

Archie Sonic Universe Adventures Supplement

This world is known for being eventful, to say the least. Even outside of the battles for the Emerald and the ambition of Dr. Ivo Robotnik there's a constant "chaos" to the cosmos here. You may choose to partake in a few of these dioramas of fate, however before you do you should learn the "format" in which these adventures will be presented. **All non-boss characters may be companioned if they survive the scenario's completion.**

In addition, these are outlines of the situations presented – how you will resolve them depends on your specific capabilities, and the paths presented are all of the assumption that you are a heroic and strong individual but not capable of anything beyond what Sonic and co. can do.

Join the Resistance!

Sonic has been captured by Dr. Eggman and is being held prisoner in some unknown location. It's been at least 5 months since that's happened and, in that time, the good doctor has managed to make a scary amount of progress in his efforts – but new warriors by the hundreds have risen now that Sonic's become a symbol, under the direction of a new hero. The war intensifies on both ends. Where's your place?

Buddy, the newly reformed leader of the previously prejudiced and violent "Anti-Federation Resistance" has responded to the uptick in the Egg Empire's brutality by transforming it into simply "The Resistance."

ACT 1 - NO MORE HEROES: The situation is still slowly escalating at the moment this Adventure starts. Eggman's rule is becoming much more violent, as a new unit that appears to be a simplified (and weaker) version of the Metal Sonic units but genericized into a number of mobian "morphs" such as wolf, bird, and dog called Robians. Additionally, mass produced Death Egg robots called Egg Sentinels are being put out as a common siege engine.

The Robians and Death Egg Sentinels are taking no prisoners – it's rumored though unconfirmed that even those who submitted to the Eggman Empire properly and the Egg Army bases who haven't already went turncoat are being wiped out, with survivors being a rare miracle.

Egg Bosses will know this for a fact, and if you're an Egg Boss you can expect the new regime to treat you as an enemy – or at the very least as a disposable asset. Eggman himself seems to have changed his tune heavily. He's changed completely, unnaturally so. Even Thunderbolt is aware and her idolization has turned to fear over what happened to Dr. Robotnik. Loyalty will only buy you priority as an expendable pawn in this new paradigm.

In return, however, Buddy's leadership and soon the production of high end weapons utilizing Chaos Shards from researchers within the Resistance allowing them to counteract the dangers of both the Robians and the Egg Sentinels. The influx of Egg Army refugees has completely bolstered the ranks of the burgeoning Resistance who have lent their strength to the Freedom Fighters in their time of need. But without Sonic the Freedom Fighters are still in disarray and the situation is in a delicate balance. Any movement by either side could completely collapse the balance of this violent and turbulent phase of the war.

If you allow this to go on, The war will become much bloodier as any ground taken by the Egg Empire will be purged of all life – the earth poisoned and the people killed till nothing breathes. Buddy will be killed, and shortly after a devastating truth will be revealed. Buddy was a machine, created by Dr. Eggman.

The rest of the Resistance will suddenly show their true colors, with many of their members revealing their nature as Infiltrator Units, who destroyed the originals and took their place. A simultaneous sneak attack from every vector of both the Resistance (already heavily compromised) and the Freedom Fighters will occur, destroying the Resistance and leaving the Robian Snatcher army in its place – and wounding the Freedom Fighters irreparably. The Egg Empire's biological components will be fully purged as well as possible, and the battle against the Egg Empire will go from merely avoiding being ruled over by a megalomaniac to survival. It will be a world you can still survive in, but one beset by terrible war.

If you make any indications or movements towards searching for Eggman or the missing blue hedgehog, you'll learn that Buddy currently has the best lead on finding them – either in the course of your search or simply by him learning and approaching you. For what it's worth, he seems to genuinely want to help find them for some reason. In any case, he insists on leading the way himself.

Buddy

"I've got your back."

Buddy is if nothing else a helpful lad. Though he has no powers of his own, his "Chaos Belt" with a chaos shard infused into it grants him great speed, power and toughness – able to maneuver swiftly and hit like a truck. This wolf mobian will also pitch in with his own Chaos Shooter. As a person, Buddy is as humble and genial as they come – he admits that he's a "Hero fanboy" and he looked up to people like Sonic and Sally Acorn for a lot of his life and was working to become a Freedom Fighter.

He'll ask about your own nature and show an interest in learning why you're risking yourself, too – it isn't easy and he respects that you got this far. When asked why he rose to the occasion as the anti-Human Resistance's leader and turned them a new leaf, he'll admit that he just well and truly thought that if his heroes couldn't be there – he wanted to step in and share their burden for a while. He admits he used to be afraid and unsure of himself, and even now he doesn't think he can do it as well as those amazing people he idolized.

But no bones about it, Buddy knows the essence of a hero is self-sacrifice and that even if he isn't able to do it all alone he can ensure that the people around him have a chance to live in peace...with or without him.

Buddy's lead is that Sonic is being held on an asteroid base in orbit over the planet. However, it appears that the Egg Empire is putting a heavy emphasis on keeping him there – even if you had a spaceworthy ship the orbital defenses around the holding cell are formidable and the cell is hidden among a number of similar asteroids that intensify the journey's harrowing nature. It'd take a ship tough enough to even go toe to toe with the Death Egg entirely to confidently survive the trip to the cell, if it could be

found normally. However, he knows that the controls to the defenses, the coordinates to the cell and a fast rocket are all in one place.

The bad news is that it's deep in Egg Empire territory, the kind that is solely inhabited by killing machines. Get your jacket.

ACT 2 - STORMING THE CASTLE: The plan is pretty clear. There were 3 facilities, 2 of them encircling the 3rd in layers. The Arsenal Factory, the Mortar Pit, and the Sky Tower. The Arsenal Factory is a heavy weapons plant defended by the Robian forces and home to a number of Death Egg Sentinels. A fight here could turn bad quickly as the activation of the hundreds of inactive sentinels could turn this into a slaughter.

Moving with stealth is an option, but so is blitzing through the Arsenal Factory with enough speed that the defenses can't react in time. Snagging some hardware off the lines to make sure you're armed and ready for the upcoming battles is a good idea as well.

Afterwards, you'll have to face the Mortar Pit. A massive "moat" of anti-air battleship-piercing guns and automated beam turrets ensuring that any attempts to get across the canyon to the Sky Tower will either need to be tougher than even the Sky Patrol as the Freedom Fighters are unsure that even the flagship of their forces would be able to handle the sheer weight of fire. A safer and easier way is to infiltrate the Mortar Pit proper and use its maintenance and supply tunnels to enter the Sky Tower from its basement levels. The systems and ammo dumps for the Mortar Pit are heavily guarded with automatic defenses such as traps and turrets, though Robians are rare here – Warden Bots instead taking their place as watchful eyes that sound alerts and activate traps when they spot an intruder.

Last but not least is the Sky Tower, which holds a rocket capable of and programmed to reach Sonic's holding cell in the stars. There's no trick to overcoming this, the Tower is guarded by loads of Robians and you'll need to reach the center terminals to find Sonic's coordinates as well as get to a functioning spacecraft to make your way to the asteroid holding cell.

ACT 3 - MORE THAN MEETS THE EYE: The trip there, if you managed to shut down the defenses, is less eventful than storming the castle. However, when you find the holding cell? That's...when things become a bit more complicated. See, there is a Sonic within that cell. However, it's not the Blue Blur you know, not normally.

As you continue to look over at the restrained figure, you'll realize that entering the holding cell activated all the energy in the asteroid prison. Including Sonic, who's eyes are alight with energy. This isn't the blue blur – it's a faker!

VS. Proto-Infiltrator Metal Sonic

The Infiltrator Sonic is able to look lifelike at first, but their red eyes and the jets from both their hands and feet display the heritage of the Metal Sonic series. Similarly, they have all the abilities emblematic of Metal Sonic – the Black Shield, the Ring Spark Field, and so on. What's disturbing is that during the battle, Buddy will start to demonstrate even greater abilities...with his chaos belt sparking, allowing him to match Metal Sonic tit for tat! If you want, you can try and calm things down – if you have some way of convincing the sane but completely hostile Metal Sonic to stand down as well as stopping Buddy from taking advantage of the opening to destroy him, you'll learn that Eggman and Sonic are both being held on a moon base. Because Eggman was “replaced” by an Infiltrator who took his image and his place in the Egg Empire. And that he wasn't the only Infiltrator – and there was a reason Buddy was so eager to finish off this prototype.

If you destroy him before this information can be communicated, then Buddy will take a chip from the destroyed. If your relationship at this point so far was positive, the next part is inevitable. Otherwise, he'll try an obscure it – hiding the chip until he can use it to locate the true holding spot of Sonic and the true Eggman.

