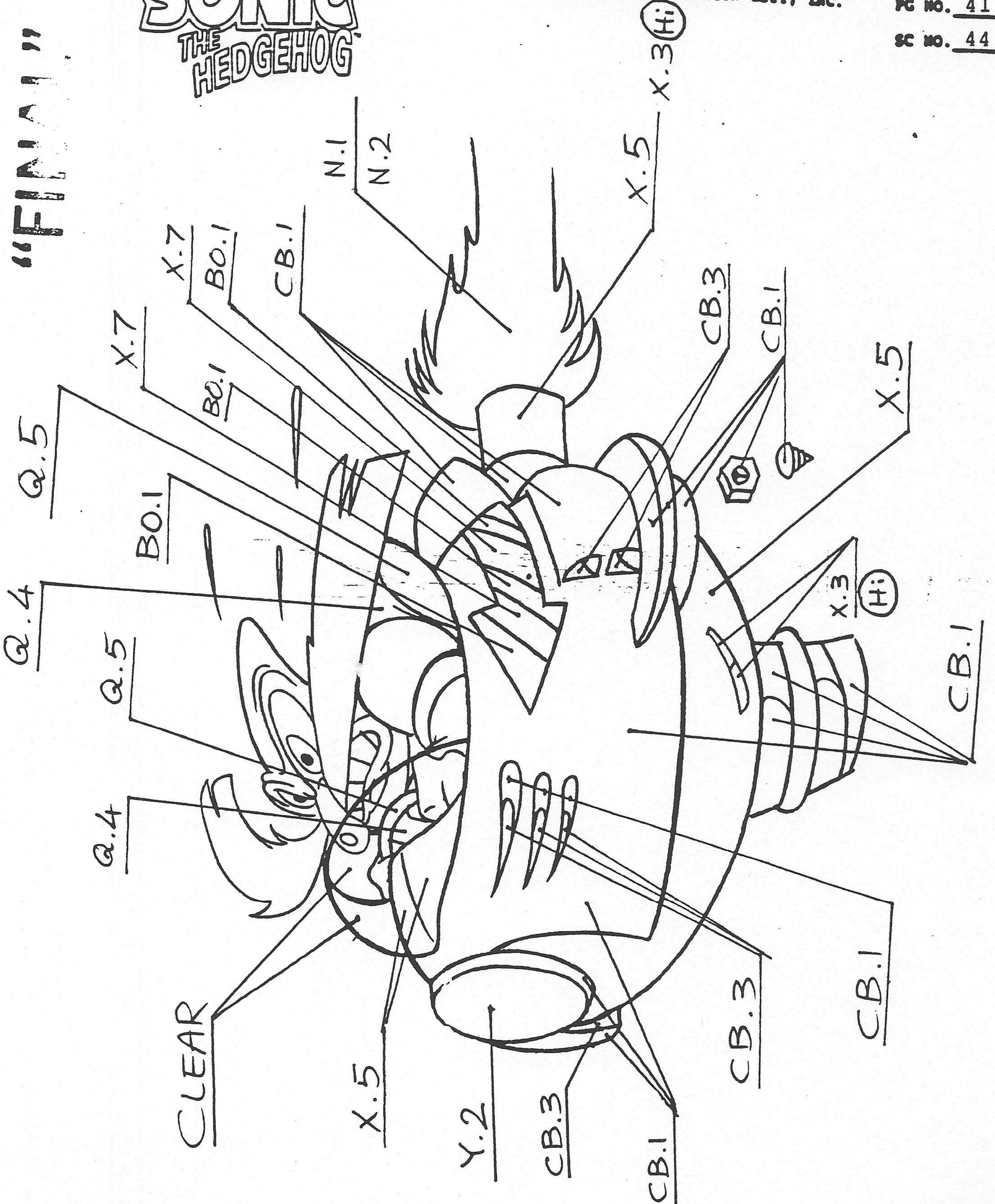
17

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PG NO. 41

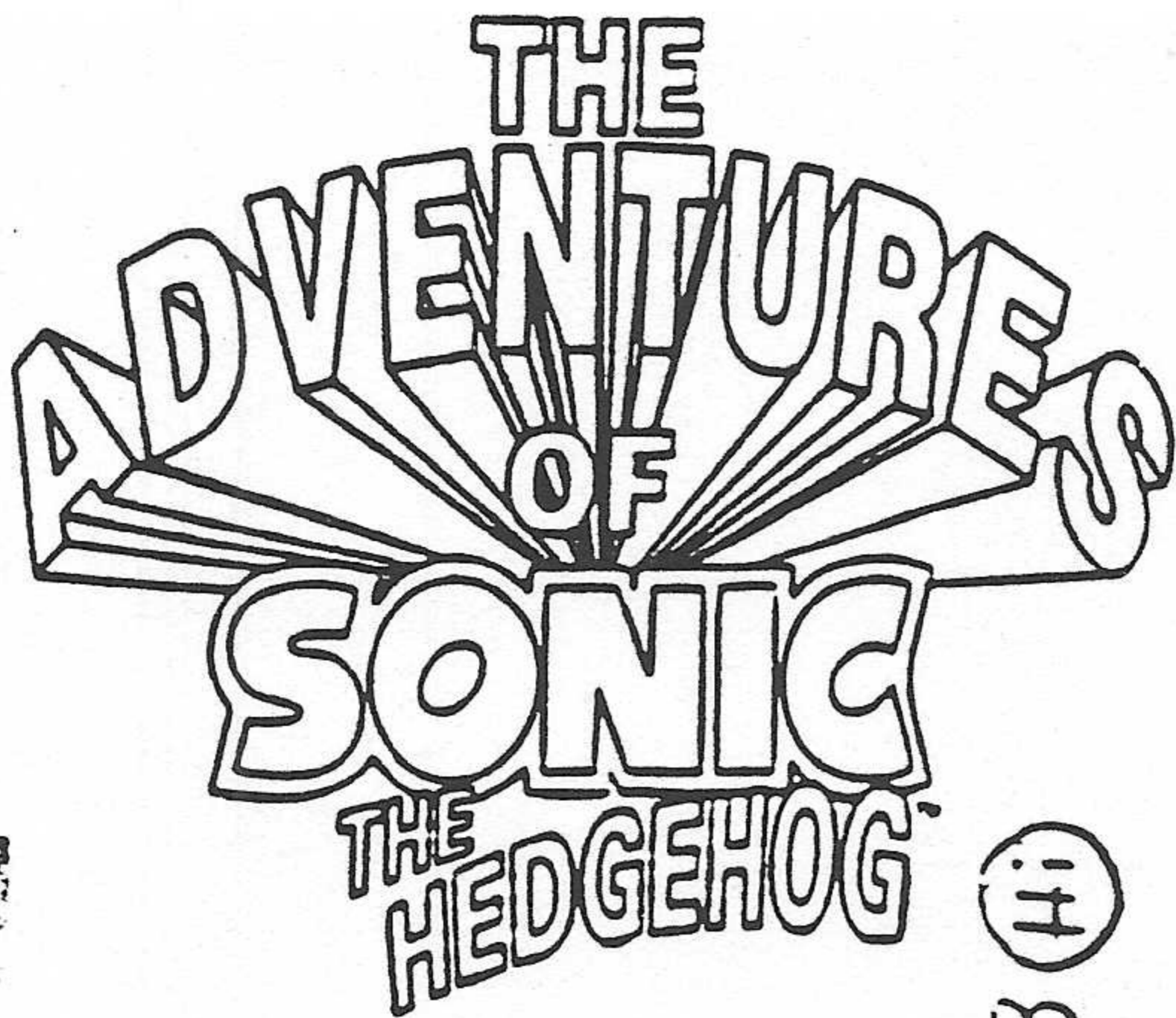
SC NO. 44

"FINAL"





"FINAL"



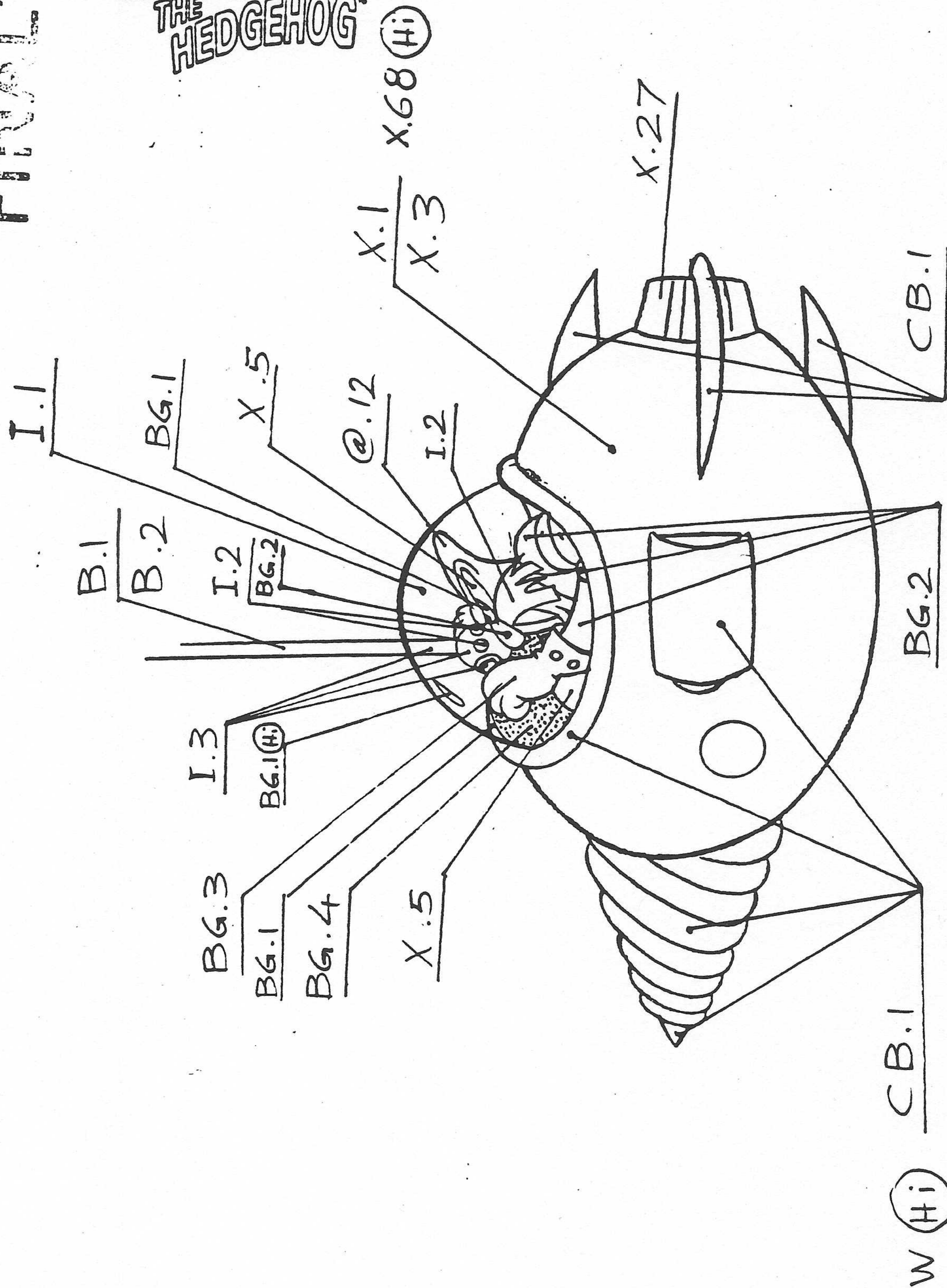
#052-123	"SONIC THE HEDGEHOG" - PROMO
ROBOTNICK'S DRILLING MACHINE	
MON AMI	

model 11

© 1992 DIC ANIMATION CITY, INC.

PG NO. 31

SC NO. 31





THE ADVENTURES OF SONIC THE HEDGEHOG

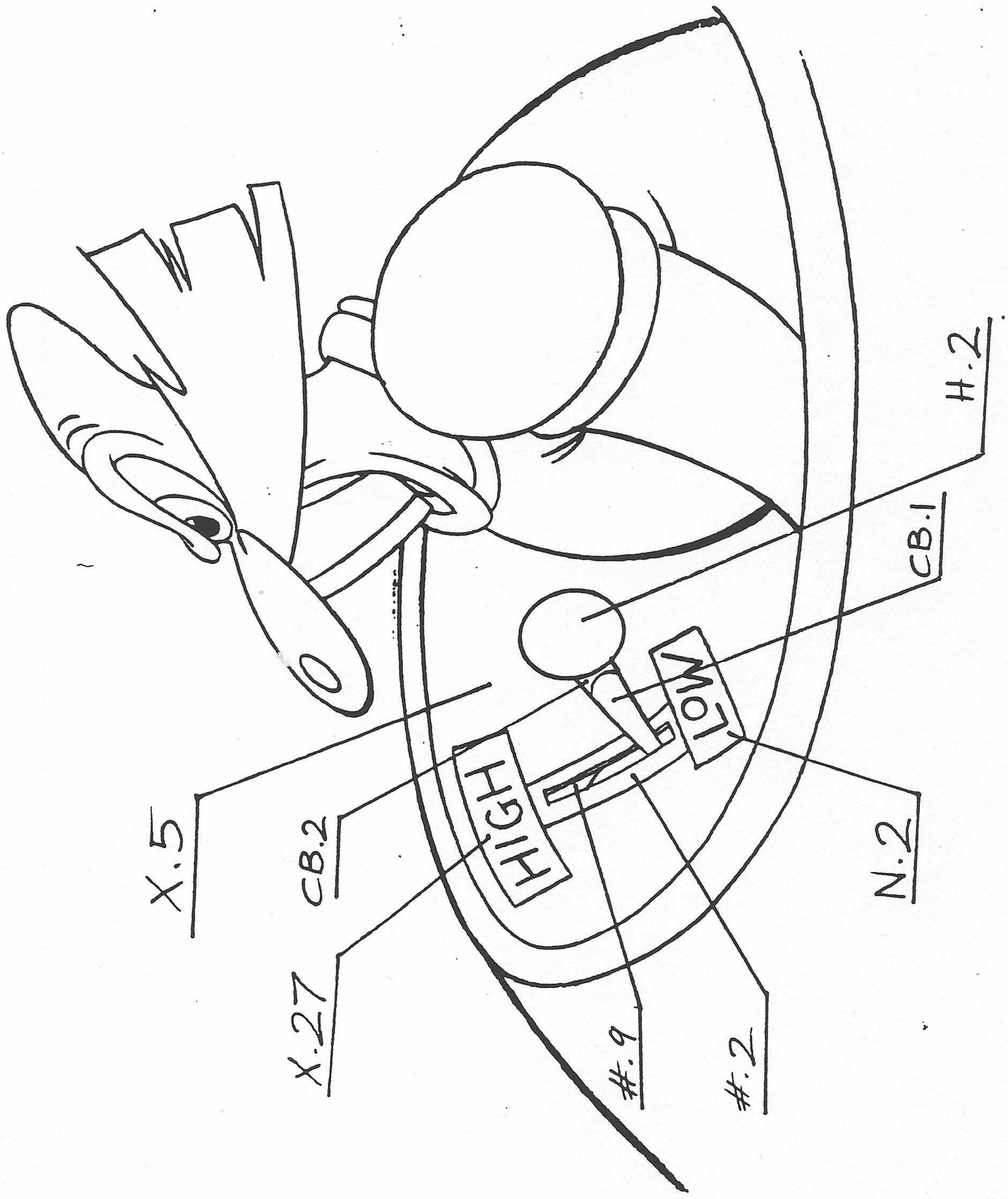
#052-123 "SONIC THE HEDGEHOG" - PROMO  
 DRILLING MACHINE CONTROL PANEL  
 MON AMI

model 13

© 1992 DIC ANIMATION CITY, INC.

