

THEME SONG PLAYS

The THEME fades as an ominous low note takes over. We hear the whirr of gears, hiss of pistons, and electronic beeps.

INT. EGGMAN'S PRISON

CLANK. The sound of CAREFUL MOVEMENT as Vector stirs - crocodile skin drags across metal bars - CLUNK. CLANK--

VECTOR

Ugh...my achin' everything...

SONIC

Morning, Vector. You snore, by the way.

VECTOR

Sonic!? Where in the-- ?

METALLIC RATTLE as Vector moves--

VECTOR (CONT'D)

We're in cages.

(alarmed)

Hey! We're in cages!

We hear an ENGINE HUM as the Egg Mobile descends into the room.

EGGMAN

(triumphant laugh)

Another brilliant deduction from the lead investigator of the Chaotix Detective Agency!

VECTOR

Dr. Eggman!

EGGMAN

Perhaps you can help me with a little mystery while you're here? You see, I'm used to Sonic showing up to ruin my plans. Didn't go quite as you expected this time, eh, rodent?

SONIC

Eh, ziggled when I should've zagged.

EGGMAN

But I'm not accustomed to you snooping around so brazenly, Vector. Just what were you up to before I captured you?

VECTOR

I'm on a case, obviously.

EGGMAN

Oh. Well if that's all, I can just dispose of you!

VECTOR

...to find whoever's stealing the Astroscopic Lenses!

EGGMAN

I've never heard of those, but they sound important!

SONIC

Seems like quite the thrilling case, Vector! Why don't you tell us all about it. Every. Last. Detail.

VECTOR

Yeah, but - oh! Yeah! Okay. Settle in, boys! I call this one: "The Case of the Two-Faced Thief!"

Vector makes a big show of CLEARING HIS THROAT - and his VOICE TRANSFORMS, becoming a passable SAM SPADE homage. A classic film noir-inspired soundtrack fades in as he talks:

VECTOR (CONT'D)

(detective voice)

You can find a million stories in the naked city. Every shadow, every alley, every unexpected pothole that makes you trip and twist your ankle. All of them filled with treachery and malice and stupid robots. It'd take an army to set it right. I don't have an army. I've got a ninja chameleon, a happy-go-lucky bee, and a sharp eye for detail. My name is Vector the Crocodile. And if there's trouble out there - you can bet I'll step in it.

The film noir soundtrack fades out quickly.

EGGMAN

Are you going to do that the whole time?

VECTOR

(normal voice)

Look, man, The Chaotix Detective Agency is the real deal! This is our hard-boiled detective story! I'm gonna tell it how I want to!

SONIC

I think the voice is kinda fun.

EGGMAN

You would!

VECTOR

Just sit back and listen, boys, while I lay down the facts.

(detective voice)

It all started one day when we were hangin' in Station Square - taking in some much-needed sunshine...

SCENE TRANSITION EFFECT!

EXT. STATION SQUARE - DAY

The 'The Train headed for Station Square will be Departing Soon' intercom SOUND from Sonic Adventure plays before the MUSIC 'Welcome to Station Square' starts playing. The faint sound of the ocean can be heard among distant CONVERSATIONS, and VEHICLES passing.

References to Sonic Adventure's dialogue can be heard, such as a MAN saying 'La La La, we're in love!' and a WOMAN stating 'I swear, I'm never going in that casino again...' There is a giant bell above CITY HALL and a train station that could perhaps be heard in the distance.

VECTOR (V.O.)

(detective voice)

Station Square's a lot like me. Just a normal city, full of hustle and bustle, a great railway union - till you look under the surface, and realize how much of it has been damaged and rebuilt in the past. How a peaceful exterior can hide pain and suffering and cracked sewer pipes. I - hang on. I forgot where I was going with this. Oh yeah! Ice cream.

VECTOR

(normal voice)

All right, fellas, here you go - rocky road and butter pecan for Charmy - and a single scoop of vanilla for you, Espio.

CHARMY

Thanks, Vector! What'd you get?

VECTOR

Bubble gum, of course!

VECTOR (CONT'D)

Hey, Espio, why the long face, buddy?

CHARMY

He's sad 'cause he's afraid he'll forget how to be a ninja!

ESPPIO

That is not even remotely what I said, Charmy.

CHARMY

Ooh, look at that butterfly!

BZZZZzzzzz! Charmy zips away.

ESPPIO

(sighing)

What I said was, I'm afraid my skills are stagnating. I mean, sure, I can turn invisible and climb vertical walls and hit a bottle cap with a throwing spike from fifty feet away - but I just don't feel challenged.

VECTOR

(sincere)

I hear ya man. But someday soon we're gonna get a big case that's gonna test our detective abilities. All three of us!

ESPPIO

Speaking of which, where did Charmy go?

Bzzzzzzzzz! Charmy comes zipping back.

CHARMY

Guys! There's action at the News Stand! And it's about our old pal Knuckles!

RAPID FOOTSTEPS sound, along with CHARMY'S WINGS, as the group heads for a NEWSSTAND. CROWD SOUNDS get louder and thicker, as they approach people READING the latest PAPER - NEWSPRINT SNAPS and CRINKLES--

VECTOR (V.O.)

(detective voice)

We made our way through a crowd, already packed tight and getting tighter by the second. It felt like half the city was there, everyone struggling to get a glimpse of the latest headline.

ESPIO

(under his breath)

Just slip in here and snag a copy...

Sound of NEWSPAPER GETTING GRABBED.

Espio SNAPS OPEN the paper - CLEARS HIS THROAT--

ESPIO (CONT'D)

"ANONYMOUS ASSAILANT ABDUCTS ARTIFACT. Chaos erupted at the City Museum this morning when an unidentified red intruder burst in and stole a priceless relic. If anyone recognizes the individual, please contact G.U.N., as they've taken lead on the investigation."