Because the “Metal Eggman” behind this isn't the only Infiltrator Robot, and not even the only Infiltrator Robian in that room.

Infiltration Unit P1X - True Buddy

“I'm sorry for not being honest earlier. But...Nobody knew. Even I wanted to forget - but I got to take responsibility and make this all right. This twisted game has to be reset. Please, help me. “

The man who was previously known as Buddy was dead, killed by this Infiltrator as part of his assignment by the Metal Eggman. His mission was to rally the Resistance to become a force comparable to the Freedom Fighters and then when the time was right, take the opportunity to sabotage both G.U.N and the Freedom Fighters to the point that the Metal Eggman Empire could roll over and wipe out all organic life on the planet. However, as part of the original generation of Infiltration Units alongside Proto-Sonic and Metal Eggman, and part of this was that they had a greater capacity for thought and independent action.

At first PIX was dedicated to the mission, but as they kept up their cover as "Buddy" they started realizing that...well, they liked being Buddy. His friends, comrades and family treated him warmly and though he was able to keep the façade up that he didn't care about them as a number of them were "snatched" – swapped with Infiltration Units – their coldness after being replaced with the camouflaged Robians hurt him. He realized that he actually liked connecting with his comrades in the Resistance, and that his admiration for his heroes was genuine. However, the guilt over his place in the Metal Eggman's grand design has overcome him. He's going to take his chance to stop this now, and he wants to ask you to help him. He can bring to bear the power of **"Wanderer That's a Machine"** as a Mark 1 Robian.

You can take this chance to destroy him and continue onwards, using the information on the chip he pulled up to trace the final sanctum of the Metal Eggman. Otherwise, he'll offer to join you as a Companion fully in his current state and lead you back to the spacecraft you presumably used to reach there. You have some time to prepare for the final confrontation.

BOSS BATTLE: VS METAL EGGMAN

Metal Eggman has the original Eggman and Sonic held separately, but his defeat will unlock both as his life is the key to both the operation of the Robians and Sentinels as well as their imprisonment. Whether lead there by Buddy, or directed by Proto-Metal Sonic's chip...You'll find that Metal Eggman is awaiting you at the Sky Tower.

Unfortunately, He's not there for no reason. The Metal Eggman is a great deal stronger than Eggman himself, especially once he enters his actual battle mode – Metal Eggman is able to transform into a form that resembles the Death Egg Robot with greater capabilities, similar to that of a “Super Robot.” Spiked rocket fists, chest blasters, and beam eyes can be expected as the Death Eggman form hunts you down in the Sky Tower, Robians acting as harriers and hunters. Buddy and any other companions alongside you will be able to join in, and if you can overcome this pretender to the Egg Empire's throne you'll free the world from a bloody war of destruction – allowing the fight to renew, but with the peace of mind that life itself will not be extinguished, the death of Metal Eggman and the Death Eggman form will shut down all Infiltration Units as well as the Robians. The pretender was paranoid itself, you see.

Buddy will offer to fully become your Companion if you spared him, and either way the arts of crafting the Chaos Cannons used by the Resistance as well as the blueprints for Infiltration Units and Robians will be available for you to use, at your leisure.

Phantom Pains

A powerful gem has awakened to the anguish of a young mobian – it holds the power over perception and the mind. However, it asks a terrible price, one that the young Ferro is still struggling to contend with: Is closing yourself off to happiness and warmth worth the ability to become Infinite?

Character: Coldsteel the Hedgehog

ACT 1 - Chase the Ruby!

One way or another, the news arrives to you – a great and powerful artifact has been awakened that has powers comparable to a Chaos Emerald, and now every faction is trying to search out its holder...Ferro the Hedgehog, who insists on calling himself Coldsteel. What his plans are, nobody knows.

Those who have companioned Coldsteel will note that this was something of a surprise – he seemingly ‘reacted’ to a resonance and was drawn by an inhuman teleporting power towards his old home: Eastwatch Island. As Always, doing nothing will reap one of the worst results – Coldsteel will fully give into the power of Infinite without any intervention.

He will cease to be a Companion, and actively wreak havoc on the world, lashing out in pain and misery with the power to twist the psyche and perception. People will be slain by cruel, vindictive dreams...and his death or defeat will only shatter the ruby. His destination is Eastwatch Island. While the journey there isn't any more dangerous than normal, the issue is that while they can't commit their full resources to a goose chase...almost every faction has sent out someone to investigate into and find the Phantom Ruby.

If only they weren't all some mix of dangerous, unhinged, and ready to fight. You can reason with them, but they'll more likely than not find a reason to fight you.

If you can hold back from killing them you'll likely have a chance to get their help in continuing to get the Ruby, as well as the next phase of retaking Coldsteel.

THE PHANTOM RUBY RETRIEVERS

Eggman Empire Retriever: Maria? The Hedgehog

The first chaser. She strikes a pretty unique image, a bright blonde-haired hedgehog woman in blue dominatrix gear, flanked on both sides by at least 15 Shadow Androids! If you bother to research her in the course of the chase, you'll learn that she was once an engineer for the Eggman Empire who had a vested amount of interest in the events of the Space Colony ARK and Project Shadow. After the declassification and dissemination of the events of Sigma Alpha-2, she fell even more down a hole of obsession and ideation of Shadow the Hedgehog, eventually culminating in her scavenging the Shadow Androids fervently. While this was discovered by Eggman, he was very much amused to see how she treated the discarded machines and allowed her to operate as their handler. Her real name is lost, only her ID number and her self-styled title based on Shadow's closest confidant are what she'll answer to. While she doesn't have much in the way of combat skill personally...she has the loyalty and power of her Shadow Androids at her fingertips – each one able to make a good approximation of the Ultimate Lifeform's capabilities.

Freedom Fighter Retriever: In Service of their Majesty

The second obstacle in the search for the Phantom Ruby. Team Corpus is a power trio as so common in this world. Formed by the Grand Kingdom – a polity of constitutional monarchy mostly consisting of Mobians, and a distant ally of the Freedom Fighters who now arrive in a limited fashion to support them- the Secret Freedom Fighters consist of Sienna the Bloodhound, Cable the Catfish and Tanica the Tenrec.

Sienna is the brains of the operation – though not an engineering expert like many child prodigies of the Mobian race she's an ideal tactician and scout. She can easily blend in and use her innocent nature to appear harmless in her information gathering and what's more, she has a habit of being able to use careful maneuvering and quick thinking to turn desperate situations around.

Cable is the muscle – a tall Amazonian beauty with a cover as a TV personality due to her abundance of charm and wit, her mastery of martial arts is unsurpassed by many of her peers, especially underwater. This will be especially problematic as the Eastwatch Islands and especially Coldsteel's current location are partially flooded. It helps that her underwater combat conditioning ensures strength enough to pulverize soldiers and machines alike. However, she has gotten a little too into her cover as a TV star and may forgo the mission in pursuit of furthering her faux-career.

The expertise and finesse of the team is Tanica. The descendant of Sir Lancelot, Tanica is a cool, collected and knight-like individual who's a revered spy. Having rumored to have performed dozens of highly lethal missions in the service to the Crown, she's the very image of an espionage expert. There is very little she can't do – anything from shooting to brawling to driving to hacking into systems, her only limitation is that she has no supernatural or superhuman powers. All she can do, she does with skill and gadgetry. Her latest mission has given her a set of bionic (though not cybernetic) enhancements to her legs in order for her to kick and run with comparable speed and strength to the famed hero Sonic the Hedgehog.

Neutral Retriever: Paladin Team Sigma-Phi

The third set of Ruby Chasers. G.U.N has officially denounced any interest in investigating the Phantom Ruby's psychoactive effects due to the potential for the abuse of altering perceptions with little room for resistance.

However, Paladin Team Sigma Phi is for all intents and purposes a completely disavowed "rogue" unit made up of violent and unstable rejects from the BRASS program for experimental weaponry and defense solutions. While they are correct about the violent tendencies of the agents, Sigma Phi is not rogue. BRASS, behind the initial designs and concepts for the Academy, learned from their mistakes and created a clandestine 'black operation' sub-organization known as SHELL. Using SHELL, they deployed the illegal and dangerous agents created by (and subsequently 'denied' by) BRASS as powerful yet disposable operators. The result was a crew who had the power to accomplish difficult tasks with no consequence if they die in the process.