PG NO. 34  
 SC NO. 38

"FINAL"

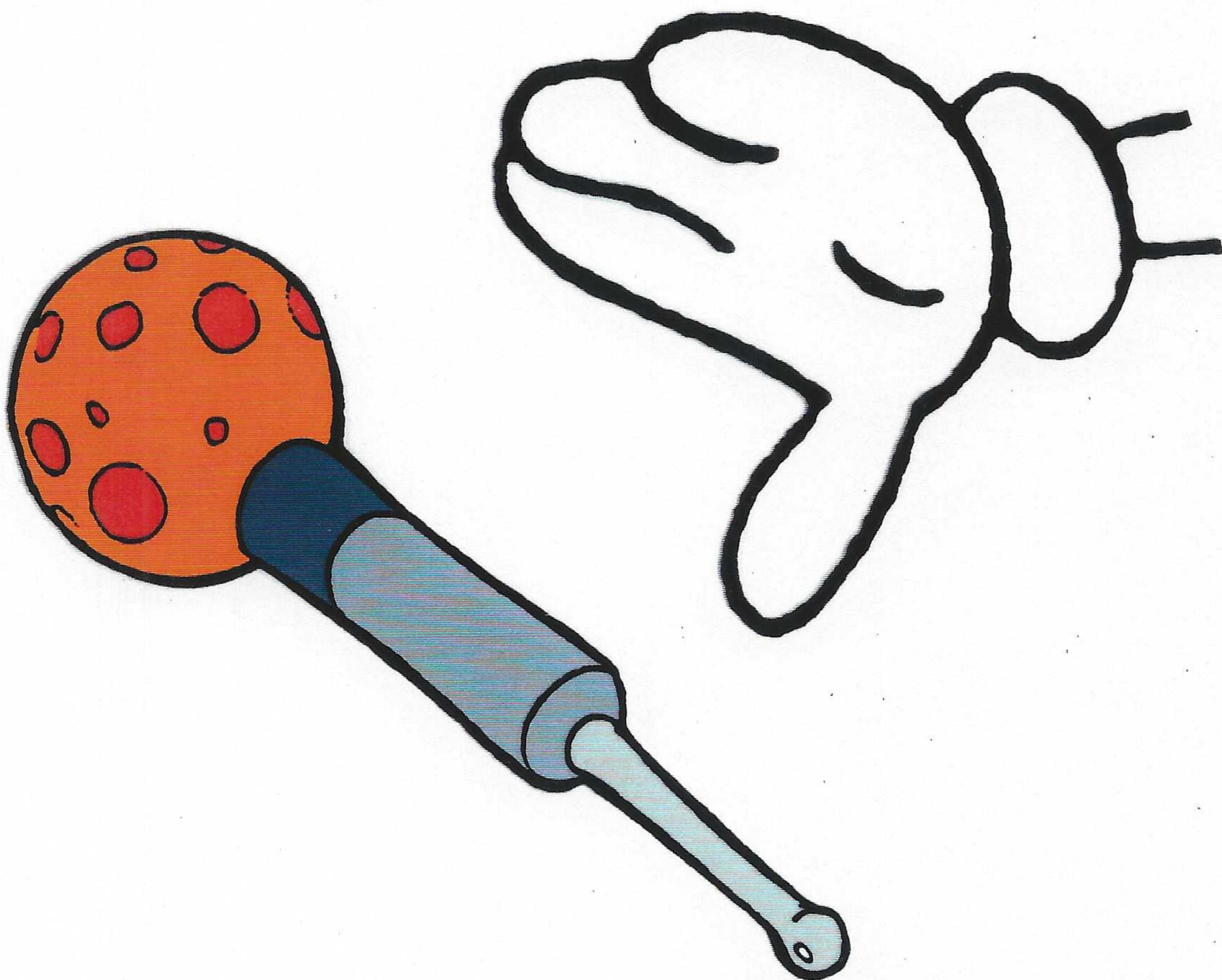






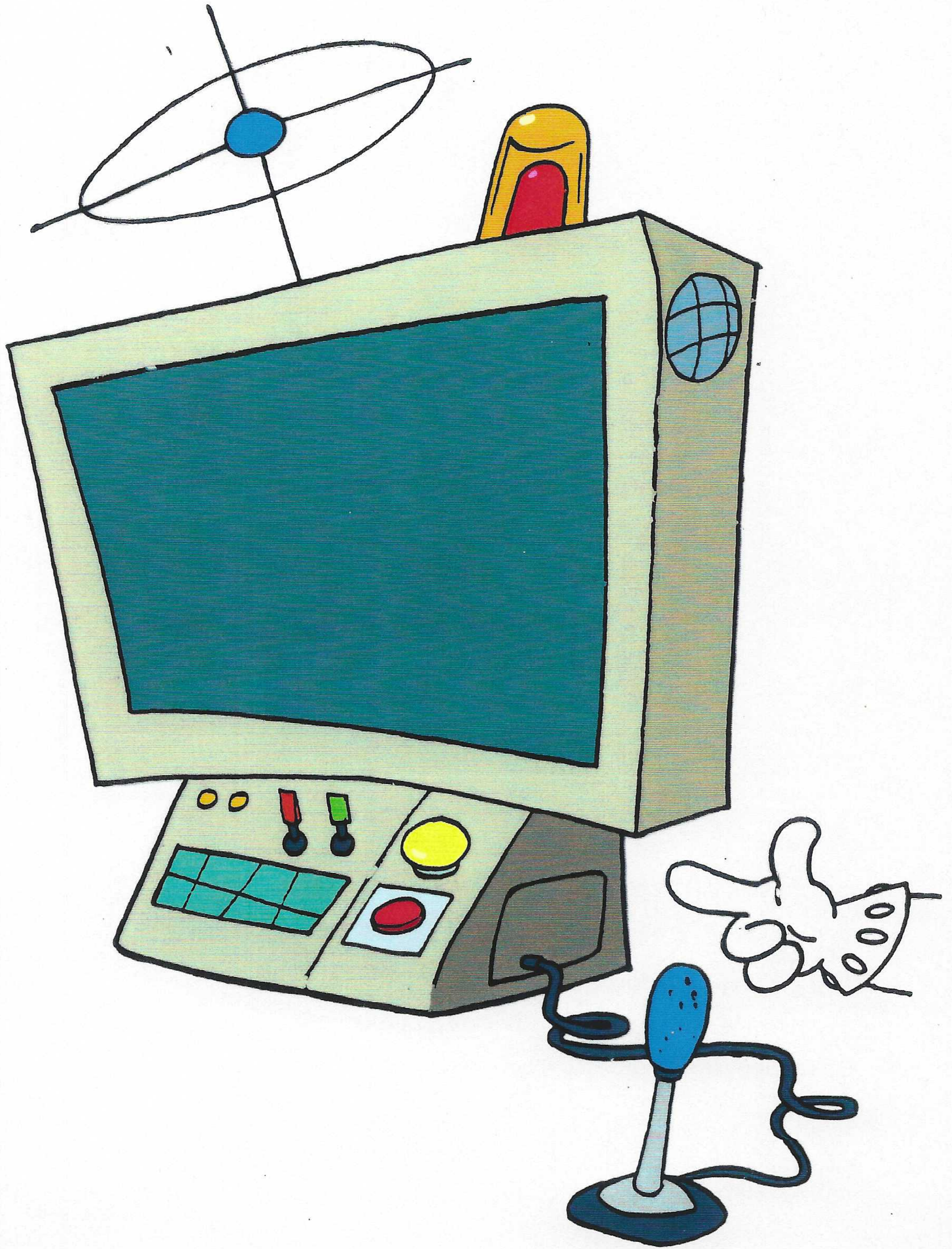


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MODEL # \_\_\_\_\_ DESCRIPTION: MICROPHONE



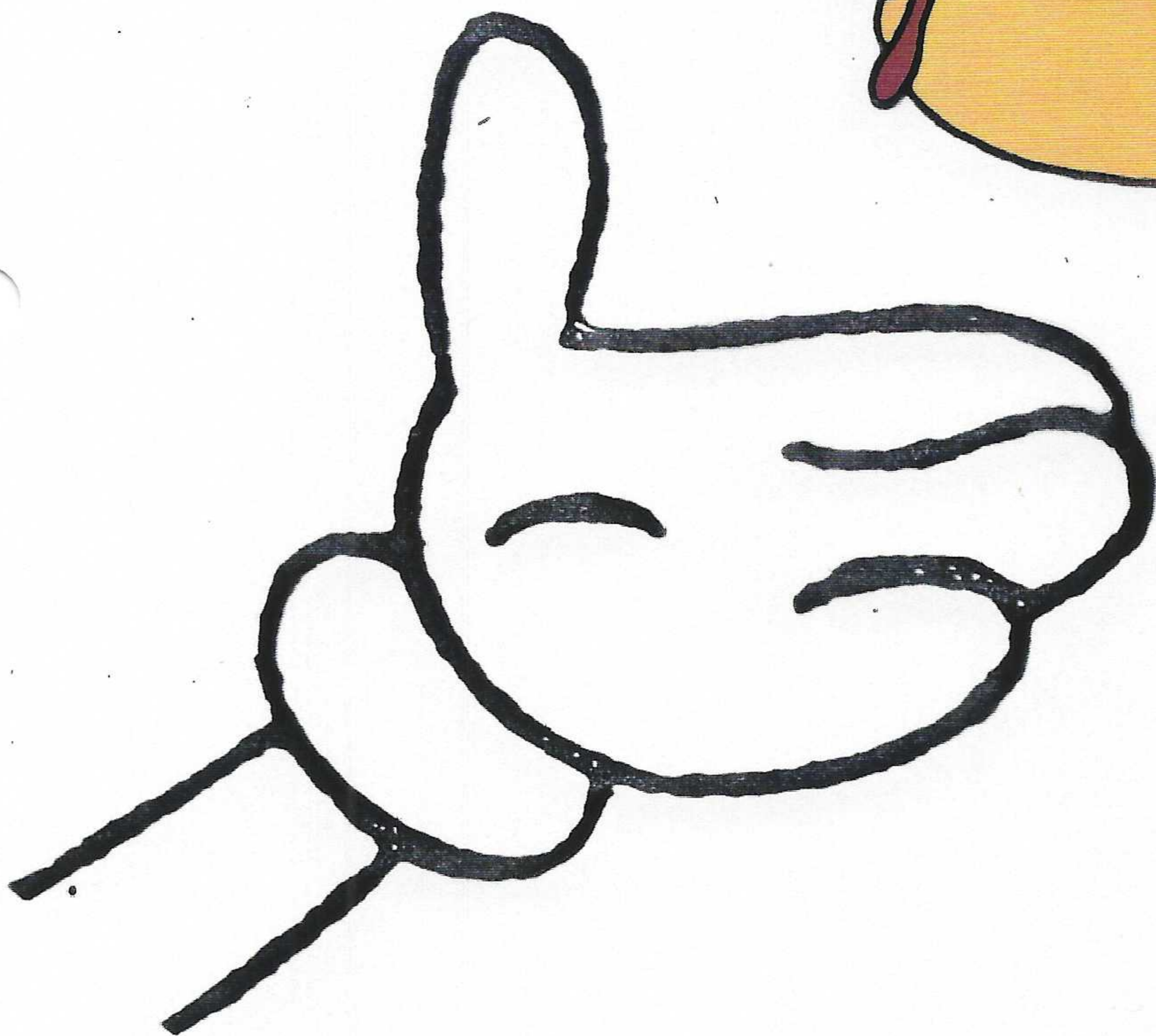
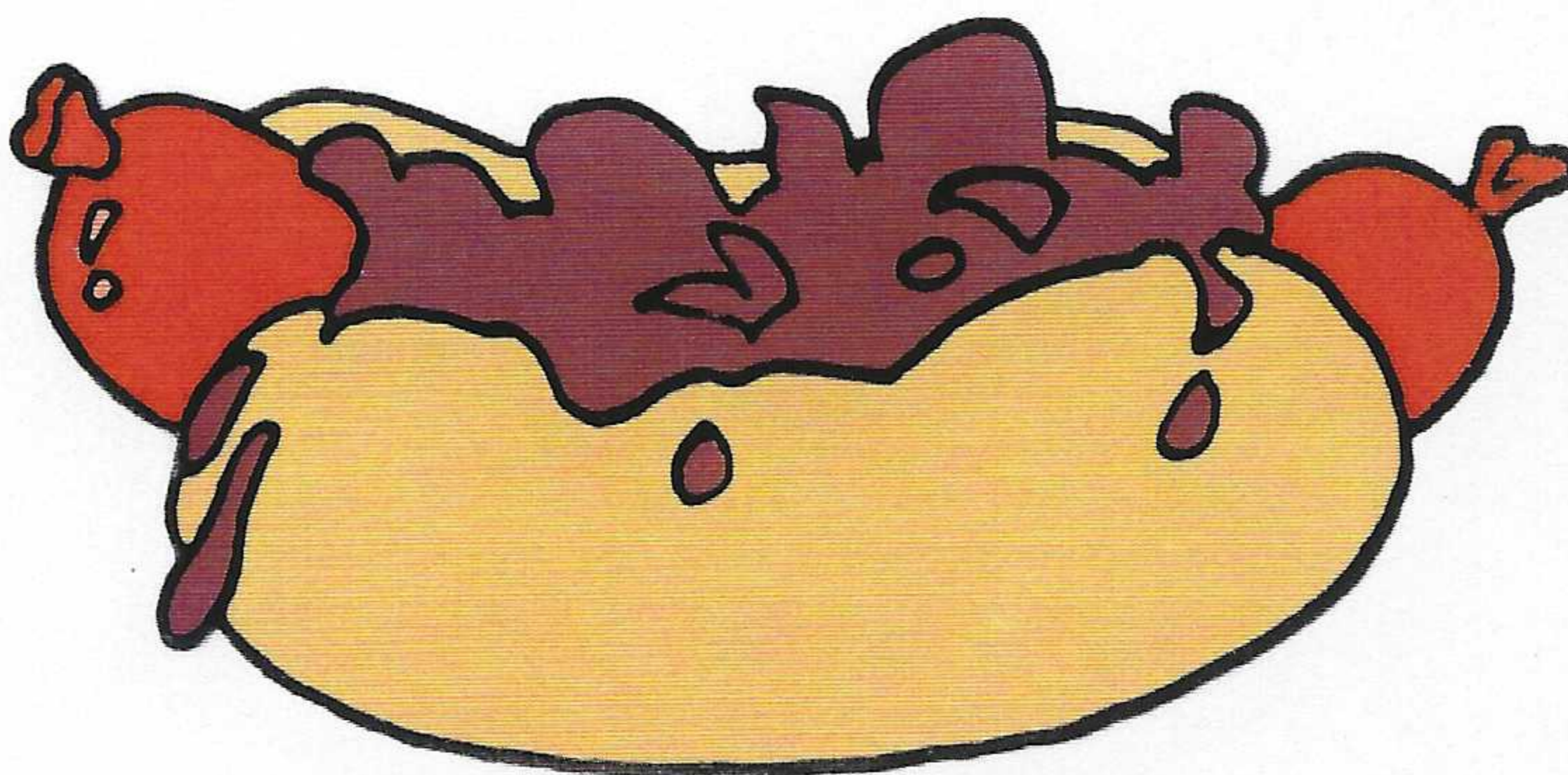