CHARMY

Look! They've got a photo from the security camera! See? Doesn't that look like Knuckles?

VECTOR

I don't know - it's awfully grainy.

VECTOR (V.O.)

(detective voice)

Much as I hated to admit it, it did look like Knuckles - the hardest-punching, fastest-gliding echidna who'd ever darkened the door of our office. But the clues didn't add up.

(MORE)

VECTOR (V.O.) (CONT'D)

The Knuckles we knew was a good guy
- in fact, for a while he was a
colleague of ours at the Agency.

VECTOR

(normal voice)

Even if he's just a suspect, we've
gotta get to the museum right away!

ESPIO

Um - Vector, you realize we haven't
been hired to look into this?

CHARMY

(confused and wondering)

Oh, hey, that makes me think - I
was supposed to tell you guys
something - uh - hmmm. I wonder
what it was...

VECTOR

We gotta do something. Knuckles
used to work with us - and he's
still our friend.

(pause)

Saddle up, boys! We're going to the
museum!

CHARMY

(getting excited)

"Saddle up?" Vector - are we riding
horses?

VECTOR

(sheepish)

Oh - uh - no. No, we're walking.

CHARMY

(disappointed)

Awww...

SCENE TRANSITION EFFECT!

EXT. CITY STREET - DAY

General BACKGROUND NOISE - faint CONVERSATIONS, VEHICLES
passing, HORNS honking. Charmy's wings buzz as Vector and
Espio walk along. The 'Welcome to Twinkle Park!' SOUND from
Sonic Adventure can be heard in the distance.

CHARMY

I just don't think you should
worry, Espio! We've all got our
roles.

(MORE)

CHARMY (CONT'D)

You're the Agency's wall-climbing invisible guy, just like I'm the group's muscle!

ESPION

I'm sorry - you're the what, now?

CHARMY

The muscle! You know! The bruiser! The beefcake! The guy with the craaaazy eyes that everybody's scared of!

VECTOR

I hate to break it to you, Charmy, but I'm the muscle.

CHARMY

What?

VECTOR

I'm ten times your size! Look at these arms! Look at this tail! Of course I'm the muscle!

(pause)

I'm the brains, too, now that I think about it...

CHARMY

(dejected)

But - but - if I'm not the big bad bruiser - then what am I?

ESPION

We'll figure that out later, Charmy - there's the museum.

VECTOR

Oh, great - it's surrounded by G.U.N. soldiers.

In the DISTANCE--

G.U.N. SOLDIER 1

(through megaphone)

Move along, citizens! Nothing to see here!

VECTOR (V.O.)

(detective voice)

G.U.N. stood for "Guardian Units of Nations." Fifty percent military. Fifty percent police. Hundred and fifty percent no-nonsense.

CHARMY

Look at the front door! It's
smashed to bits! That's definitely
Knuckles's style!

ESPIO

Yeah. So what's the plan, Mr.
Brains?

VAGUELY MISSION IMPOSSIBLE-STYLE MUSIC BEGINS.

VECTOR (V.O.)

(detective voice)

Finally! A chance for some real
hard-boiled action! I came up with
a plan on the spot - a brilliant
one, naturally. First, Espio used
his ninja skills.

ESPIO

(whispering to himself)

The ninja turns invisible...

SOUND EFFECT OF ESPIO TURNING INVISIBLE--

ESPIO (CONT'D)

(whispering to himself)

*Then he circumvents the soldiers -
unseen, unheard - and slips inside
the museum.*

SFX: Several ninja-like swipes and wooshes and flipping
noises are heard, until-

CLACK! A DOOR OPENS--

G.U.N. SOLDIER 1

Hey! How'd that door come open?

G.U.N. SOLDIER 2

Dunno. Nobody's here. Must've been
the wind.

CLACK! The DOOR CLOSES.

INT. MUSEUM - CONTINUOUS

It's much quieter in here. The street sounds are very faint.
Everything has a slight ECHO to it.

ESPIO

Now - to get this side window open--

SOUND EFFECT OF A WINDOW UNLATCHING AND SLIDING OPEN.

VECTOR (V.O.)
(detective voice)
Then Charmy put his wings to good
use on the security system.

BZZZZ! SOUND OF CHARMY IN FLIGHT--

CHARMY
(soft, sing-song)
Roses are red - licorice is black--

WHIZZZ! The sound of CHARMY'S STING ATTACK - and - CRACK!
FZZT! ELECTRICTY SPARKS briefly as the camera goes down.

CHARMY (CONT'D)
(soft, sing-song)
There's nothing like - a sting
attack!

WHIZZZ - CRACK! FZZT! WHIZZZ - CRACK! FZZT!

VECTOR (V.O.)
(detective voice)
I then maneuvered through the open
window as gracefully as a dancer...

Vector GRUNTS and GROANS PAINFULLY as he climbs through the
window - then THUD! as he hits the floor.

VECTOR
(normal voice)
Ouch.

VECTOR (V.O.)
(detective voice)
The only thing left was to find the
security room - a task we
accomplished faster than Sonic
buckles his boots!

SOUND of a DOORKNOB RATTLING.

CHARMY
Oh great - the door's locked!

VECTOR
(normal voice)
Stand back, fellas. Sometimes a
roar's as good as a key.

VECTOR ROARS - AND - WHAMM! THE DOOR FLIES OPEN. THE MISSION
IMPOSSIBLE MUSIC ENDS.

INT. SECURITY ROOM - CONTINUOUS

VERY quiet in here - just the hum of computers.

KITSCH

Oh my word! Gentlemen, you could
have simply knocked!