This is Sigma Phi. The 4 members have been stripped of their names and their rights, as far as anyone knows they're dead or traitors. Instead, they are referred to as "Alpha", "Bravo", "Charlie" and "Delta". Alpha was a former leader of the Tarantula squad, noted for their success battling the Black Arms during their invasion, holding out against them in a GUN base despite being heavily outnumbered and outgunned and racking up an impressive number of enemy casualties. This was not in the least due to Alpha's zeal in utilizing the enemy's resources in the battle, taking the biologically horrifying weapons of the Black Arms against them. However, his continued interest in weaponizing the Black Arms' malleable and powerful DNA and his taste for buying and utilizing Black Arms weaponry within Tarantula even through black market means gave SHELL an opportunity in using his expertise with Black Arms technology...and a reason to rope him in as a false "Traitor."

True to his origins, Alpha's specialties are in leading the team with great effective tactics as well as his beloved Black Arms weaponry. His main sidearm is the Worm Shooter, which works as a lock-on weapon capable of firing homing shots. Beyond that he often utilizes the Heavy Shot - a machine gun energy weapon stronger than what you'll find used by the majority of warriors in this world - and the experimental weapon utilizing Chaos Drives built into the rifle amplified by Black Arms energy crystals -

nicknamed the Shadow Rifle. The Shadow Rifle's projectiles are comparable to an anti-tank rifle's, with greater speed and ease of firing. One shot is enough to kill or at least seriously injure anything in Sonic's World.

Bravo was alongside Mach Speed Sam as an experimental weapons tester. However, he was somehow even more competitive than Sam - actively sabotaging his peers in the middle of delicate operations in order to pad out his "numbers" in kill-count 'competitions' and performance reviews. However, his ability with the Light Shoes is superb - using it for the brutal blitzkrieg tactics he adores and being able to use it without compromising his own safety was enough to net him a dishonorable discharge and subsequent enrollment into Sigma Phi. He refuses to use firearms and often will steal Alpha's collection of the melee weapons scavenged from the Black Arms - favoring the Black Sword most often.

But that is rare in comparison to his delight with utilizing standard issue GUN Survival Knives (often as projectiles as well as wielded both at once) and his standby weapon, a lovingly crafted katana enhanced with High Frequency blade technology allowing it to carve through even the heavy armor of GUN's heaviest machines such as Hot Shot and Blue Falcon easily.

His experimental enhancements are the "Light Step" and "Light Rush" techniques, allowing him to channel energies similar to those used by Sonic and Shadow the hedgehog used to perform their own quick travels - however Bravo is capable of making 'light steps' without a trail of rings, which is both dangerous and potent as an offensive technique as it does not protect him from accidentally teleporting into objects or people. "Light Rush" is a technique using Light Step reflexively in succession, allowing him to simultaneously attack everything around him. Powerful, but requires focus from Bravo in order to accomplish due to the technique requiring him to 'instinctively' teleport and attack at the same time without accidentally teleporting into his target. However, he is extremely precise and quick with this despite its hazards. His main issue with the group is his competitive and often rebellious nature causing him and Alpha to bicker in the middle of operations.

Charlie is a somewhat tragic case. She developed a crippling disease early on in her youth, and her father stole leftover samples of Dr. Gerald Robotnik's Heal Unit from the Black Arms Crisis and subsequently the designs behind the Heal Gun to attempt to give her a normal life. However, the

Heal Units were damaged and flawed besides. They could restore her life, but they required the vital life essences that were impossible to replicate without all of Gerald's knowhow. He would have to continually find the scarce and growing scarcer heal units to keep her alive. Untenable.

As such, Charlie's father did what he had to and turned her into a cyborg with the life-support systems from the Heal Units and the Heal Gun integrated. In order to ensure that she could be self-sustaining...to an extent...he utilized methods more in line with Gerald's grandson and the basis of the Vacuum Pod's functions merged with the Heal Gun's ability to transfer vital life essence. The result? Charlie was now a cyborg 'vampire' – able to drain vital essences to fuel her own existence in a perverse inversion of the Heal Gun's potent abilities to mend wounds. She could also use it normally and heal others, though costing her own life energy in the process. Similarly, she uses an enhanced form of the Vacuum Pod to essentially perform telekinetic feats. Charlie's father was detained by BRASS and Charlie herself the test bed for life-energy manipulation experiments. She has a juvenile, immature personality due to her isolated upbringing and what's worse...a side effect of her "drain" is that she gets a rush of energy and joy at the act of draining. She's addicted to absorbing others lives, which means she can be downright overjoyed when given the opportunity to drain life.

Delta is a mystery even within Sigma Phi, with none of the others knowing his place. He's their mission control and their handler, though a fair hand with explosives. Delta is so mysterious because he is actually a mole from CLIP, and working from the inside in order to dismantle SHELL as well as gather enough evidence to convict BRASS. Little does he know that the others know his true allegiance and are ready to turn on him in the course of this mission.

All in all, Sigma Phi is made up of some dangerous and powerful people, but they can be expected to try and backstab one another if they're given the opportunity.

Zone Change: Eastwatch Islands

The chase for the Ruby will take place through the flooded, destroyed ruins of the Eastwatch Islands and Armstone City. Most of the zones Sonic the Hedgehog ran through when searching for the Ancient Gears were similarly flooded and destroyed – the ruins and the caverns. Flower Park is still intact and is in fact the only safe path to Armstone, though it is littered with the remnants of a bloody battle between GUN and the city's defense force. Though the battlefield is littered with red lights – fragments of the Phantom Ruby's power.

These lights will chase intruders and force them into a mindscape reflecting the battlefield during the siege of Armstone. It was a lethal siege, with heavy weaponry and soldiers fighting to the death all around. The Mobians had powered armors known as VIPER suits that allowed them to match with the forces of GUN even despite their size disparity. Even a meager mobian can become a force comparable to a machine while wearing a VIPER suit – to defend this City even in its ruined state due to the hallucinations of the Phantom Ruby.

Any damage taken during this horrid hallucination will physically reflect on your body, but by struggling you can break free of the vision of a war-torn past and move onwards. However, what is unavoidable is when you finally confront Ferro, he is fully in the thrall of the Phantom Ruby. To break him out, delving into the mindscape of his reverie is your chief option with nothing else to try and avert this course of action.

ACT 2 - Into the Id!

The mindscape of Ferro is as much whimsy as it is tragedy. It is one part cityscape, one part theme park, and one part dollhouse. One could call it the heroic counterpart to Eggmanland, as much of the "Theme park" trappings are themed around Sonic and his adventures. The dioramas placed all around the sunken cityscape are achingly mundane. Ferro living out a normal, if idealized, version of what he imagines ordinary life to be. Going to school, eating dinner with his family, fretting over a crush on a girl he knows. All of these dreams protected by a figure of heroic proportions named Sonicman, a superhero themed around the one who Ferro felt could have protected his meager life. The Ruby is obscured, hiding behind this façade of peace and safety, all the while occasionally forcing the theme park's attractions to become suddenly hostile and dangerous just

like Eggmanland. The only recourse to find the Phantom Ruby is to break away this happy place.

BOSS BATTLE: VS SONICMAN

Sonicman is a creature created to protect Ferro from truly recognizing what had been done to him, a positive figure of justice. The Ruby knows this and channels his hope and determination into Sonicman, allowing him to match the greatest heroes of this world with his physical capabilities as long as Ferro has reason to believe you mean him harm by destroying the happy place. By demonstrating mercy and compassion, Sonicman's power will be diminished as Ferro's defensiveness and fractured psyche allow you to overcome and perhaps give a hope of truly mending the damage done. Defeating Sonicman will drain the oceans of this mindscape, and shatter the theme park dioramas of a normal life. The sunken city of Armstone in Ferro's mind will become a blazing metropolis and set the stage for the final confrontation to claim the Phantom Ruby.

ACT 3 - The Meaning of Infinite!

The Phantom Ruby floats at the center of a burning city, floating gently over the wreckage as Ferro lays on the ground, defeated. The Ruby forms a mobian shape, a red shade that reaches out to Ferro.

Because you were weak. Because the you that you are, Ferro, isn't good enough. Isn't that right? Why else would you reject that name? Why else hide that fear and become Coldsteel? But no. That isn't enough either.

Even rejecting your old self isn't enough. You must discard everything that you are, allow me to fully overtake you. If you destroy that small part of you that still screams 'I am', you will become...

The red shade gains a more solid form, a twisted shadow of Ferro.

Infinite.

Ferro will give in on his own. By allowing him to embrace the Ruby, it will fully become part of him and erase his identity. Infinite Coldsteel will remain in his place, possessing all the powers of the Phantom Ruby's ability to twist perception and psyche. He will be fiercely independent, but it is possible to convince this new form to join you as a companion.