PROD. # \_\_\_\_\_ EPISODE TITLE: \_\_\_\_\_  
MODEL # \_\_\_\_\_ DESCRIPTION: VIDSCREEN WITH BUTTONS & LIGHTS



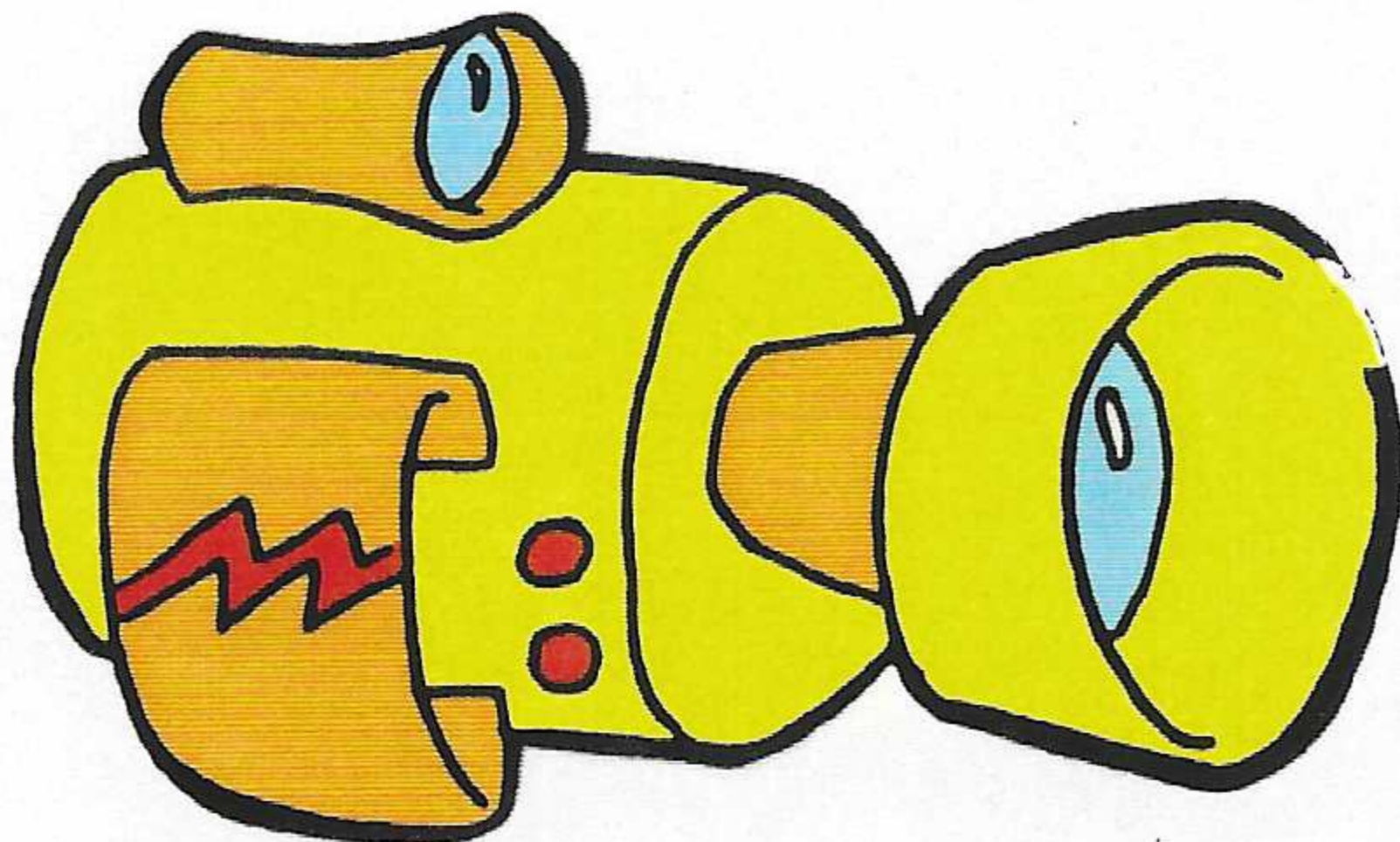
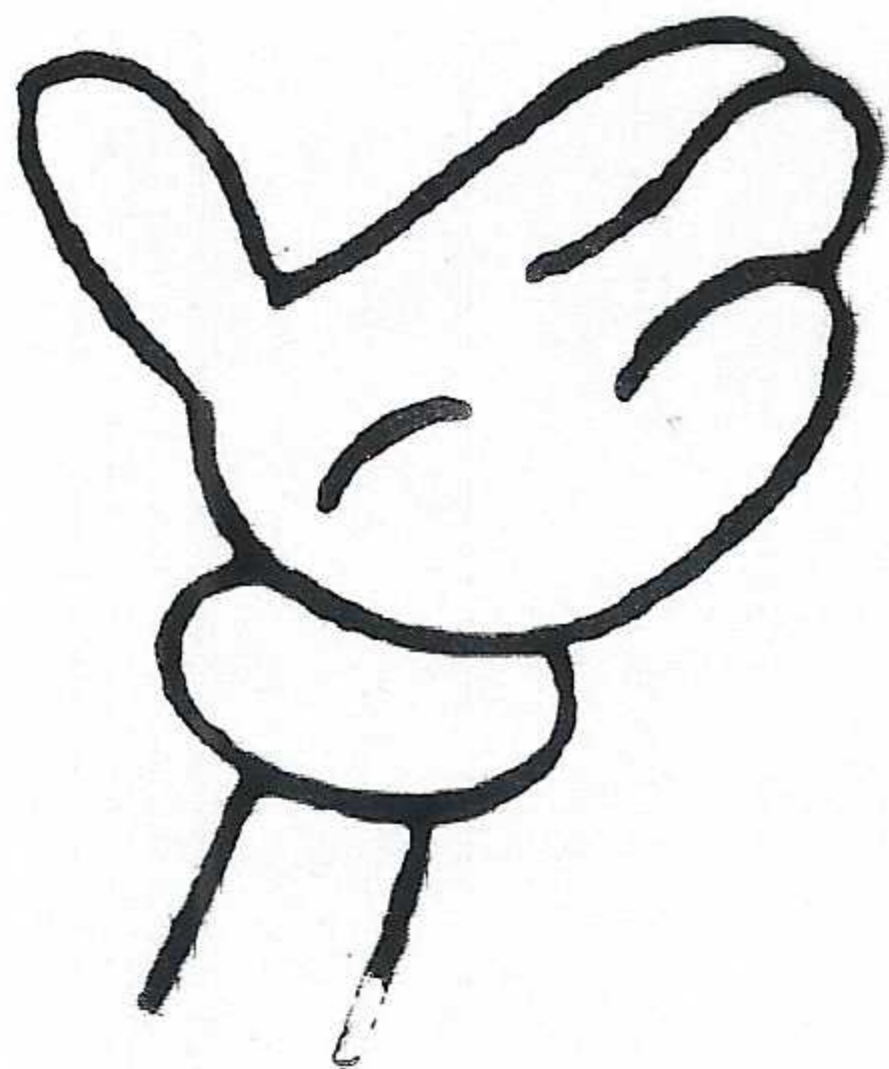


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DEL # \_\_\_\_\_ DESCRIPTION: CHILI DOG



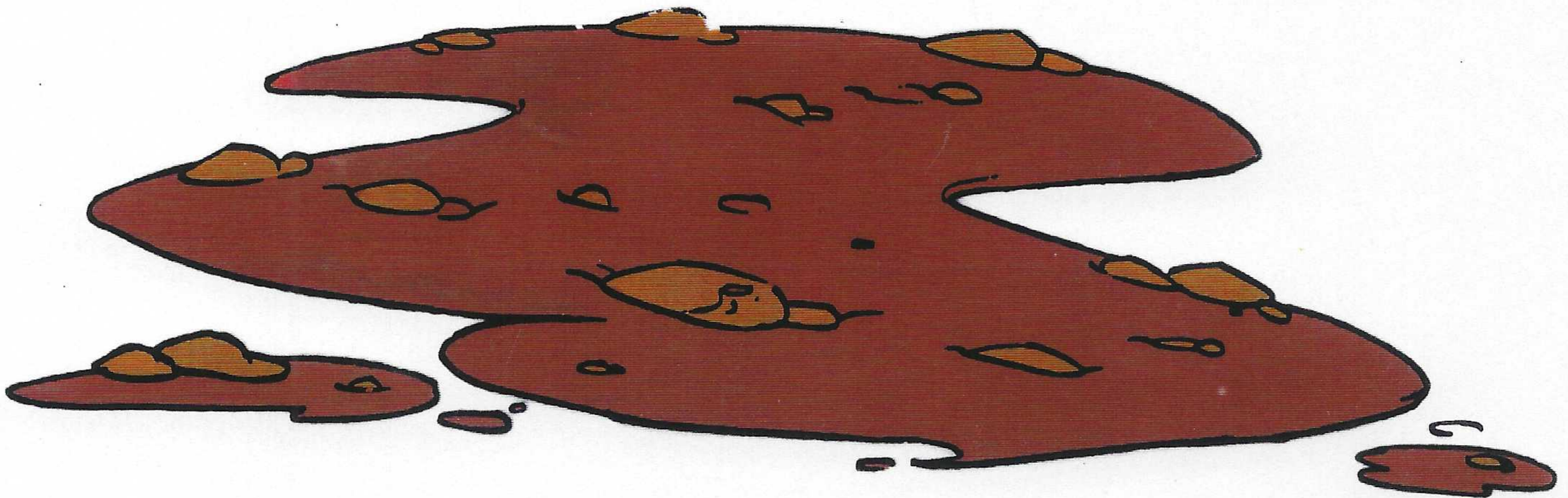
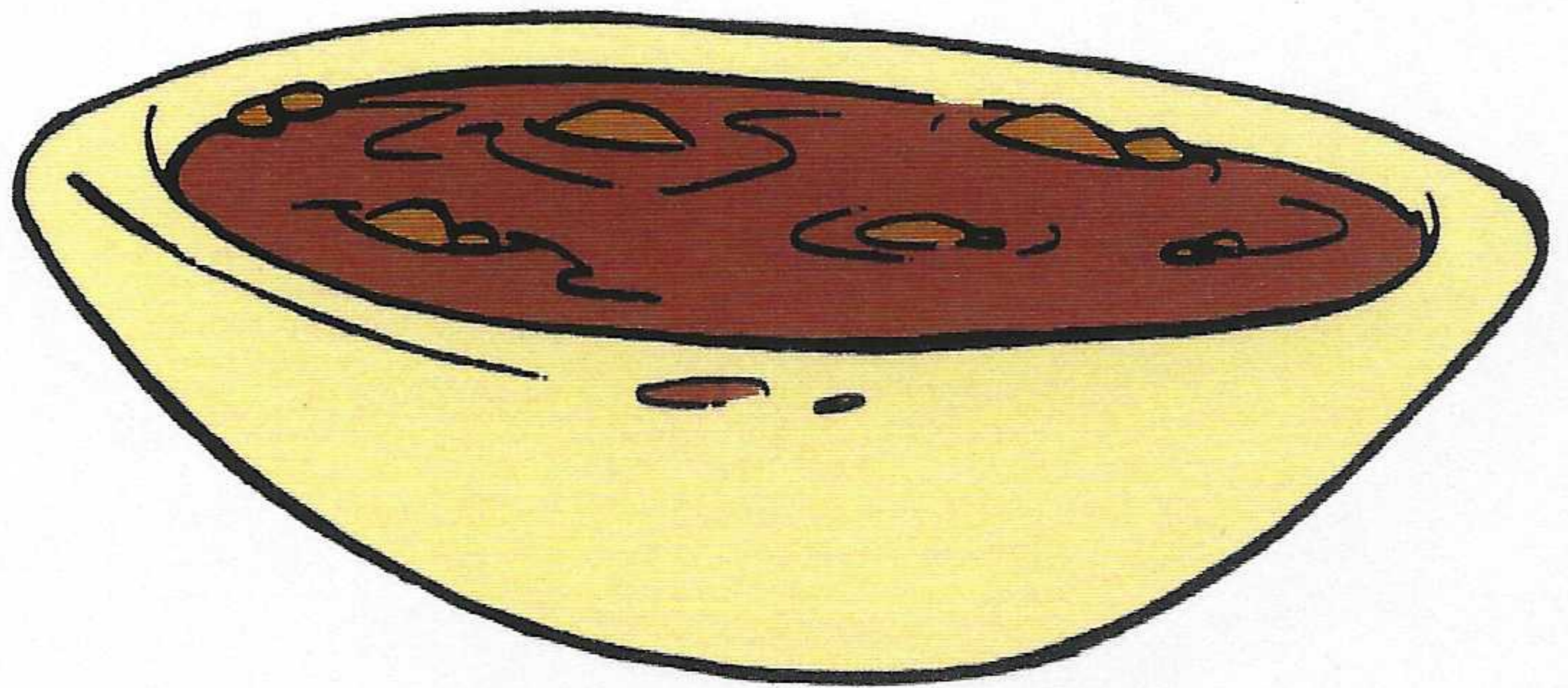
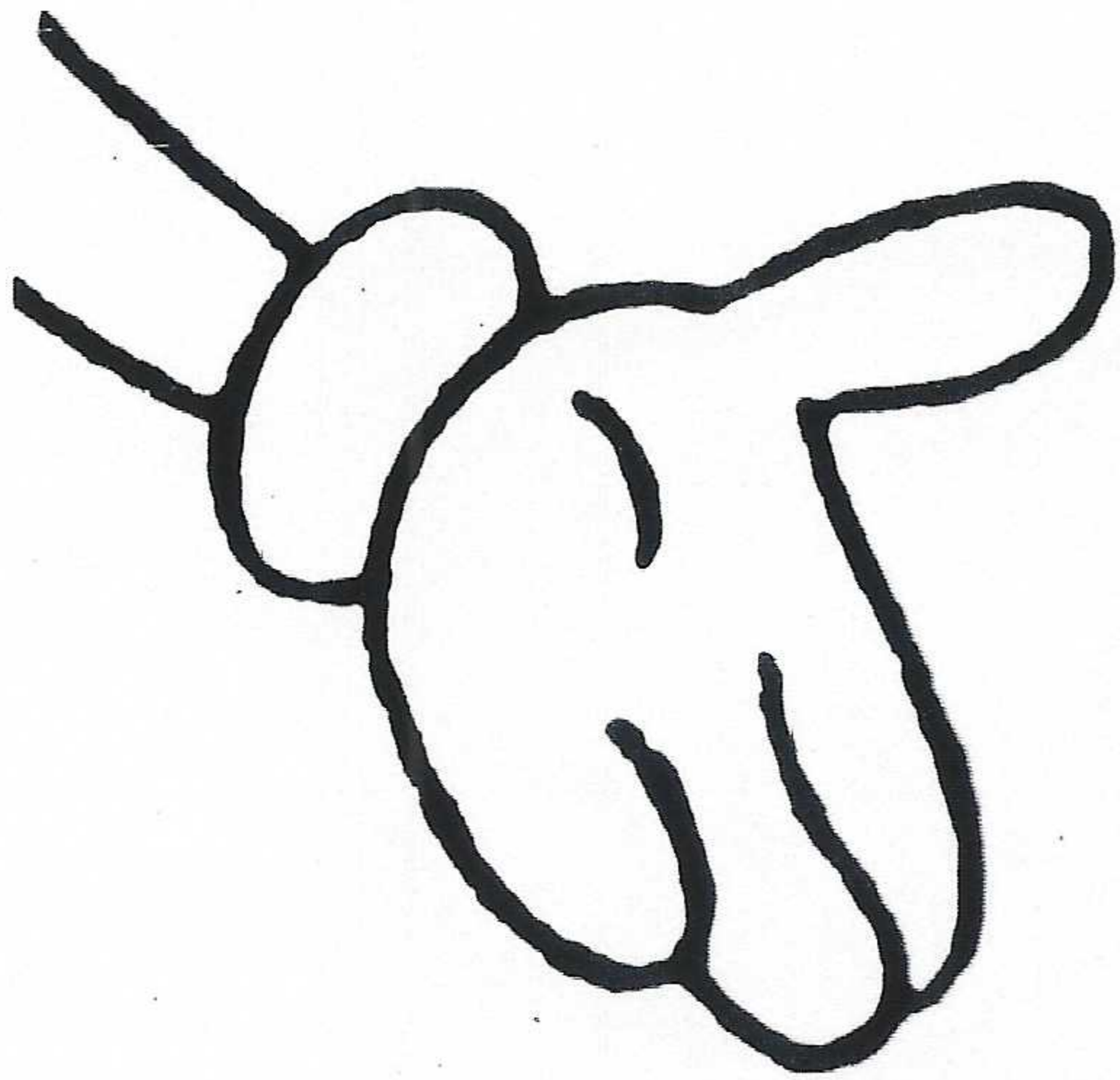


PROD. # \_\_\_\_\_ EPISODE TITLE: \_\_\_\_\_  
MODEL # \_\_\_\_\_ DESCRIPTION: VIDEO CAMERA \_\_\_\_\_





PROD. # \_\_\_\_\_ EPISODE TITLE: \_\_\_\_\_  
MODEL # \_\_\_\_\_ DESCRIPTION: CHILI \_\_\_\_\_





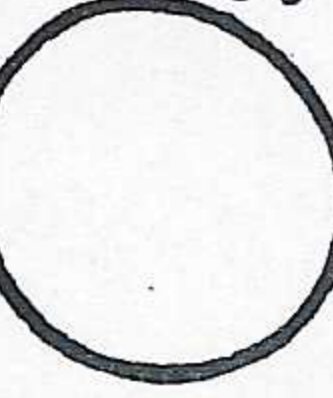
# ADVENTURES OF SONIC THE HEDGEHOG™

#238-100

ADVENTURES OF SONIC  
THE HEDGEHOG

EGG-O-MATIC WITH SIDE CARS

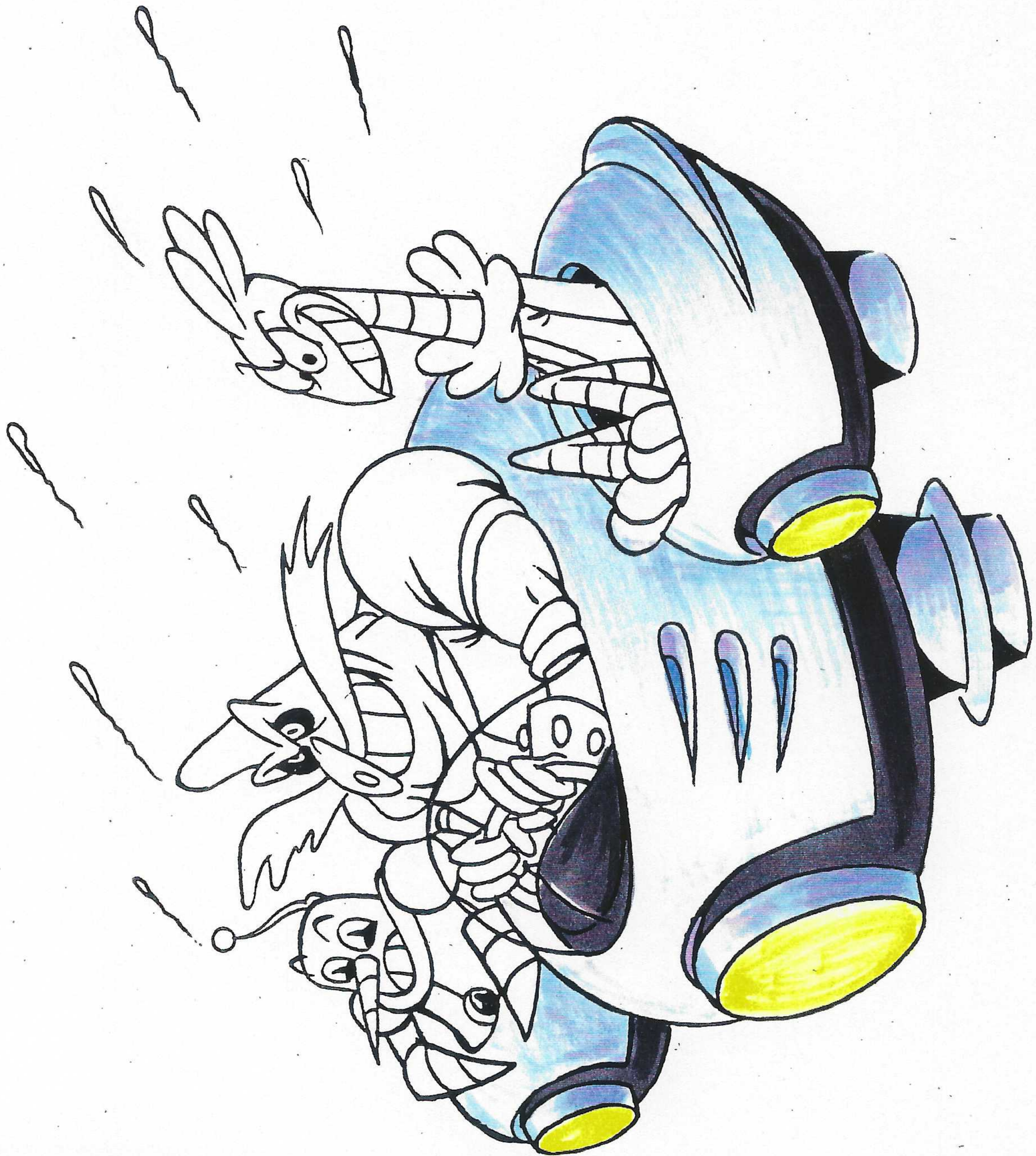
model 1



© 1993 DIC ANIMATION CITY, INC.

PG NO. \_\_\_\_\_

SC NO. \_\_\_\_\_





VARIOUS SONIC  
SPEED FX



STREAK / BLUR



REGULAR RUN w/DUST FX

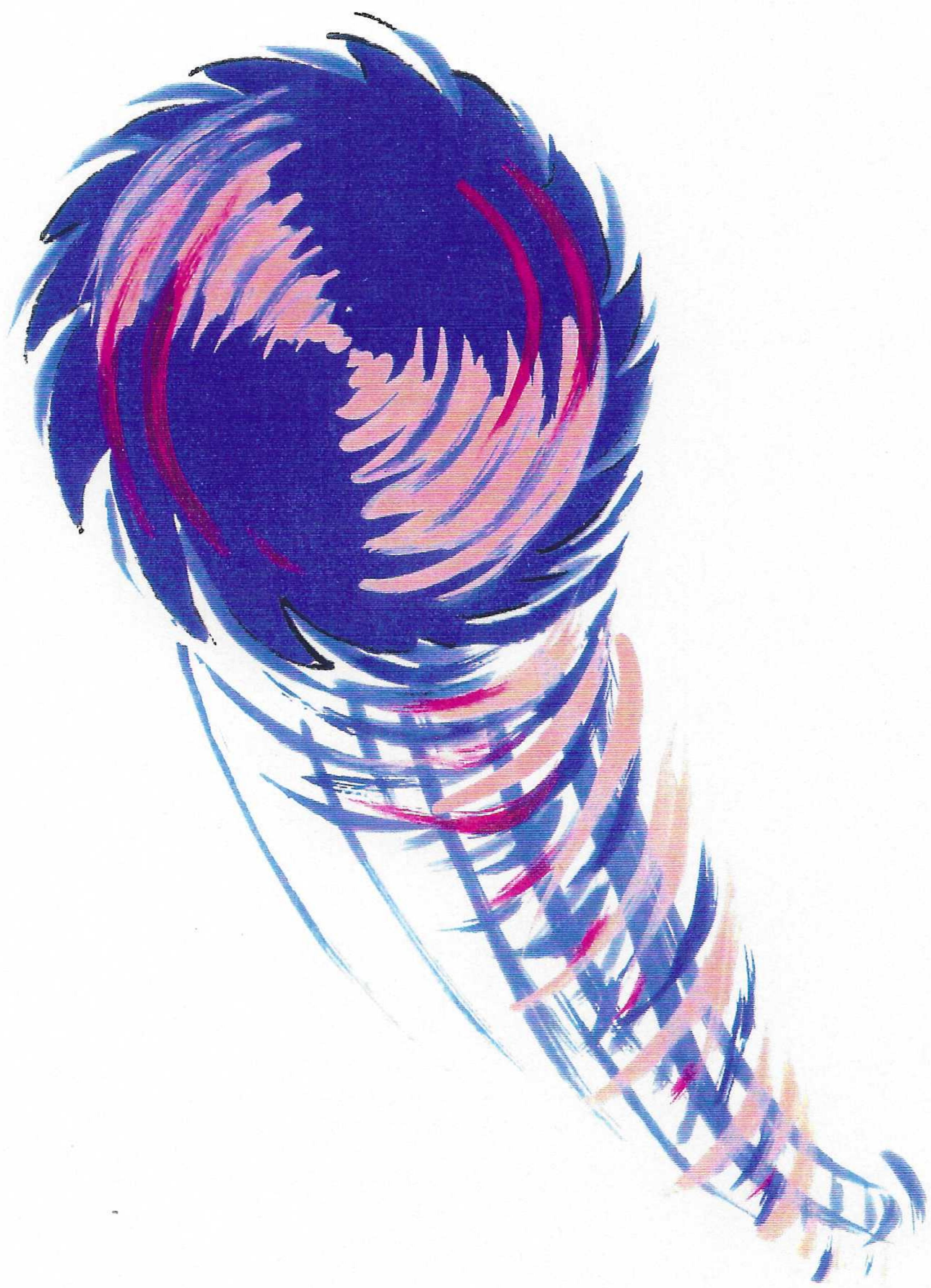


LONG SHOT DUST FX



COMET / BLUR (USE ALSO FOR ZIP-OUT)