Otherwise, prepare for resistance and conflict from him. If you offer you step up to defeat the Ruby, prepare for a battle – but the young hedgehog will step up and join you for the struggle to free his identity.

BOSS BATTLE: VS THE PHANTOM RUBY

A shade of the Ruby's power, this false Infinite possesses the full powers to warp perception and change the battleground as well as the reality of Ferro's mindscape to suit him plenty. However, Ferro can with effort and determination seize control and reverse any changes he makes. Despite the Ruby's claims, this is Ferro's mind, and if you have no ability to undo the Ruby's changes yourself with him as an ally you are capable of pushing back the Ruby's blatant cheating.

The final choice is simple. You may seize the Ruby for yourself and struggle to tame it for the power over perception – though that ability may always have a will of its own that you must guide. Or, you may simply destroy it.

For defeating the Ruby, Ferro will pledge himself to be your eternal ally and friend – now realizing his potential that the Ruby saw, so hidden beneath pain. With a wave of his hands and hope in his heart, Ferro will cause the buildings of Armstone to begin to rebuild – a bomb scorched wasteland becoming full of verdant green life. The light in his heart is born from the stewardship his family had over a temple to Light Gaia – as in the perk “Leader with Magic.” What's more, you will be able to take the rebuilt Armstone – and its store of forgotten powered armors used by the Armstone defense force VIPERS – with you on your journey.

Stolen from Heaven – the Test of Ancestry

For decades there has been academic speculation on the connection between the Babylonians and the Genies/Djinn they were associated with for most of history. But now, an amazing archaeological discovery has been made. Though there were vague inklings of such a place, the hideout of the infamous Stolen of the Babylonian Rouges has been discovered! The "Sesame" was hidden from even the knowledge of his fellow Rogues, as a secret vault of his greatest treasures and where the collection of his most valued trinkets was stored. Now a race has begun for the secrets of the Sesame, and most of all the Stolen Treasure it hides within! Join the greatest treasure hunt of the age!

ACT 1 —The Fate of the Sesame

The first step is simply to discover the Sesame's location in the world – it was known for being a wandering hidden fortress in the sky that would periodically move to avoid being discovered. Because of this, there are very few solid ideas of where to find it and thus begin the hunt. However, there are some paths to finding it.

Those who are companions with Jump the Shark will find that Jump already has the coordinates – it appears that It's time for him to come clean. Simply put, Jump and his brother Shout discovered the Sesame a long time ago as young men alongside G.U.N, however Shout had been trapped in one of the mystic defenses of Stolen and G.U.N suppressed knowledge of Sesame in hopes of one day finding the codes without intervention. The young shark is still stuck there, having been trying to find the secrets of Stolen's most prized technology and the birthright of the Babylonians:

The Jet Set Wave, the ability to shift reality using sound and music and in fact the forgotten source of Jet and Wave's popularity as names among the Babylonian Rogues. He will provide the coordinates, provided you will promise to help him free his brother from Stolen's vault.

Similarly, Dinya the Djinn will note that Stolen was actually the Babylonian Rogue who rescued her from the Tyrann Djinn so long ago - while she doesn't have the coordinates, she knows Stolen well enough to be able to figure out where he would keep such things in this world, visiting old places he raided to get hints. Indeed, even without Dinya's guidance this path is still available for the determined and resourceful in archaeology.

Another way to find the coordinates is to take them from the Babylonian Rogues - who possess enough of the scraps to be able to decipher for a dedicated researcher. However, they aren't inclined to give it out for nothing - they will refuse to willfully divulge the coordinates unless they're defeated in an Extreme Gear Race. Of course, that leaves a number of other paths depending on your scruples.

Finally, it's not impossible to simply search out for the Sesame manually - as elusive as it is, it isn't impossible to simply find it by searching hard enough. This is likely to make it so that you're the last to the party - as four hunters are also hot on the trail and without direct intervention will assuredly find the Sesame.

The Treasure Hunters!

The Treasure Hunters are a group of skilled seekers of fortune, each one having their strengths and weaknesses in the hunt - you are free to try and collaborate with any of them, though they are all strongly individualistic and will require a pretty persuasive person to work together, plus they each have their own reasons for seeking the Sesame.

Gina the Cheetah

Gina shines like gold among the treasure hunters. A polymath comparable to some of the greats of this world, she is equal parts scientist, adventurer and archaeologist whose true motive in seeking out the Sesame is simply to uncover the secrets of Stolen and bring light to the history behind the Djinni and the Babylon Rogues. She is rather squishy on her own - not fully helpless as an adventurer but she relies on her intelligence and her inventions rather than her own personal endurance and lack of fighting skill.

She does have a few moves from her family, who are known martial artists and even her father being rumored as a potential wizard! She's playful with cute boys and tends to utilize her array of gadgets to play tricks on others - one of her more 'fun' quirks is the use of a small device she possesses to transform from a mobian cheetah to a tall and gorgeous blonde human when she feels like impressing people. She'll falter when force and fitness are on the line, but otherwise she's quite likely to push through the ruins on pure intelligence. She is the most likely to collaborate with friendly fellow treasure hunters.

Pirate Queen Madeline

The Pirate Queen Madeline is a red-haired Amazonian bombshell with a sabre in one hand and a hand cannon in the other – a notably veracious raider of the Christmas Islands and known troublemaker for all those who value their property.

Madeline's crew is made up of repurposed badniks and those pushed out of the waters by the Egg Boss Abyss, having gotten the idea for robot pirates due to a fallen pirate machine from another dimension. Her plans are to seize the Sesame for herself to become an unstoppable sky pirate – hoping to use its abilities of heavy defenses and stealthy teleportation to seize treasure and loot from Eggman Empire in retribution for her title of pirate queen being contested by Abyss.

She is extremely skilled with violent methods, being physically one of the toughest of all the treasure hunters save for perhaps Ebenezer with a cutthroat crew of skullborg pirates as well as a mix of mobian and human raiders of her Red Sail Crew. She is unlikely to ally with any other treasure hunters unless they acquiesce to her and put her in charge. Her main weakness is her reckless and direct nature. She's not necessarily stupid but she doesn't like games and tends to use brute force – bad traits in a trickster thief's vault.

Ebenezer Drake

A mallard that takes large steps and casts a deep shadow where he goes. Ebenezer Drake is a renowned adventurer and eventual magnate in a variety of businesses who hails from the Grand Kingdom, with exploits and titles to his name that stagger and confound. The last heir to the Drake noble family line, penniless in its waning ages, Ebenezer took it upon himself to build both his family and himself up to never again know poverty – and do it through hard work and sharp wits.

Tougher than the toughies, smarter than the smarties, and sharper than the sharpies – that's Ebenezer Drake. The Last of the Drakes, the tamer of the Great River, the rough rider of the Dazzle Desert, the lord of the Aquatic Mine, and much more. For a clearer reference, if Ebenezer's abilities were to be marked down using perks, he would possess the entirety of the Searcher, Outlaw, Warrior, and Leader lines as well as "As you truly imagined it", "Life is a Breeze", and "Everyone's a Winner!" – as well as the Special Powers of Endurance and Strength when he's motivated. Ebenezer Drake is not someone to underestimate.

He is in his autumn ages, but even now the fires of a truly titanic man rage in his chest – especially now that he has come out of retirement for one more grand adventure, especially due to a rumored quiet and lonely life on his own. There are few weaknesses he has if any and it can be assumed without a similarly grand and vast skillset yourself that Ebenezer will be the one setting the pace in the treasure hunt.

Though, it should be stated he is solely focused on the thrill of beating an ancient and seemingly untouchable vault against the bright new generation with the treasure as an afterthought he'll pick up if he's disappointed: he's rich enough that if he's sufficiently thrilled by his competition, he'll concede with the satisfaction of having truly fought for his dinner figuratively speaking. He's not likely to directly ally, though he will often toss out a subtle hint in the form of a taunt to his fellow treasure hunters when they catch up to him.

Hector "The Hex" Hazard

The brilliant rising star of the Treasure Hunters, Hazard's main assets are a quick hand, a quick mind, deft fingers, and sheer unrelenting luck...of a sort. A former member of the Spider Troop renowned for his skill as a test pilot, he earned his stripes by piloting the Bigfoot, Hot Shot, and Flying Dog – though he earned his callsign as a bit of an embarrassing nickname – he was known to have the devil's luck in both senses of the word. While casual flights with him as the pilot were relatively safe, he was a nightmare when it came to a pitched battle or a close escape. He nearly always trashed things in his way for good or ill, and it was rare that whatever he was piloting in such a situation would remain entirely intact by the end of the adventure – though beyond that he was an amazing pilot with a talent for surviving the harshest situations.