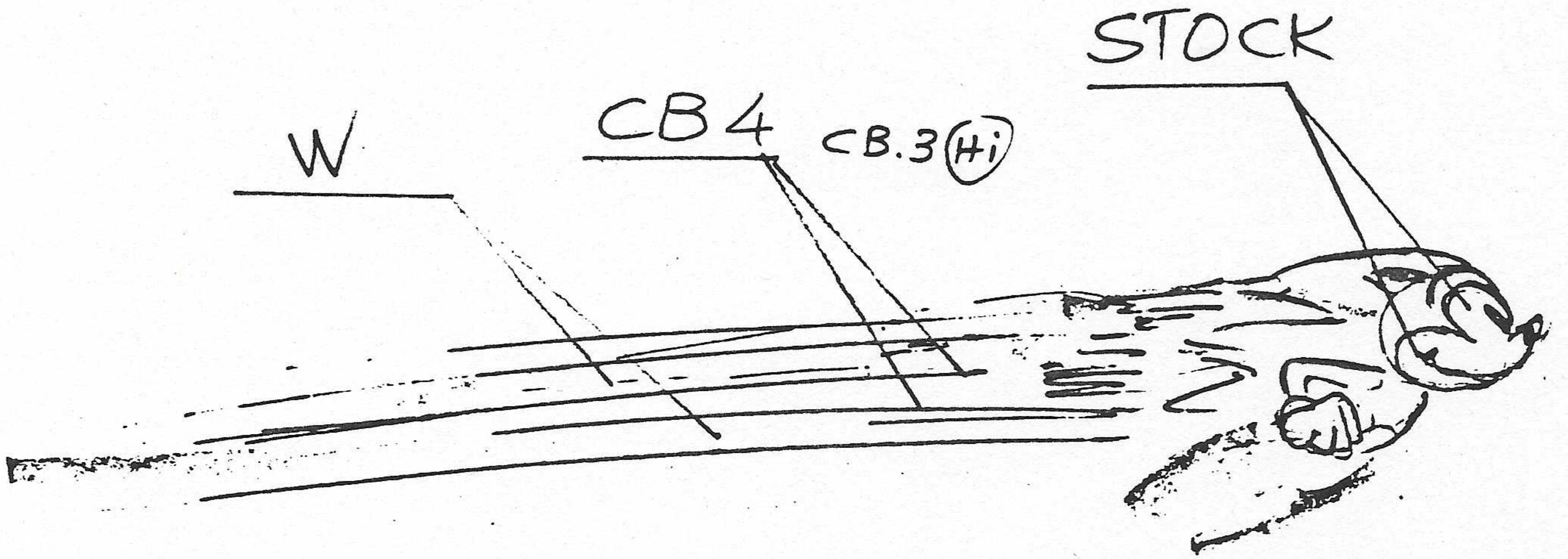




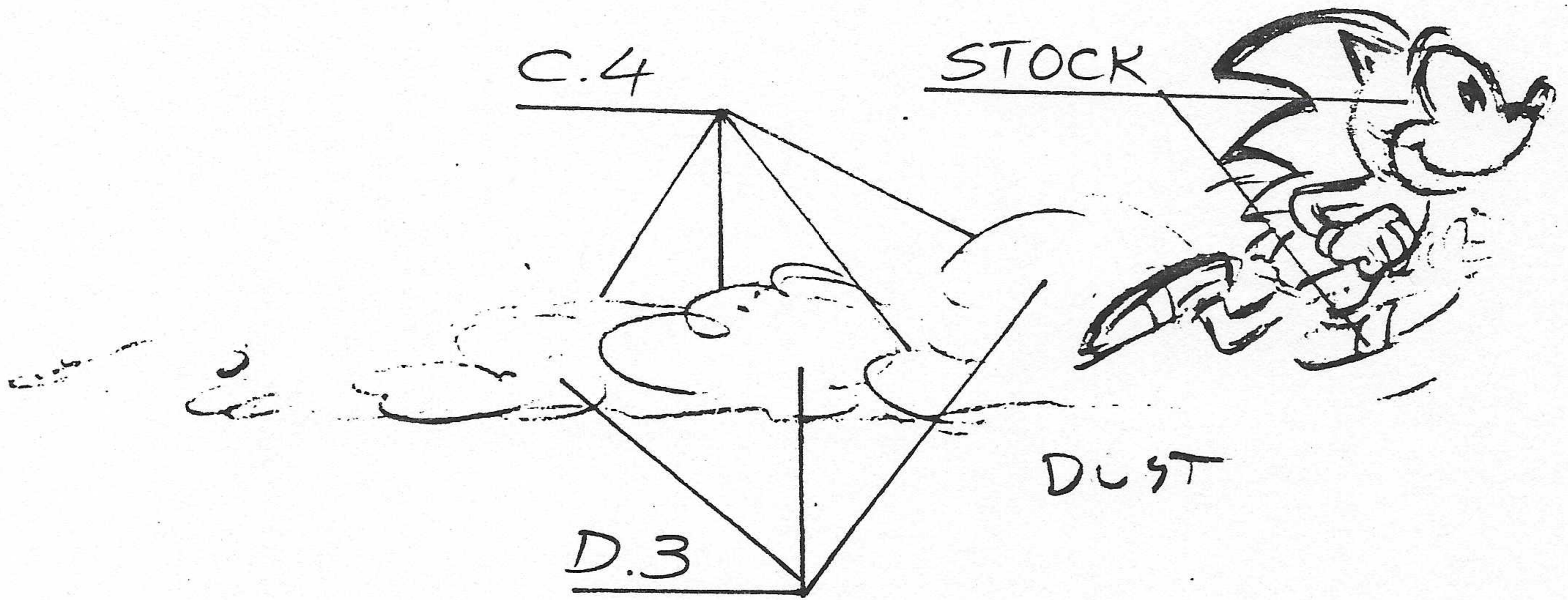
Buzzsaw Fx



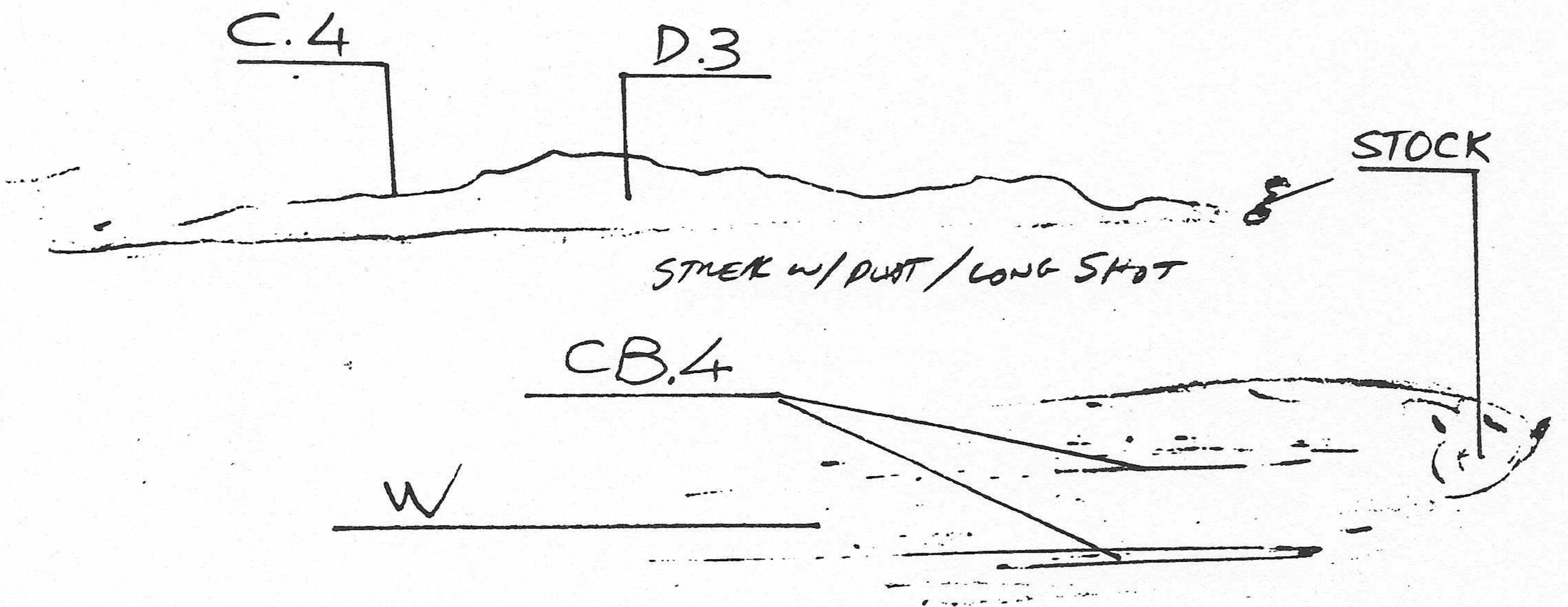
# Monami



STREAK/BLUR



DUST

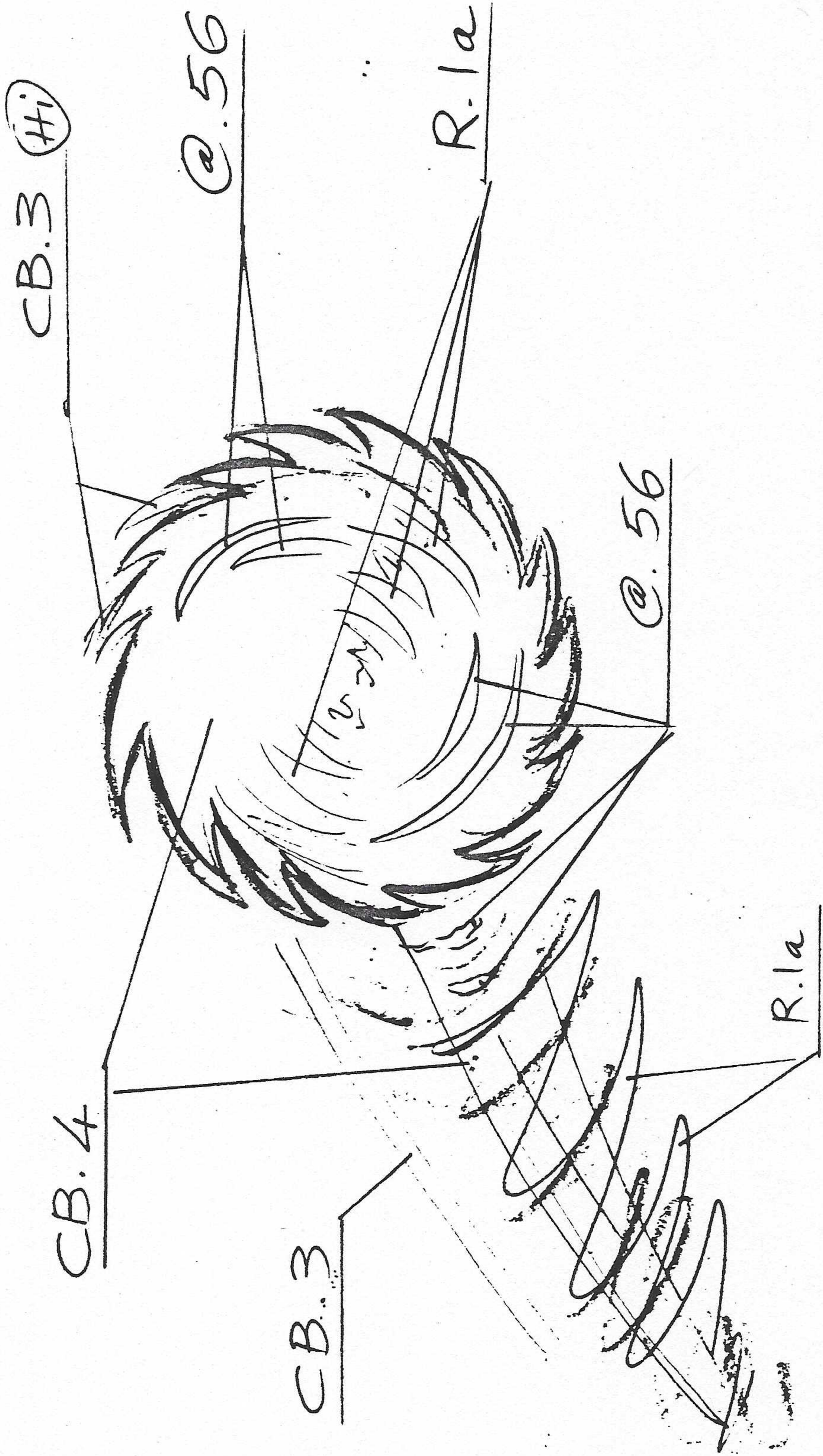


STREAK w/ DUST / LONG SHOT

~~STREAK/BLUR~~  
COMET BLUR / ZIP IN / OUT



Monami



Buzz SAW  
FIX







ADVENTURES  
OF  
SONIC  
THE  
HEDGEHOG

238-100

STOCK COLOR BACKGROUNDS

MARCH 16, 1993



4.5.99

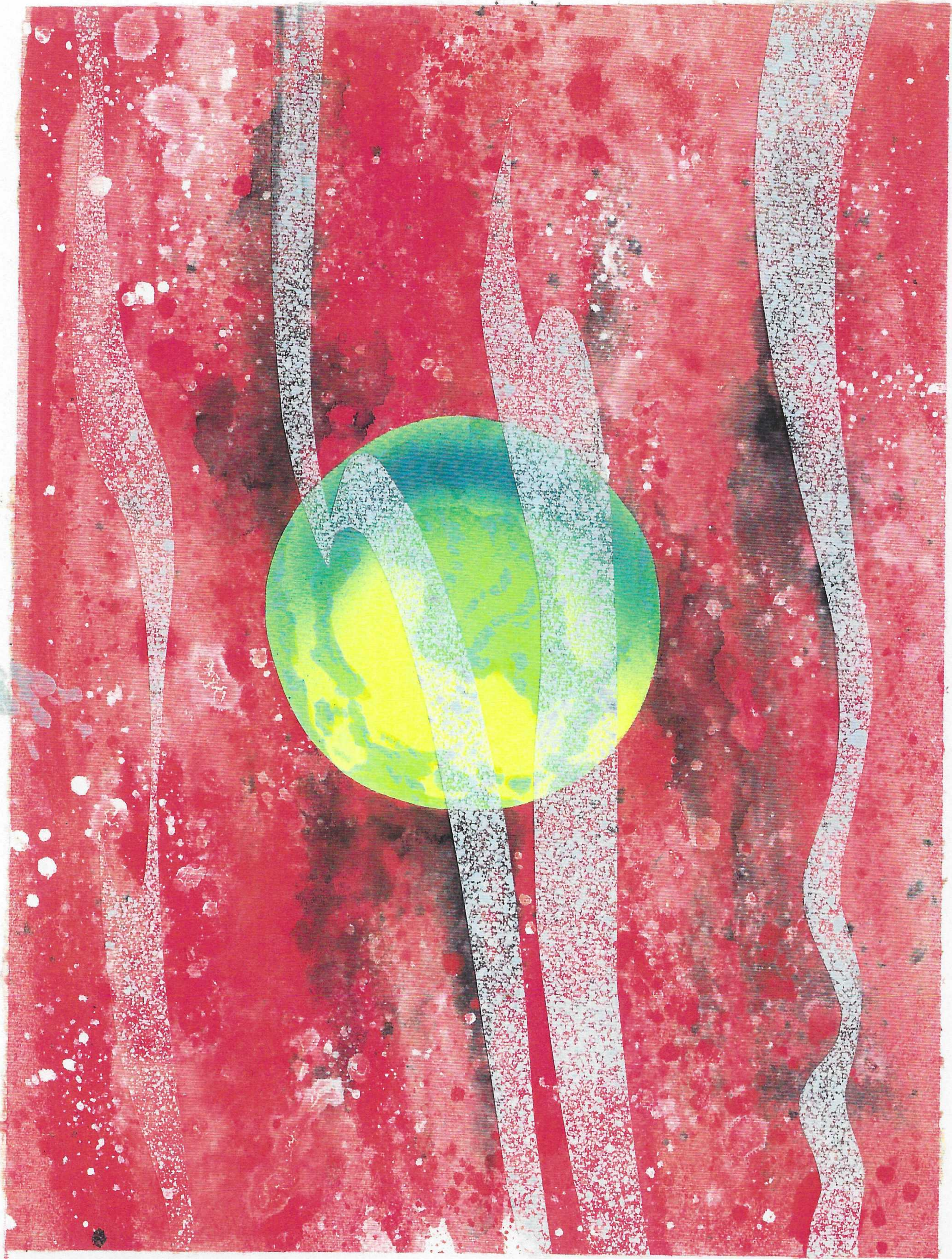


#238-108

OUTER SPACE

BG 3





#052-123 EXT. PLANET IN SPACE

BG #1





#052-123

EXT. SIGN

4225  
SC24





#238-109 EXT MOBIUS - WOODS NEAR ROBOTNIK'S FORTRESS LABS



REVISED

17



EXT. ROBOTNIK'S HEADQUARTERS "STECK"

Laura Lee Fyke



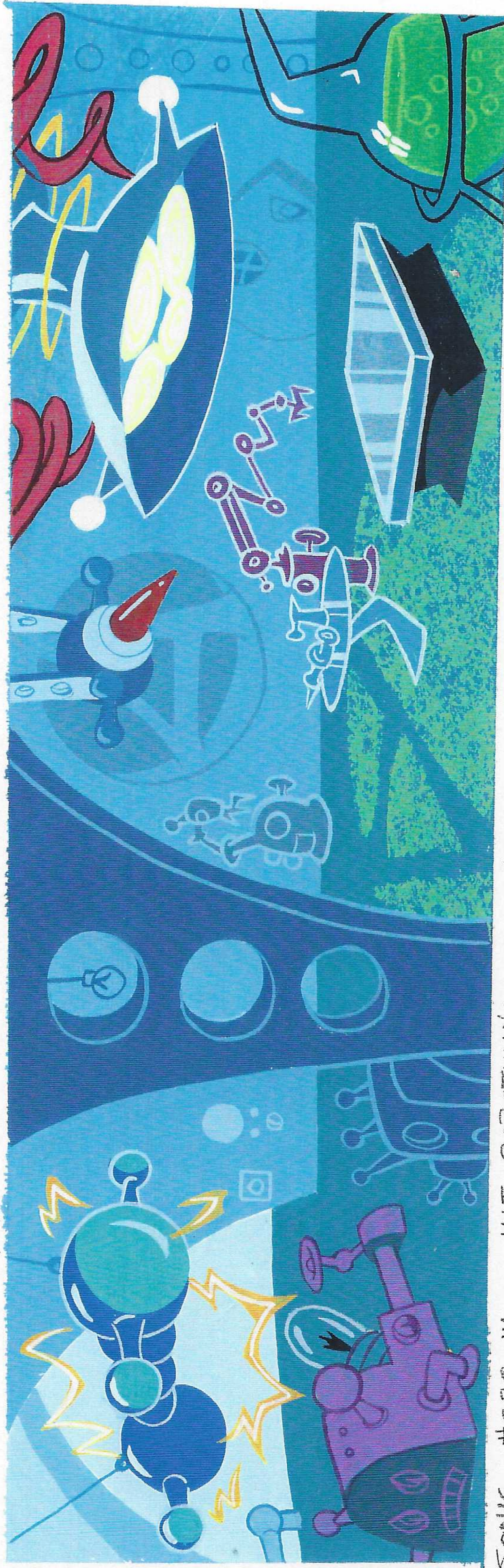


# 238-100 EXT. ROBOTNIK'S FORTRESS (NIGHT) # 17







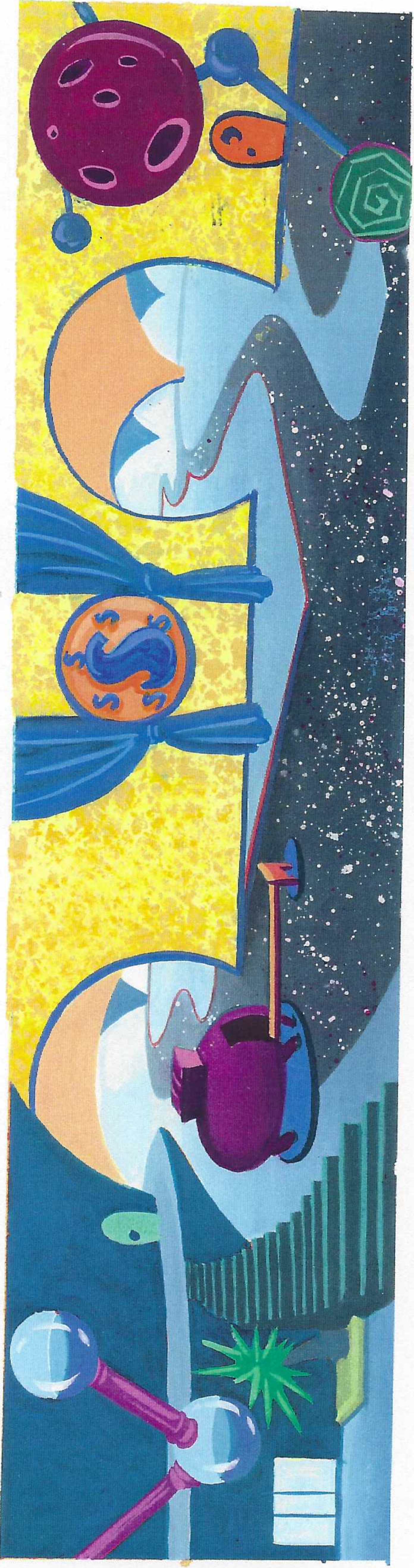


SONIC #238-116 INT. ROBOTNIK'S LAB #12

TIMOTHY BARNES.



"KWISED"



#2228-120 INT ROBOTICS FORTRUS

"Stack"





APPLETON

INT. ROBOTNIKS BEDROOM  
238-120



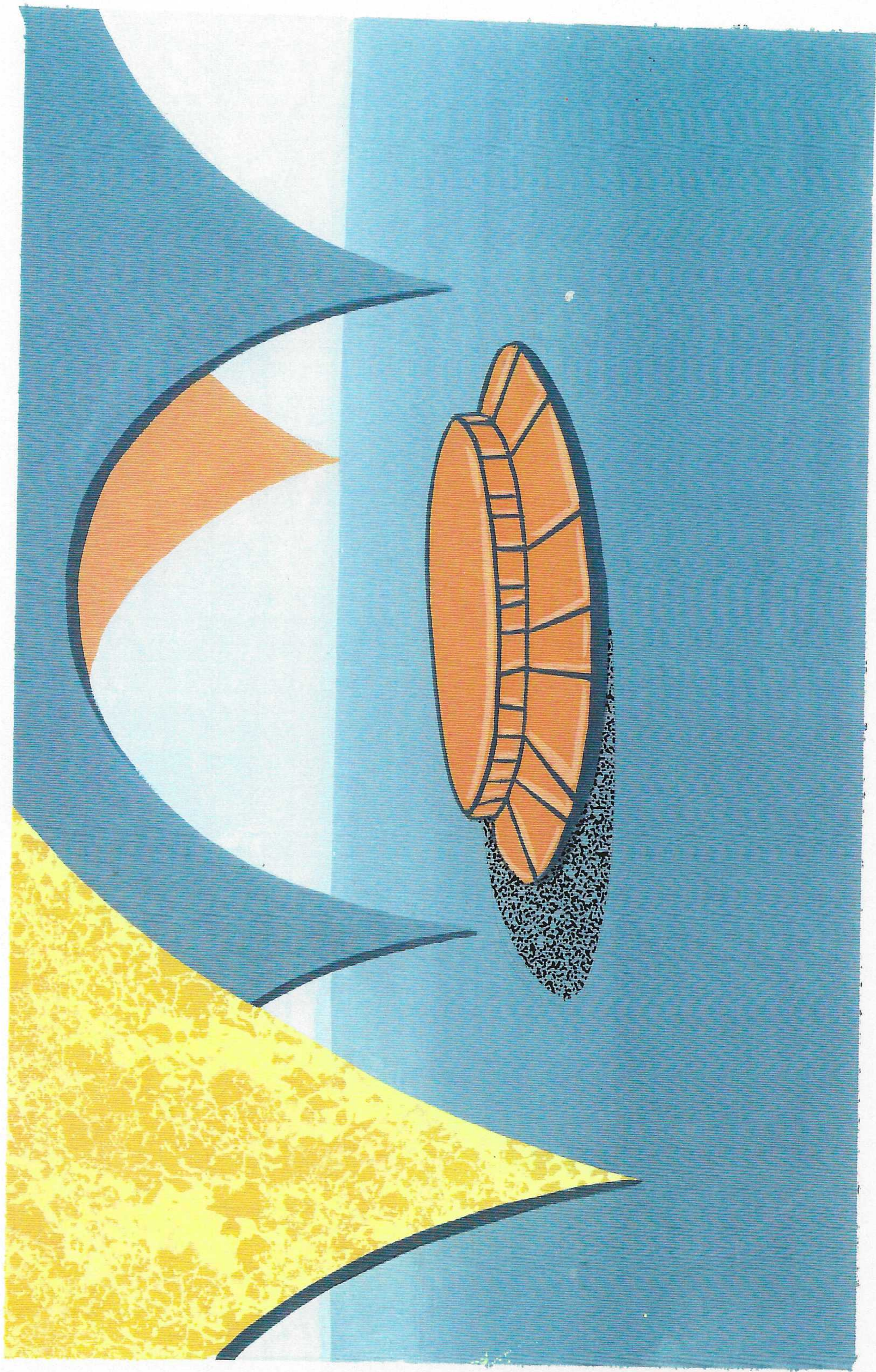


238 - 119  
MISSING HI TOPS

ROBOTNIC HI Q  
CARD PLAYING SITE

GROUCHANZI





#23B-117 INT. THE LAB #4





#738-118 INT. ROBOTNIK'S LAB w/SCREEN #10





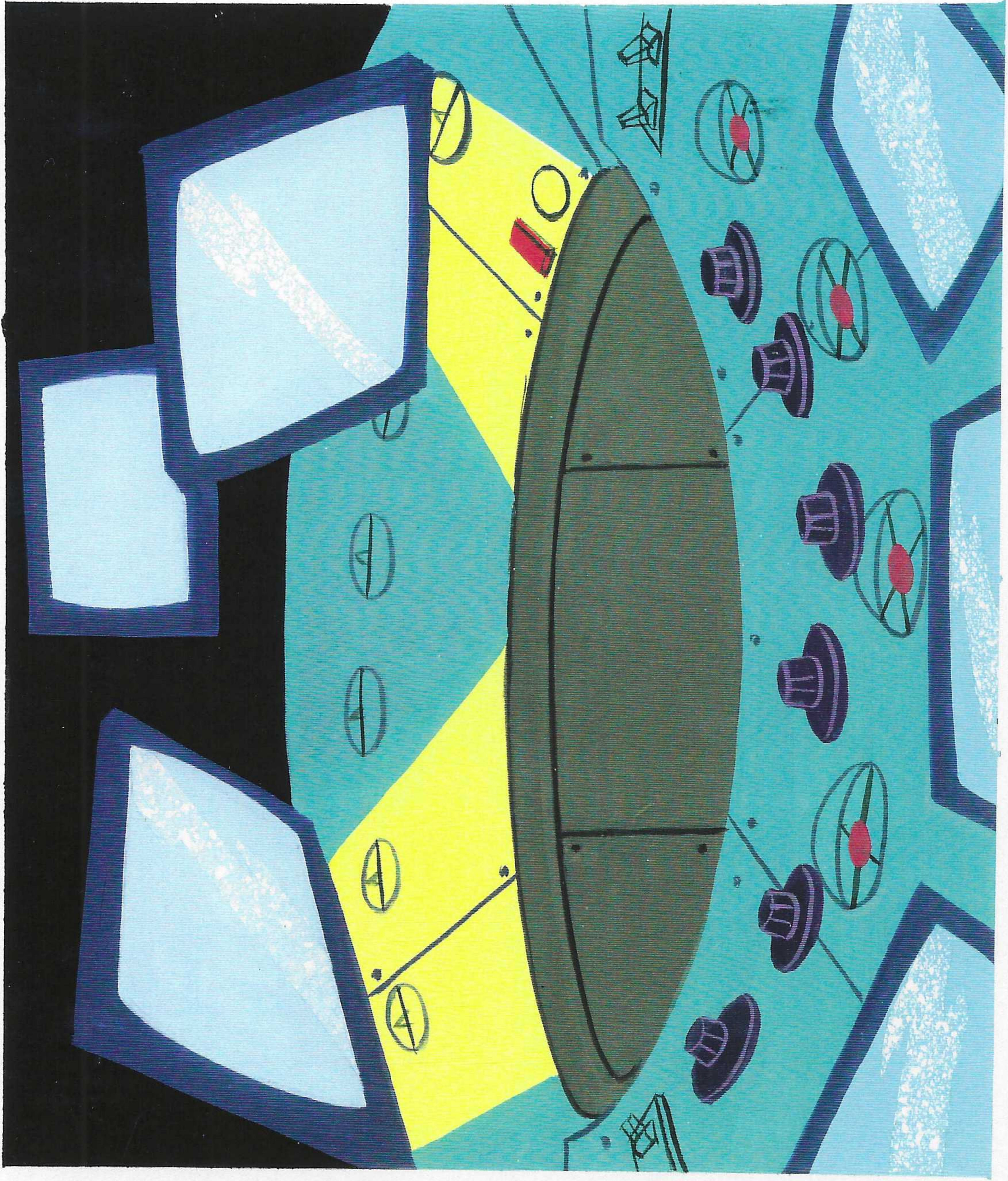




X103 LOVE SICK SONIC  
EXT. CLIFF TOWN + RESERVOIR **A12**

APPLETON





#238-107 INT. COCONUTS CAPTAIN ROOM #16

+





#238-107 INT. SCRAPLET'S CONTROL ROOM #15





#238-118 INT SCRAPATCH'S ROOM #5





# 238-117 EXT. HILLTOP VILLAGE MAIN STREET W/ MAIN SOURCE # 15







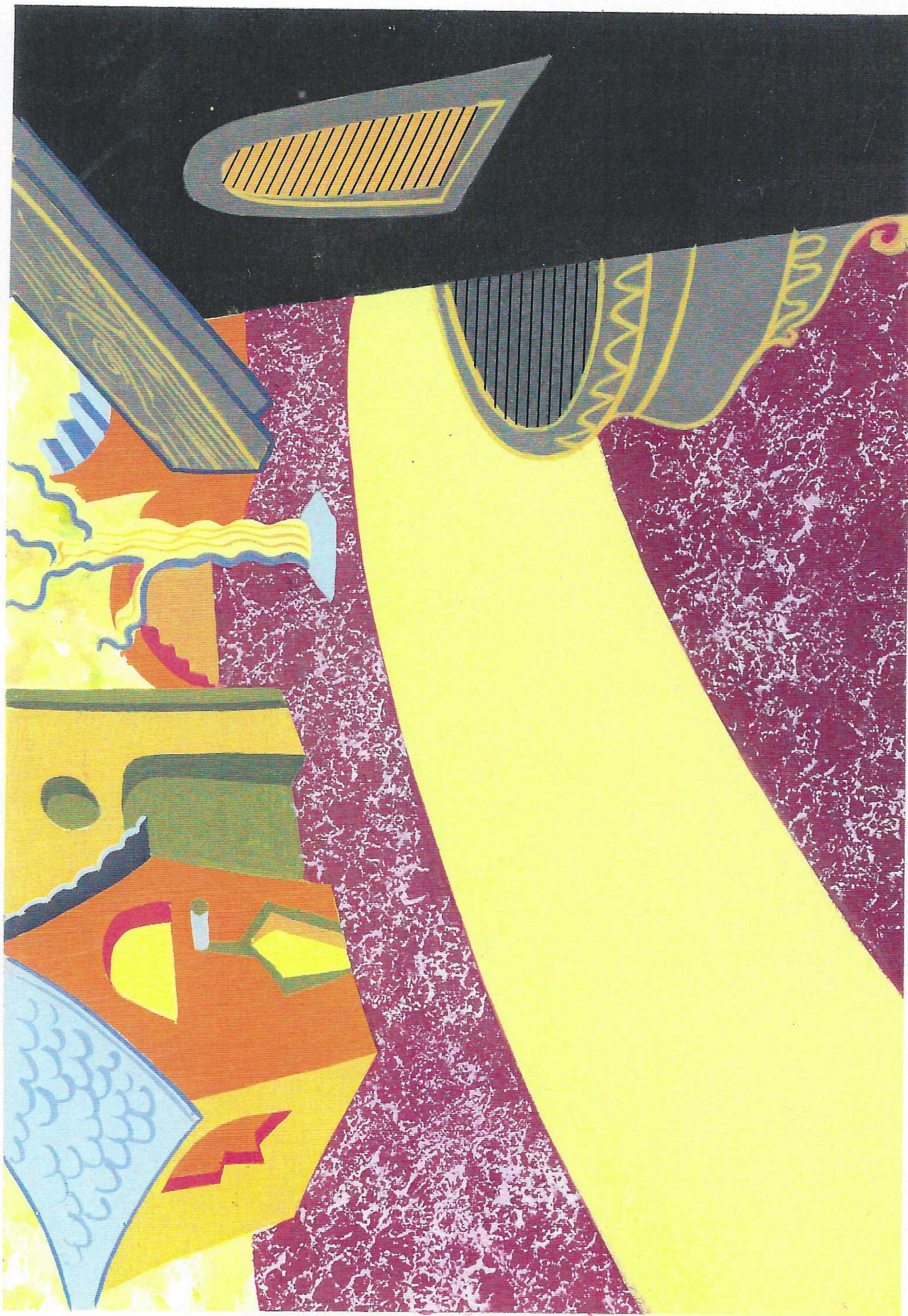
G. COULTHART

TURTLE TOWN

146 ROBOlympics



23



WATERVILLE B6 SC. 23 B6 #8  
#052-123





EXT. MOBIGYPTIAN CITY 238-150

*Jan Jan Lyak*









141

PINBAU FORTRESS

MOBIUS TOWN

G. COUCHART.



0



MUBIUS HILLTOP VILLAGE 238-117 #1

Janna Fee Siz





Jean Lee Guki

INT - CASINO 238-105



G. COURTHART

PROBOS HOME FOR  
PEOPLE -  
PEOPLE -  
PEOPLE -

MOMA ROBOTNIK  
RETURNS

132



MADE IN U.S.A.



G. GOLTHART

DRAGON (1997)







SONIC BREAK OUT  
72A-106

OFFICE BUILDING  
(CRACK-UP'S)

C. COULTHART



#238-102

(NIGHT)

COMPUTER CONSOLE - Bq 2





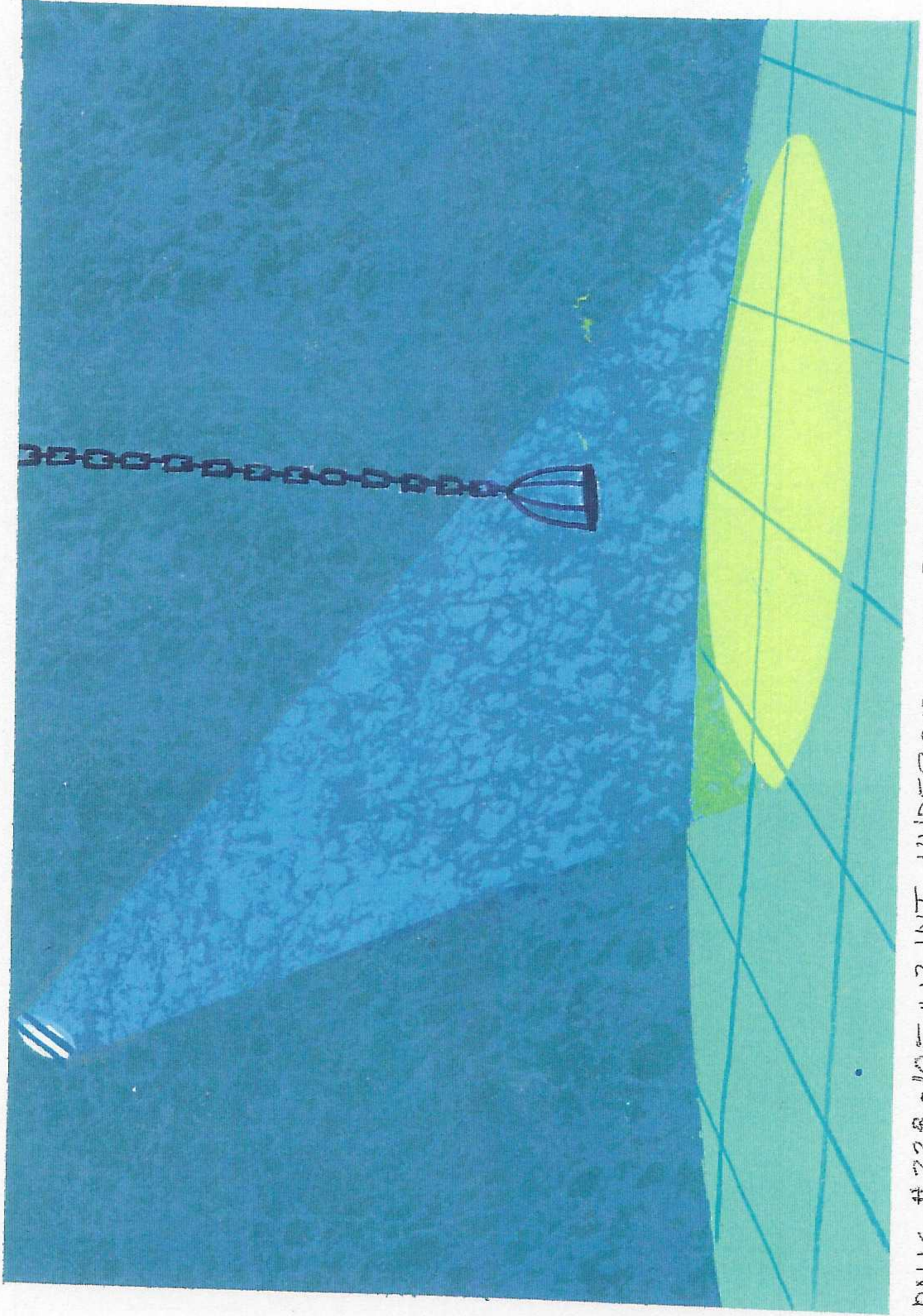
01-28E ~ 29C-10



#052-123  
JUNGLE THIRONE PG #6

*Jungle the style*





SONIC #238-105 #13 INT UNDEEGREU? PRISM .FEL T. Baines



+



2006-10-17 #19 EXT. ALLEN LANE A.E.