What's more, he had the bad luck of having to test all 3 of the G.U.N mecha against Sonic the Hedgehog, Shadow the Hedgehog, and Rouge the Bat. All three were trashed, with only his prodigious luck allowing him to survive each battle. Such a quick succession of bad gambles made him turn to using his gathered pay to purchase a sturdy "Iron Hawk" cargo ship as a flyer-for-hire for adventurous tourists and researchers...though his odd luck ensures he's always dragged in way over his head and comes out on top.

He's quick, fast, and still a trained soldier on top of his flying expertise – though he lacks the toughness and strength of Madeline or Ebenezer, he can run and jump and fight with great precision and skill. He even has a miniature "Hot Shot" unit he uses for when the going is tough, its cockpit about the size of a motorcycle. He's delved quite a few ruins and came out successful...though not always intentionally.

In fact, it's quite possible he found Sesame by accident! He's likely to ally with other treasure hunters if given the chance, though his odd luck isn't something you want to be around if you're not the Hex: all of the consequences have to go somewhere after all. However, Ebenezer is sure to pick him up as an employee to "spice things up" if they both make it out alive. He loves the thrill.

ACT 2 - The Trials of Stolen

The Sesame's a hard nut to crack by any standards. Even breaching the outer vault's walls enough is a feat if you had the entirety of the Eggman Empire's forces on the job, and while there are entrances, they're trenches heavily lined with turrets, and defended by a mix of bound Ma Jinns and automatically piloted combat Extreme Gear armed with a mysterious sonic weaponry – little else is to inspire snorts at a funeral as being killed by militarized skateboards. Scorchmarks and wreckage along the trenches attest that it shoots to kill. Even Gina will note that a mix of ambient chaos and magic around the area redirects teleportation abilities into different areas outside and under the Sesame – it's a true vault! There are three ways that appear to be most evident just looking at it.

The first way is to attempt to brute force through the trenches. This is feasible, especially those particularly proud of their endurance, but it's probably unwise to exhaust all your energy and endurance so early on, before the trials have truly begun.

Maneuvering through the trenches using speed and precision is also an option, and less likely to fire you out. However, it's clear that one mistake will spell a failed run. Finally, those who are learned will be able to understand the tips and the lore of Stolen, or otherwise subvert the defenses directly, will be able to shut down or hack their way through.

Getting in is only the first step, however. Once you have breached the walls and entered the inner vault, you will find that there are a few trials to overcome to get to the innermost vault.

The first is that getting anywhere within the mazelike interior of the Sesame is a nightmare. Tricky puzzles, traps, and design choices in its interior will bedevil all but the brightest sparks among the hunters – Madeline may be forced to sacrifice much of her robotic crew to overcome her refusal to play Stolen's games.

The others will more or less need no assistance or have much trouble with this – Ebenezer knows the deal, Gina's a bright spark, and Hex will run into all the solutions more or less without meaning to. Many of these puzzles require knowledge of music, sound, and acrobatics required of a true Babylonian Rogue.

As you approach the deepest levels, you'll find more arena-like sections hosting Djinn and automated "Guardian" hard light projections requiring you to retrieve keys that a single random combatant within the arena possesses to move on – Ebenezer and Madeline will shine here while Gina is gonna flounder or even be stopped dead. The Hex's continuation from here on is a coinflip, appropriately enough. He's skilled and fast but the guardians hit hard and don't show mercy. It should be noted that if discovered, it can be overcome without combat if you identify which "accessory" or "weapon" is the key – a useful revelation.

The final trial is a single hard choice – if you reach the center of the vault, you will be offered a decision to receive a powerful Extreme Gear resembling a motor boat and plunder of the Sesame's many ancient treasures of gold, preserved art pieces, ...or an archive of books on the history and stories of the Babylonian Rogues. All except Gina will choose the treasures.

Similarly, Taking the treasures and the extreme gear will end your tale here with a satisfying sendoff. However, Jump and Dinya will not allow you to leave with just that if present. They have people to meet.

ACT 3 -- A Thousand and One Treasures

On the shelf of the archives of the Babylonian Rogues and their history, sits a singular most unique book.

"Stolen and the 40 Rogues."

The storybook is in fact a pocket dimension a la the ones that Sonic had visited before, revealing a shimmering cityscape...an illusion, a moment of perfection trapped in time by a tale. Stolen awaits you there, alongside his descendant Shout the Shark.

Stolen's chief hopes were that the tales of Babylon would live on with their descendants and the nature of the thieves they inspired – and with your arrival, he can finally know his calling accomplished.

Dinya will tearfully thank Stolen for freeing her from the Tyrann Djinn, revealing (to Gina's delight if she followed you on this path) that Stolen and the 40 Rogues had clashed with the ancient Djinn, revealing the beast as Shahryar's brother Shahzaman who had used the 7 World Rings entrusted to the Djinn to transform into a terrible prince. With the help of Dinya, Stolen and his band of rogues was able to defeat Tyrann Djinn and with Shahryar's blessing the Djinn and the World Rings – and their power over story – were sealed within the Tales of the Arabian Nights to never threaten the world. That is, save for those Djinn who joined the 40 Rogues out of respect for their bravery and Dinya herself who was forced by the battle to slumber until you awoke her.

Jump's reunion with Shout will be one long overdue, but even if you lack Jump as a comrade Shout will be happy to ask you to help him leave to find his brother, in exchange sharing his and Stolen's notes on the Jet Set Wave – the music that can change reality similar to low intensity Chaos emeralds. In addition, the Sesame is yours to use as a personal protected vault of treasures, though its capacity as an engine of war is limited by its purely defensive and evasive nature.

Feel free to count the treasures within the Sesame as your own, however. You've overcome a test fit for the ancients.

Project FINAL PRISM

This isn't a simple path to walk, you know. But if you so will it, you can. A mirror of "another world's episode", you will battle the PRISM Battalion, a rogue BRASS experiment utilizing the Wisps as the basis as of super soldiers – and the secret behind Marlowe's creation. However, they are not unjustified in their rage at the world. But is it worth bringing all into ruin for the sake of Final Prism?

ACT 1 –The Patriots of G.U.N

This event will be hard to ignore. The GUN Robots so relied upon by the Federation will all collectively be 'seized' by a mysterious protocol, forcing both unmanned and manned computerized machines utilizing GUN's systems and designs to begin a reign of terror. While destruction isn't quite in their desire, they will fight back without mercy against anyone who resist them. Their goal is to round everyone up for some mysterious purpose,

taking civilians hostage and neutralizing any combatants they can see. You may be likely to get caught up in the situation, and those who demonstrate finesse and skill in resisting may be directly approached by GUN, otherwise anyone with GUN aligned companions will be informed on what occurred.

A black book operation hidden even from CLIP, BRASS is tasked with doing what it takes to protect the United Federation in the darkness. They were the hidden architects of the Space Colony Ark as well as the executioners who initiated its massacre. Under the direction of recently appointed Sgt. Doberman, BRASS's SHELL division recently went behind the Freedom Fighters' collective back and captured a number of Wisps for the purposes of hidden experimentation, taking a number of mobians as well in their experimentation with Hyper Go Ons.

This includes Marlowe of the Two in One Detectives, who was their first 'prototype' with pure Hyper Go Ons. From there on, they created Prism Wisps, especially genetically altered Wisps with unique powers not seen in the natural species.

They were then forcibly fused with the Mobians in order to test compatibility between the creatures of this world and Wisps in terms of biological implantation. The result was a number of empowered Mobian soldiers who feigned loyalty...until now.

Using the opportunity presented by a demonstration event with high level GUN agents, the PRISM Battalion has taken its revenge by seizing an 'emergency solution' created by BRASS known as the FINAL Directive. The Final Directive gives the PRISM Battalion the ability to seize control of ALL GUN machines. Sgt. Doberman has sent out a distress call, asking for anyone on the side of the Federation to lend their aid and storm White Acropolis – a base that was once Eggman's but turned over to BRASS.

ACT 2 - The White Acropolis Infiltration

Zone Change: White Acropolis

A snowy and heavily fortified GUN base, the entirety of White Acropolis is a hornet's nest of every variant of machine ever fielded by G.U.N – including the Big Foots and Hot Shots, an army of war machines flanked by Giga Troopers and every manner of G.U.N robot.

As you advance to find where in the facility they have the FINAL Directive broadcasting, you will encounter the members of the Prism Battalion. You may be able to non-lethally subdue them and gain their trust, but they are angered at their treatment at the hands of BRASS and will lash out.