T. Bann





#238-126 EST. SHOT- PLANET MOBIUS (AERIAL VIEW)  
"STOCK"



43A-43V



56 SC 43I UNDERWATER  
#052-123

BG #09

*Spencer Lee Fighk*



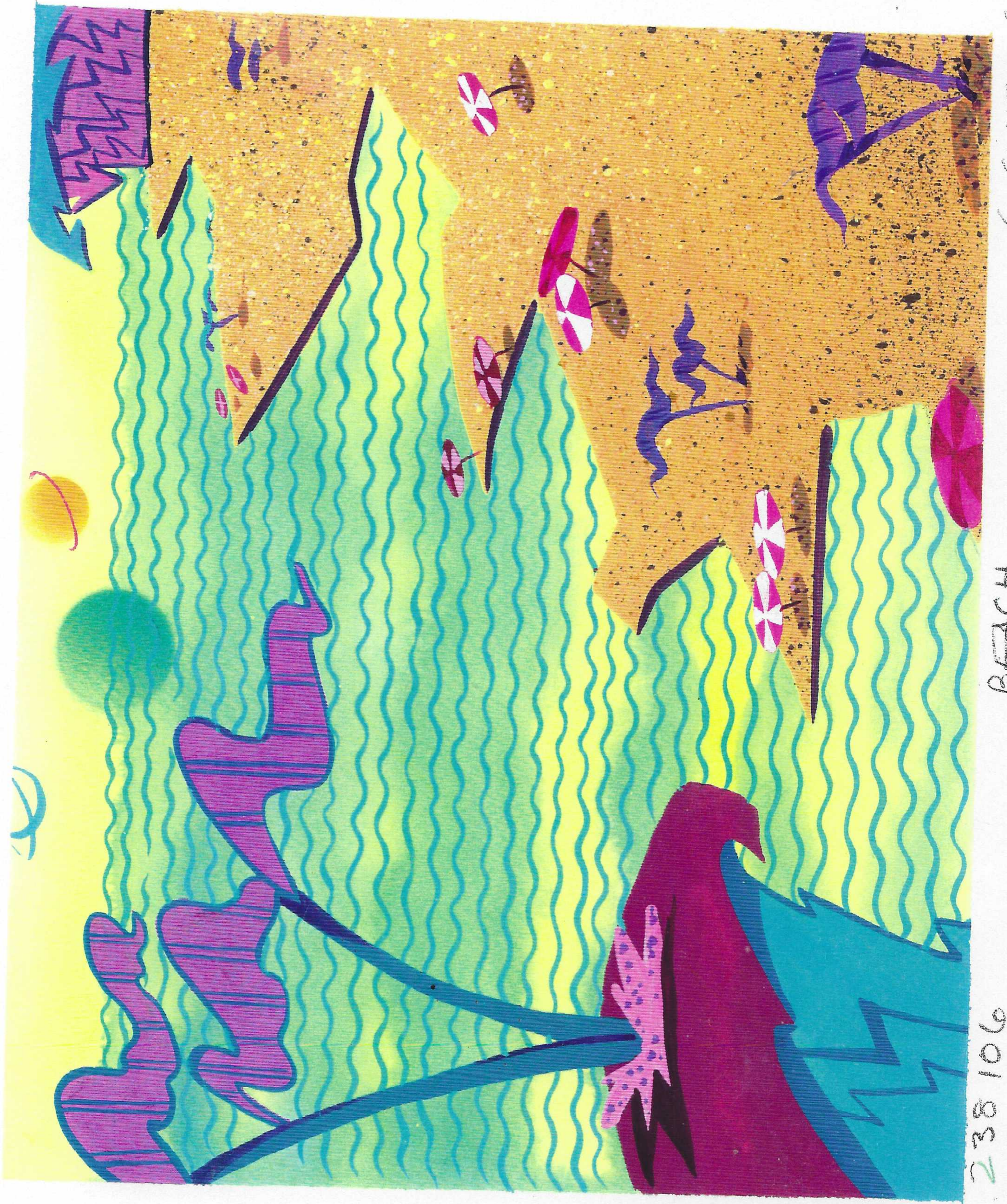
# 238-108

EXT. WATERFALL + RIVER

B4 6







238 106  
SONIC BREAK OUT

BEACH

© COULTER  
"11/11"





#238-103 EXT. POLAR ICE LAND #8





# 228 - 118 . EXT. TWISTY ROAD # 5



4. 4. 1985



4738-108 EXT. LINDY SPOT ON DIRT (DORSET) RC. ?



REVISED

+



MOBIUS COUNTRYSIDE

"STOCK"

*Laura Lee Liza*











504915.5



# 238 - 102

CROSS-SECTION OF GROUND (INCL. JAIL) - BG 14





103 - CAMPSITE #2

Lananga for





#238-103 EXT MOEUS COUNTRY S.I.E









"stack"

#238-1089 EXT. GREEN FOREST OF MOBIUS #11





# 258-109 EXT. MOBIUS COUNTRYSIDE #8

"STOCK"





#232-109 EXT. MUSEUM NAT'L PARKS #6





# 230-1009 EXT. MOUNTAIN ROAD #18

"Stack"





G. COLTHART

MOUNT MOBIOG

110

BIGDADDY

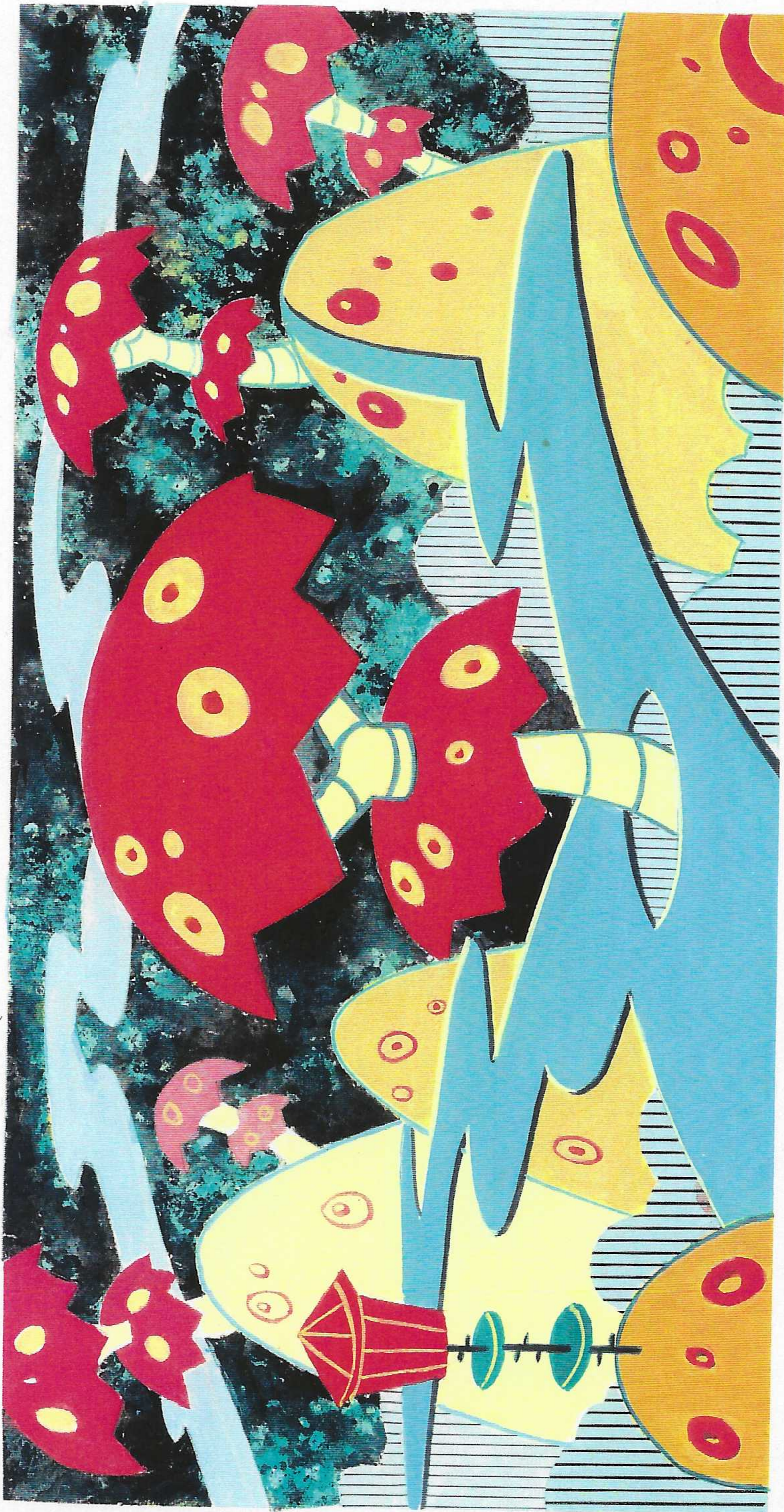




SONIC 738-116 #17 EXT. MOBIOUS COUNTRYSIDE w/ CAMPFIRE.

Baines





*Jeanne-Jean Dyck*

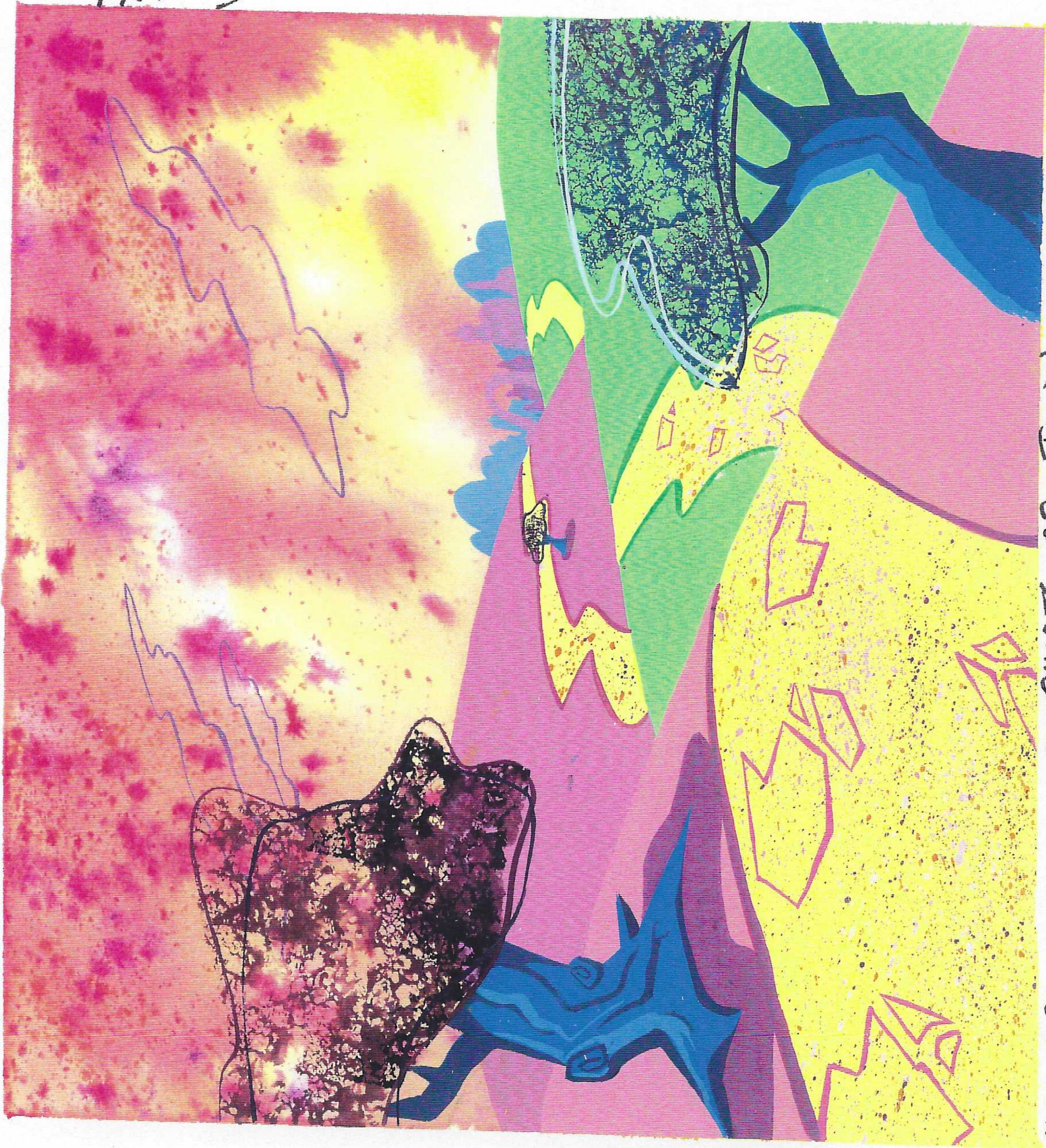
#1

238-116  
EXTERIOR MOBIUS COUNTRY SIDE

0



S. S. 4441



OUTSKIRTS OF TOWN  
(MCCAFFEIN)

#238-119

BS 12





#103 EXT. JUNGLE - PAN TO MAP SALESMAN #13

Lance J. J. J.