Joker: The impromptu leader of the group, codenamed Joker for the unique Ace Wisp that he was fused with. Joker's Ace Wisp gives him enhanced precision, reflexes and reaction time as well as enhancing his body with Hyper Go Ons. The result is a pragmatic and effective veritable master of the fundamentals of combat. No tricks with him – just a pure test of skill. He's likely to be encountered guarding the entrance to the Sanctum, a final test.

Cyclone: Cyclone is Joker's childhood friend and one of their staunch supporters. They're aggressive, keen, and protective of Joker, with the ability to create and manipulate gale force winds with the Whirlwind Wisp. He'll patrol the skies and ensure that any attempts to use the air are met with the divine wind.

Metal: A rock artist touring with Luna, Metal is a bruiser through and through. With the ability to turn his body and objects he touches to metal due to the Solid Wisp's power, he is often in the thick of combat to take and deal out punishment. He's going to patrol the hallways and act as a roving threat, difficult to defeat and using this to force you into traps.

Heat: A brilliant spark, Heat was formerly a research student in Spagonia's most prestigious university. Similarly, she is capable of utilizing her intelligence to both operate the GUN machines of White Acropolis, the FINAL Directive, and abuse the properties of her Tempo Wisp's heat manipulation abilities to their fullest. To further compound this, it's likely she'll be using the maintenance tunnels and utility rooms to abuse her abilities.

Luna: A growing pop sensation of a mongoose, Luna's Moonrise Wisp allows her to use sound and light to create illusions and fool the senses. Not a fantastic combatant, but she's wonderful when it comes to supporting others.

Trigger: A jackal mercenary with a chip on his soldier, The Duelist Wisp's power allows him to 'lock on' and fire homing blue beams from his fingers, already complimenting a solid aim and discipline under heavy fire.

Upon entering the innermost sanctum of the White Acropolis as well as the source of the FINAL Directive's broadcasting, you'll be met with the true impetus of this rebellion.

ACT 3 - Behold, Maximum Diablon

Boss Battle: Vs. Sgt. Doberman and the Omega Wispon Armor

"We've gone too far. All of this. We need to return to the days before the federation if we want any chance of a better world."

A towering mechanical god as far as anyone is concerned, the whining of Wisps will be familiar to anyone who struggled against Eggman during his takeover of Planet Wisp will recognize this dark sound. This is a machine that abuses the power of Hyper Go Ons. Piloting it is Sgt. Doberman, the mad dog of BRASS. His reasoning is very simple, if pressed: GUN and the Federation were the genesis of this world's problems. Eggman was a former GUN researcher, the Federation made a deal with the Black Arms bringing forth both Black Arms crises. Their desire to use advanced technology to bring peace by controlling the world has been flawed from the start – the only way to save this world is to destroy the world of artificiality. With the power of the FINAL directive and the Omega Wispon Armor "Maximum Diablon", Sgt. Doberman and the PRISM Squad hope to send the world back to the days before the Federation and GUN.

He refuses to be reasoned with, requiring either some way to convince him beyond what most people are capable of or a battle against the Maximum Diablon.

Maximum Diablon is nothing to toy with: in comparison to the Nega-Wisp Armor, The Omega Wisp Armor is an 8 armed combat mecha of similar design to Diablon that has access to empowered versions of the Rocket, Drill, Eagle, and Lightning Wisps. Rocket allows Diablon to fire off parts of its body, mostly limbs, as high powered projectiles as well as form multiple missile attacks out of thin air. Drill allows the Diablon to transform parts of itself into Drills, create Drills out of its body, and produce drills from the ground. When combined, this allows Diablon to create drill missiles from thin air! Eagle gives it the ability to fly through the air with ease, and can be combined with Rocket to allow it bursts of blinding speed.

Lightning allows it to generate blasts of lightning as well as enshroud its body in electricity, though at the cost of not allowing it to use any of its other abilities beyond Eagle.

Your main mercy in this battle is that Sgt. Doberman is not quite experienced with the use of the machine. It's also not very much more durable than Diablon itself...which may not be much of a mercy, but if you're on the level of this world's Ultimate Life Form in combat potency you should have what it takes to bring Diablon down unaided. Though, Maximum Diablon's lack of upgrade to defense is made up for with its renewed attack potency and enhanced evasion. Doberman's lack of expertise with operating Max Diablon is also made up for by the skill of a man who's seen combat more times in his life than he can remember – hoping for him to falter in his resolve is a vain one.

The Wisp Armor itself is the broadcasting center, so once it is destroyed or disabled, GUN's machines will return to normal. What you do with the members of the coup is your own discretion, as well as if you chose to use FINAL Directive yourself...well, conquest would be a fair bit easier. If you destroy the FINAL Directive...what happens next will be a blitz of questions, investigations, and soon enough the truth of BRASS will be outed – if Madonna Garnet is one of your allies, you may even have a direct hand in helping or hindering BRASS' continued existence after this nigh apocalyptic debacle.

Regardless of the outcome, you can rest easy knowing that the FINAL Directive, and the havoc it could have wreaked have been removed from this World.

Metropolis Zone Street Racer

A secret invitations-only race. A promise made under midnight streetlamps. A young mobian from a sleepy town who moved the big city. A pair of sisters split apart. A slick red car sleeping in a dark garage. What could all of these things have in common? The story of the All Star race – and of a mysterious driver that brings a dark look to the eyes of the cheery hairdresser, Bump the Deer.

ACT 1 – Outrun

To be perfectly frank, while one can participate with the race without involvement with Bump, this deals with a story specific to her reasons for driving as well as the mysterious driver "Clovers" who she appears to know. The rest of this scenario will assume that you are on speaking terms with Bump the Deer. Though the course of events will not be changed as much in terms of the race's progress, it is without this context a simple race with a simple prize of accomplishment and the kind of money that changes a life but not enough to buy the world, whatever that means to you.

It will start with a simple invitation. Bump will always receive one, though if you lead down a path where your name as a racer and daredevil would be plainly visible you can expect one as well. She won't want to burden you with it, but it's clear that this mysterious missive has a deeper meaning than meets the eye.

"I thought I left it behind...But I guess I should show you the Spider. She's still my pride and joy after all these years. Part of me just thought – maybe hoped? – That we wouldn't be reunited. It's okay if you think it's a bad idea! I don't have any reason to want to go back to that life, and..."

It's clear she's only saying that not wanting to burden you with this. If you really desire, the invitation can be discarded...but of course, it's hard to ignore something like this, isn't it?

Bump will direct you to where her old home lies, Emerald Bay. A sleepy coastal town with some minor tourism for their beach, nestled far from Empire City. There, she'll bring you to the resting area for her 'baby', The Spider.

Vehicle Select: The Spider

The Spider is an alarmingly slick sports car in cherry red, humming with a desire to leap into action. Those with an eye for vehicles will recognize it as being built similarly to a Ferrari Testarossa though with a strange set of mechanisms and an overall highly engineered set of specs. She may not be what she used to, but the Spider used to be bleeding edge.

"It has a few other features. The All Star race is a triathlon for cars, you know! Land, sea and air – me and...well, a friend used to dream of entering in and winning the race. She made this herself. Meanwhile I managed to go out and find this...I think it even still fits."

She opens a nearby dusted over dresser to reveal a brilliant red strapless dress with checker flag patterns against the curves, thigh-high white boots, long white gloves, a pair of red aviator's goggles and a white scarf to match.

"If we really go out and try our hand at the All Star race, then...I want you in the passenger's seat, okay? I want to win, wearing this, in the Spider. "

She's resolute on it. Responding to the invitation will give you the first stop in the land leg of the race, and where the racers will meet to start off the competition – who you will now meet!

Zone Change: Coconut Beach

It's a wonderful day for a race on this tropical island paradise. A nice blue sky, lots of greenery, a pretty waterfall...it's all here. A premier Resort Island, it'd almost be a lovely place to take a break if you didn't know that you'd be gearing up for a race for the ages. What better way to prepare then to get some reconnaissance?

Rival: Crazy Taxi

The Crazy Taxi, such as it's called, is a simple Impala convertible with a yellow paint job. That's the only thing simple about it, as it's clear that above all else the Taxi is a monster in terms of power and durability, with an acceleration comparable to most of the racers here except perhaps the Silver Millennium. It complements the Driver's ability well, as what B.D lacks in discipline he makes up for in bravado, barreling down all obstacles in his way when he's motivated.

Racer: B.D Jones

"You look alright, get in!"

Always friendly, cheerful and ready to get things moving, B.D. Joe is at his happiest when he can bring a smile to the face of the customers in his 'Crazy Taxi'. B.D. Joe is both a master of driving and talking. Oddly enough, B.D despite being the driver is not actually the one who's supposedly competing. A friendly lady in the backseat who just asked B.D to take her to the finish line is the true 'competitor', but that doesn't bother B.D none. He takes pride in his job and he'll race like the devil himself to get from point A to B – word of advice, do not get in front of his vehicle when his customer

gives him a high five or a tip (not that she'll have a lot of opportunities due to his focus). His motivation goes through the roof and you can expect the Crazy Taxi to break into a mad dash, anything in his way likely to get sent flying by the force.

Rival: The Party Bus

The Party Bus is a large tour bus, with the bulk to match. While it's not the fastest or sexiest of the vehicles facing you today, it has a number of tricks and traps ready to overcome any other racers. Out of all the racers, Party Bus is the one that fights the dirtiest. It's armed with fireworks, strange fish that act as explosive spiked mines, RC "Drones" which run interference with flashbangs, and similar tactics to distract opponents, all operated by a crew of troublesome partiers inside.

Racer: Marimba the Monkey

"Get ready, cause we're comin' through!"

Marimba, despite his rowdy guests, is a wonderful and energetic host who's hoping to get the prize money to expand the Party Bus into a Party Airship on the level of the Freedom Fighters' Sky Patrol. While he's the least experienced of the drivers here barring Christopher, he also is the most comfortable in the havoc of the "battle racing" All Stars encourages as he constantly has to tear through the busiest of streets in the least controlled roads of the nations. His guests also allow him some breathing room in terms of focusing on the road, acting as scouts and extra eyes and ears.

Rival: The Silver Millennium

The Silver Millennium is a gorgeous, heavily modified futuristic Corvette with a number of powerful gadgets at its disposal as well as some of the best specs for speed and maneuverability in the race, even greater than the Spider's, and on par with the Beast's. It is the best of the Party Bus' arsenal of tricks and The Beast's overall superior build. It even has a grand suite of "auto-drive" assistance built into it to make up for a mediocre driver. A pity that the one thing it lacks is any particular durability, and its sophistication means that many of its finely tuned systems could be destroyed with a particularly rowdy crash.

Racer: Christopher Thorne

"Nice to see you again, babe. Have you finally changed your mind?"

One of the two racers with a seemingly personal connection to Bump, Chris Thorne is a finely dressed young man around her age. Apparently he'd been one of her clients in Empire City, a regular, who was an admirer for the shallowest of reasons. He was also the heir to a rather successful contractor for G.U.N's vehicles and thought all he'd have to do was wave around his name and money for her affections. She put him off for the longest time, and she'll still be putting him off if she were to join the race as a competitor without having met you. Overall, he's a self-absorbed rich brat who thinks nothing of other people's hardships and overdramatizes his own: Bump's rejection is a tragic heartbreak rather than the simple lack of interest it is, in his own eyes. While the Silver Millennium is a top of the line custom piece of work from his company, Christopher is barely capable of driving after a life of being chauffeured around. Mostly, he just pushes the gas pedal and lets the Millennium's systems operate everything else. He's likely to panic and be out of the race as soon as the Silver Millennium's systems fail...though it's a rather intelligent near-sapient piece of work, so that will take some active effort.

Rival: The Hornet

The Hornet, surprisingly, is a very solid vehicle that to the naked eye resembles a green Chevrolet Beretta, though due to this being another world it's not quite the same. It does possess some rather wonderful specs for what it is, it's a bit old. In much the same way as the Spider, however, it was once the world's greatest vehicle. It's not the vehicle that you should be afraid of, however.

Racer: Danica Bernstein

"Just makin' grandpa proud, is all."

Danica Bernstein is the cousin of Sam and Tee Dub Bernstein, and unlike those two she stayed to her roots as part of the Bernstein legacy. With a gusto. Danica is undefeated in every high-profile race she's participated in. What her cousin Sam is to combat, Danica is to racing: Aggressive, highly effective, and focusing on honing the fundamentals to a keen edge.

As far as racers go, she has no weaknesses – were it not for the Beast, Danica would be the shoe-in as she's focused enough to even overcome and outwit both the Party Bus and Silver Millennium's tricks. As it stands, it's going to take grit and a willingness to capitalize on the fact that the Hornet isn't capable of anything out of the ordinary without Danica behind the wheel.

Rival: The Beast

The name says it all. A motorcycle resembling the 2003 Harley Davidson XL1200, it holds the hidden power of a sleeping dragon within its frame.

Outfitted with the gutted remains of multiple Gravity-type and Air-type Extreme Gears utilized as small micro-stabilizers and boosters to enhance its output, handling, top speed, and acceleration, the Beast is a custom job with sophistication on par with Silver Millennium with none of its fragility – a series of layered “shields” formed of both energy and gravity protect the Driver from both their own sheer speed and any collisions or driver interference.

Even if it's electronic systems were to be compromised (unlikely, as the genius behind its design has hardened the systems against any conventional EMP), a hidden “Shell” of metal can be formed around the motorcycle in a pinch. The last stroke of genius being the “Momentum Shifter” it utilizes, capable of firing a mysterious substance that transforms the patch of ground into a “boost pad” that gives bursts of speed to whatever passes over it...which Clover is likely to both use to get the lead and force their opponents to maneuver to her liking or else risk a high speed collision.

Racer: “Clover”

“What do you do when the person you trusted most just up and leaves you? Freak out? Cry? Lash out? ...I practiced. Years and years. I don't need you anymore, Bump. See you at the finish line, if you're lucky. “

Those cold venomous worlds are the most you'll get out of “Clover”, a mysterious young lady mobian – a sloth, as far as anyone could tell, what with her head covered by a customized motorcycle helmet in public. She doesn't talk often, but she lives up to her words when on the track. While not a seasoned veteran like Danica, she's frighteningly good and enough to shake Danica's pride. This, combined with the sheer superiority of the

Beast, means that she's the one to beat if you want to win. Bump, surprisingly, knows her style and has a similar amount of skill though...not as practiced. She'll have to remember what she used to be to stand a chance.

Bump will be taking the wheel, hoping that you're able to help her navigate and overcome the tricks and traps of the other racers with your own capabilities. Those who are simply competitors will have to go on their own, but they won't have to worry about protecting anyone but themselves in the process at least.

As the race starts, you'll begin to race down Coconut Beach's road as part of the first leg. It's not a long stretch, but the initial bursts of speed and inertia built here is vital to maintaining a long term advantage in the race. It's a very mundane stretch of road with little in the way of hazards beyond a beach and some palm trees. Where the real race begins is once you make it to the first route split. It's assumed all racers will be on the same route, so keep this in mind!

Route A -Track Select: The Gateway

One of the straightforward routes, the Gateway consists of a number of stone arches and similar structures placed around the main road as well as a number of darkened tunnels.

Said to be what was left of an old Great Civilization's main trade routes, there's hidden short paths for those who are quick and agile to turn into the underground routes. The main threats are the archways as they can suddenly become sheer walls for a fast enough vehicle, and trying to use the tunnel networks could lead to a crash. Nobody has an advantage in this route.

Route B - Track Select: Radical Highway

A busy highway through an active city, the advantages of the Radical Highway include the convenience of the road's design and its straightforward nature. However, it is also extremely active and filled with traffic. Oncoming traffic is an issue for those hoping to cut ahead, and this track has the highest change of sudden collisions. Not to mention sudden "challengers" who show up to knock you out of the race for 5 seconds of fame. The Party Bus has the greatest amount of advantage here due to

Marimba's experience with dealing with drunk and rowdy drivers in the heart of some of the roughest cities on the planet. Crazy Taxi has a pretty similar amount of experience, though his recklessness also means he'll give as much damage as he takes.

Route C - Track Select: Death Valley

The last of the routes, Death Valley is a rather dangerous pick for most of the racers save for Clover and Danica who are expert enough to use the danger as a deterrent. Death Valley is a large dry abandoned mining town with a variety of train tracks, ramps, and tunnels to drive through. The danger comes through by the fact that there's multiple buried charges of dynamite, crumbling mineshaft supports, and twisting broken railroad tracks between Coconut Beach and the end point of Death Valley. Crazy Taxi, strangely enough, will be able to barrel through with almost no damage. That's just what they call the devil's luck, isn't it?

ACT 2 - Hydro Thunder

The second leg of the race will begin once you reach the end of the land leg. The water route is a continuation of the land route, so what you chose will determine your fate from this point here on out. At this point, it's not likely that many of the racers have been knocked out – it would require an aggressive approach at this point to have done so. Christopher would have been the prime candidate for an early elimination if you went such a route – his initial lack of skill could easily be leveraged.