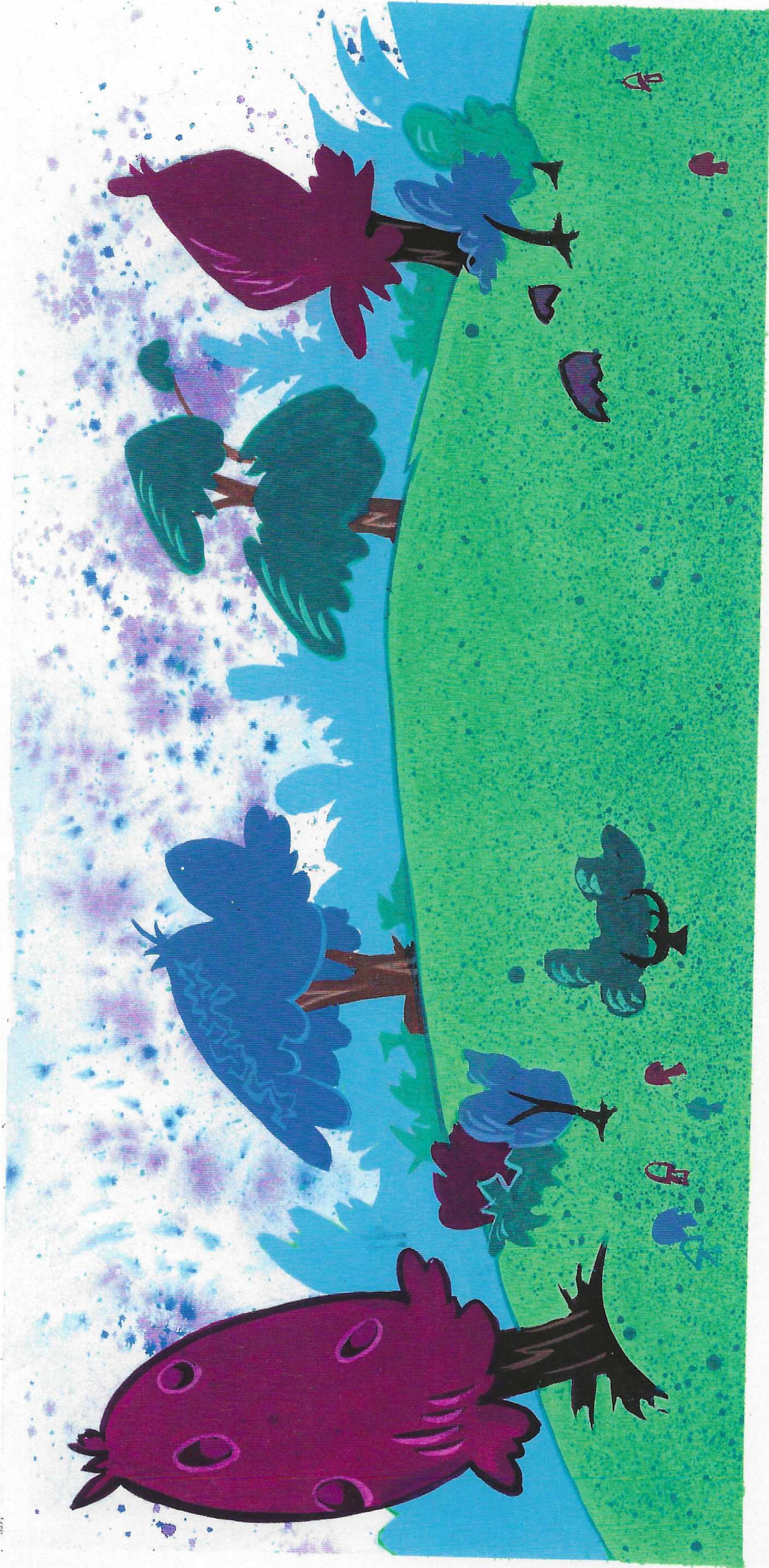


© COURTNEY

#238-106

#1] MOBIUS FARMLAND





#228-117  
EST. A SHALON MEADOW #8





#7.28-127 EXT. CAMPSITE 1 RC



#238-118 EXT. MIDDLE OF A FIELD #6







#238-127

EXT. VON SCHLEMMER'S CAVE

PG. 2



C. Gibbons



#738-127

CAVE INTERIOR

RC 3



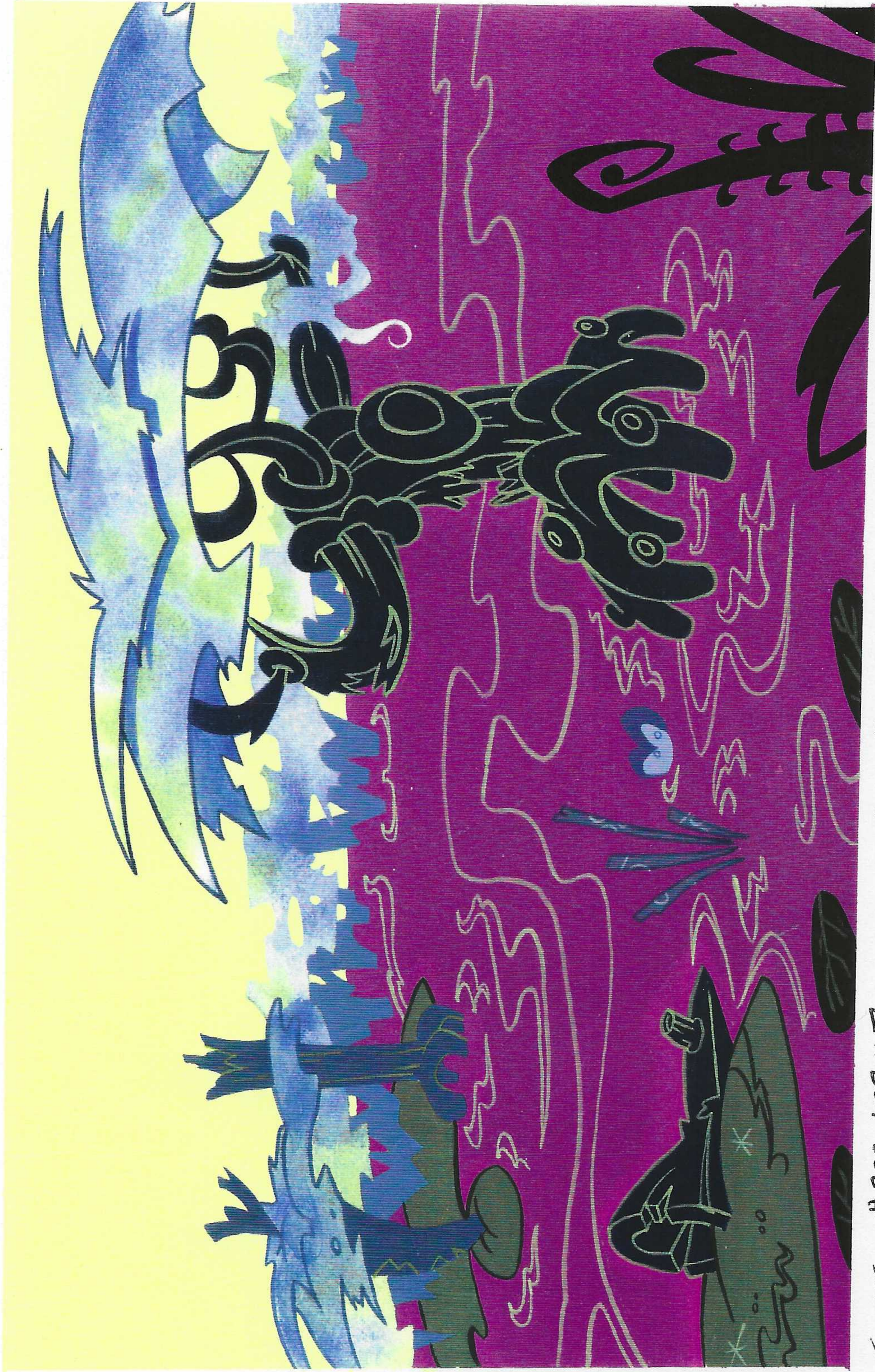


INT. CONTROL ROOM / SWITCHING HOUSE 238-142

APPLETON

#12





SONIC #238-157#7 EXT. THE SWAMP.

Trishy Barnes





SONIC 238-164 EXT. ROBOTNIKS "THE GATE W/ BRIDEE & MOAT" T. Brown #10





238-164 (8) Mobius Counterside

Robo N.W.S.A.S





238-151 PREHISTORIC SONIC, CLIFF W/DEEP, DARK CANYON C. Scar.





SONIC  
238-11 #10 EXT. MOBIUS COUNTRYSIDE

Timothy Baines





⑧ 238-III . SONIC'S SONG  
EXT. CATHY'S MUSIC STUDIO  
(DINGY PART OF TOWN)

Laura Lee Fisher





238-111 (14) INT. RUCANTINI'S FORTRESS  
W/ PIPE ORGAN

*Samuel Beckett*





238-145 (7) EXT. COUNTRY VILLAGE  
w/ GREEN SOD

*James Ferguson*





238-145 "SUPER ROBOTNIK"  
INT. ROBOTNIK'S THRONE ROOM

Jamaica Lee Jusk





SONIC #4  
238-145-4

INT. ROBOTNIK'S BASEMENT

Timothy Brennan





258-138 MATHEWAKER, DESERT LANDSCAPE

COREA SCARPULLA





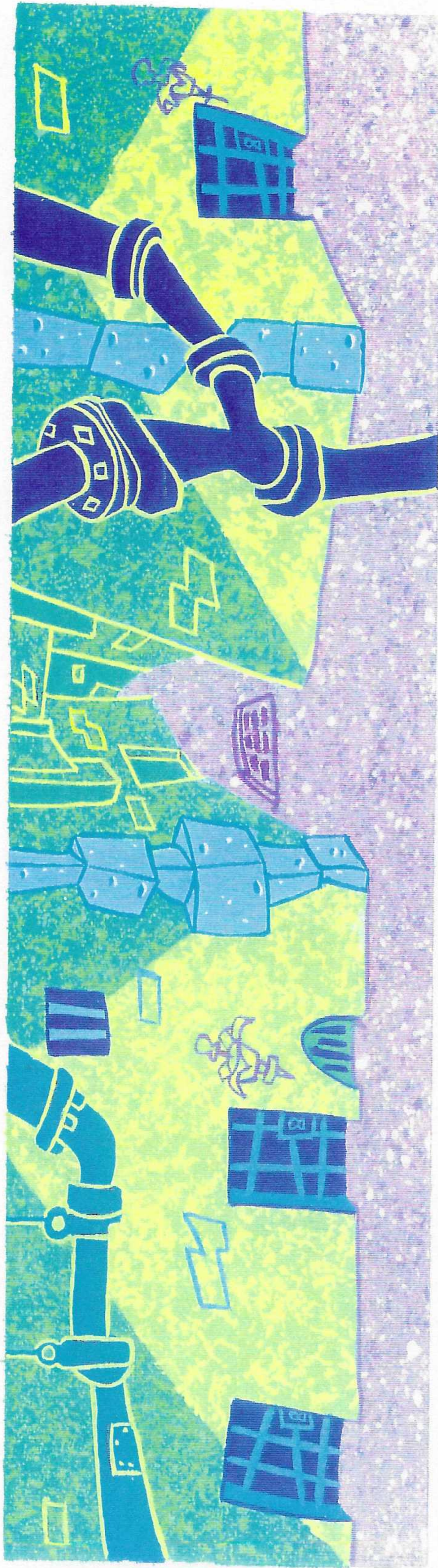
*James J. J. J.*

#11

238-136

EXT THEATRE





APPLETON

EXT. CELL CORRIDOR

238 - 136

\* 8





APPLETON

INT. THEATER  
238-136  
#12





WIDE ON JUNGLE  
238-148  
X.17

APPLETON



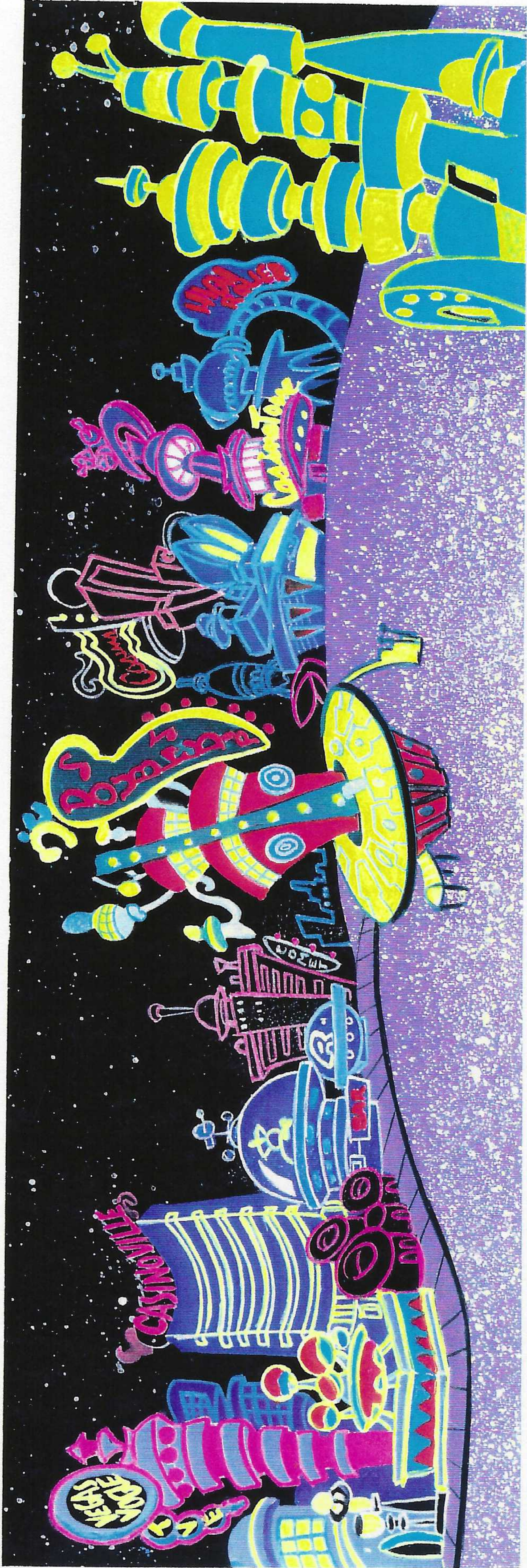


338-144 (33) EXT. ALLEY

(INTOXICABLE) SONIC

*James Lee York*





LD'S VEGAS EXT. 238-105 #4

Jayma Jai Dyke





# 19 EXT. WATERFALL # 235-10"

T. Barney









SNIC #238-104 EXT MOBIOUS WOODEN GUEN - PAN

T.Banner

Out



OUT

SUGG. 5.5



#238-132 (INT. ROBOTNIK'S FORTRESS) COMPUTER CONSOLE BQ.9



OUT



113 "BEST HEDGEHOG" (ROBOTIC) "COUCHART"



OUT





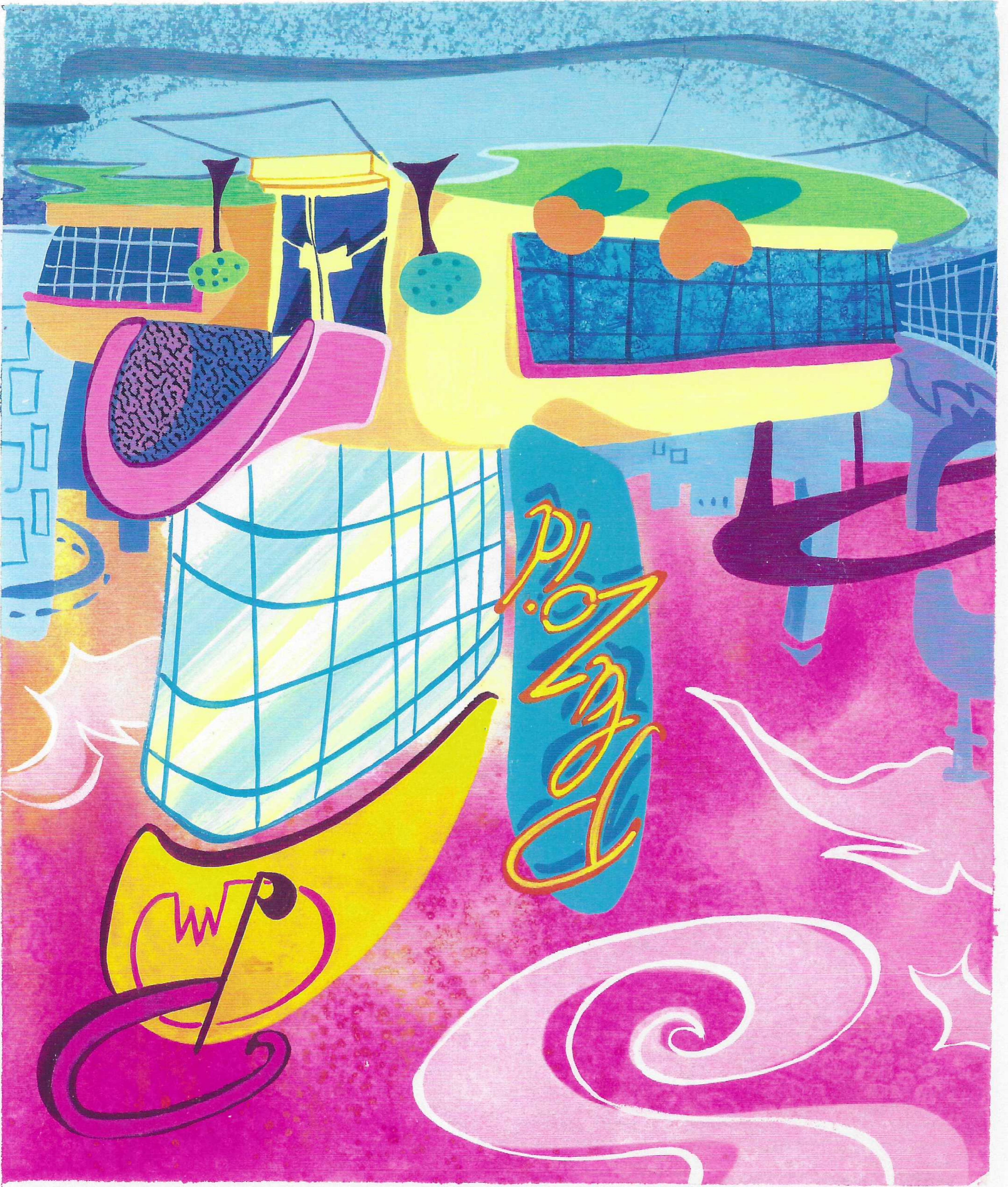
OUT

MISSING 6 HITOPS

238 119

PLAZOID HOTEL

G. GOODHART





OUT

G. COULTHART



VALLEY WITH  
PAINTED TARGET

120  
SO LONG SUCKER



S. S. S. S.



#238-114

CACTUS GROVE

BQ 6

OUT



MOMA ROBOTNIK  
RETURNS

SHOW 132

ROAD-FOREST

G. COULTHART





OUT

5. 5/14/05



R.C. G

JUNGLE OF DOOM

# 738-115





G. COURTHARTZ

OUT

OPEN FIELD, TRENCH,

120

SO LONG SOCKETS