Bump's focus and fire will be unparalleled throughout the entire race, and you can even see her give a big grin as she manages to overtake people and take the tightest of turns. More than anything, she looks like she's having the time of her life and if she has a moment she'll be certain to flirt, looking a sight in her racing outfit.

As you approach the docks, you can hear a chorus of mechanical clanking and shifting noises as the Spider becomes the Spider – Water Type, an equally slick red speedboat! The other racers have a similar mechanic, including the Party Bus gaining a giant orange floaty and propeller and the Beast becoming a hovercraft with its wheels shifting to match.

Route A -Track Select: Mystic Forest

The Mystic Forest docks lie at the end of the Gateway, a verdant and mysterious set of river rapids. These rapids will branch out and recombine at the most unexpected joints, meaning that a constant vigilance is key to not suddenly getting overtaken by your rivals. The rapids are also pretty...well, rough. They'll force you to have to seize control of the boat and steer it from dashing against the rocks or the forest with their velocity and force, though those who have the skill can use this for their advantage.

Route B - Track Select: Lakeside Reactor

The Radical Highway route ends in an underground tunnel by a lake park view into what appears to be a giant rushing drainage pipe, though the water itself is oddly purified and clear as sky. This is because the entire next part of Route B is within an underground aquatic reactor, with sections dumping you into the lake nearby. A number of pistons, jet-streams, and sudden shifting currents as well as churning hydraulic machinery sends you on your way through narrow laboratory-like passages until you reach your destination: A teleportation device that marks the start of the air route.

Route C - Track Select: Devil's Canyon

After passing through Death Valley, you'll hit the beginning of a river coursing through the imposing Devil's Canyon, the only thing dividing an otherwise fortress-like mesa. Two solid cliff-sides on either side and a winding river through, this is the most pure and simple of the tracks...which may make it the most lethal, as the only way to get ahead will be to actively overtake or undermine your rivals. It is very likely that this is the route where people get eliminated early: The Beast and Clover will start actively attacking any laggards, and if the Silver Millennium is still active it will try as well though with less raw honed killer instinct.

By this point, it's not likely the entire roster is still in the race. At the very least, The Party Bus, the Crazy Taxi or the Silver Millennium will have been knocked out either due to not being able to keep up with the changing course as well as the steadily increasing pressure from the top 3 – Clover, Danica, and Bump(or yourself.)

Bump, between maneuvers, will give you a bit of background on Clover...who she thinks she is, and why things played out as they did.

"Growing up in Emerald Bay, there wasn't much of a future...you saw it, it's just a wide spot in the road, some place you cruise for chicks and get some cheap greasy food before you hit the beach.

I was a bit of a rebel when I was younger, could you believe it? I was so mad about living in a dead end town I took my dad's car and just drove all night to vent.

That's where I met her. She was from my school, and one night when I was drivin'...well, we met on the road.

I nearly went ass over teakettle trying to keep up with her. That was my sister on the Road...Sage the Sloth. We promised we'd find a way out of that town, together. The All Star Race... "

She trails off.

"It was supposed to be our new start. Together." There's guilt in her voice.

"But all the time I kept practicing my driving, I started to, you know. Grow up. All the boys in town would start bugging me, and everyone I raced on the road kept thinking I was...some other kind of way. Sage didn't get that kind of attention, so she kept working on the Spider – it was our baby. We thought for sure we'd get in to the All Star Race, get that money, and move out to Empire City in a big ol' penthouse. Maybe even heading out to Casino Night zone. We were full of dreams back then. But honest? By the time I got out of school, I just wanted to leave Emerald Bay. With her...or without her."

As the air leg of the race begins, she simply states: "You can tell what I chose. But it'd be stupid to think I could outrun that part of my life forever."

Silently, the Beast continues its seemingly untouchable path through the race track, before making a sudden turn to eliminate the weakest link with a powerful crash as the shielded Motorcycle knocks another Racer out of the running. At this point, one thing is being made abundantly clear by Clover.

It's the final leg, and the Beast is out for blood.

ACT 3 – Afterburner

The Air leg of the race marks the final chance to gain ground and get ahead, and that means that both the Beast and the Silver Millennium – if still alive, somehow – will begin actively trying to send the other racers off the road. The Crazy Taxi and the Party Bus are almost assuredly run off the road unless protected, and the Silver Millennium is now the Beast's top priority. Danica and the Hornet's fate is shaky – she's skilled enough to survive, but it's very likely that she'll be knocked out of the race if she presents a threat to Clover or a vulnerability to the Silver Millennium.

Once again, every remaining racer's vehicle shifts into an aerial vehicle for the final portion.

Route A -Track Select: Cloudy Mountain

The Mystic Forest route ends with a massive waterfall into the Cloudy Mountain leg of the race, sending the racers off into the sky. The Cloudy Mountains are calm skies, with little in the way of weather patterns to worry about in terms of sudden storms or bursts of wind. The main issue however is the lack of visibility: It's deeply shrouded in cloudy fog, not helped by the white-blue coloration of the mountains proper. Flying through the mountain range without crashing is the primary concern, requiring careful navigation and perception. There is also the secondary issue of this lack of visibility making it a simple matter for rivals to overtake you, or in the case of the Beast make sudden ambushes. The skies are calm, but they hide the hazards of this final stretch.

Route B - Track Select: Sirocco Vineyard

This is a rather unique situation for the race. Sirocco Vineyard is normally a rather luxurious route to take, with fine vistas of the grapevines and the calmest and smoothest flights out of the 3 routes. However, Sirocco recently was claimed by the Eggman Empire with an emphasis on controlling the airspace. The result is some anti-air countermeasures on the ground and badniks patrolling. If the Badnik patrols run into any racers, it's going to quickly become a dogfight, which will put all but the Silver Millennium and the Beast at a heavy disadvantage due to the lack of general weaponization, with Danica suffering the most setbacks if she's caught due to the lack of the Party Bus' tricks or the Crazy Taxi's durability.

Route C - Track Select: Desolation Hill

Desolation Hill is one of the gloomiest of the 3 final routes, as expected from the route featuring Death Valley and the Devil's Canyon. The route's geographic features are not as hazardous as Cloudy Mountain, being lower to the ground, however the weather is hellish. A constant brewing storm with crashes of lightning and thunder over the hills, the route presents a constant decision between staying low to the ground and risking dashing against the rocks or staying in the air and attracting lightning and getting thrown by the forceful gales – the sky itself is your obstacle in Desolation Hill.

This is where the winner is decided – if all has gone well so far, the final racers remaining should be the Spider with Bump as the determined driver, Sage riding the Beast to prove that she was willing to go through where Bump had given up on their shared dream, and one of the final rivals hoping to get ahead in the final three. The victory is a culmination of all your decisions and assistance up till now, Bump's luck and pluck(if you're acting as her co-driver), and the final snap decisions as you close in on the finish line.

It's very, very unlikely that Sage riding the Beast will be eliminated outright without a great effort being put into the act, especially cooperation with the other racers or having overwhelming power involved. As such, the way this plays out will be based on if Bump wins first place, Sage wins first place, or they both are overtaken by some Darkhorse.

Bump's victory will of course be celebrated with a hug from her and some tears before she looks upon Sage, still wearing her motorcycle helmet and looking rather drained from the realization of her loss. Sage's victory will have Bump breathless, but exhilarated at finally getting a shot at the race she dreamed of and seeing her friend win. A victory from a dark horse will have them both stunned before Bump laughs in a mix of relief, surprise, and the absurdity of how much they built up this tension only for some third party to sweep the trophy away.

She'll address Sage, still as Clover.

"Sage. I shouldn't have left you all that time ago, I realized that. I just thought things would have improved if I finally left and I didn't want to...well, break your heart. I should've asked...but after seeing how hard

you worked even after all this time, I can't help but think: did you hope for this? To meet at the finish line, one way or another? "

Sage will be a little taciturn in either case, but she'll say simply: "I was alright just to be in the passenger seat, Bump. But you drove off without me. So...you better make up for that from here on out. You're not leaving me behind, with or without your new passenger." A sour but soft look - maybe even giving a rueful smile if she won - after removing the motorcycle helmet.

Sage the Sloth

A grumpy, annoyed-looking and sarcastic Sloth, Sage is Bump's friend from her youth in Emerald Bay and despite her seemingly lazy nature is surprisingly reliable...though she refuses to show that she'll exert any effort as a matter of pride. Sage is, as implied by the Beast's construction, a self-trained genius with the construction of the All Star's "triathlon vehicles" and everything that goes into them including Extreme Gear crafting. As you can guess...if you raced alongside Bump, she's joining you in your journey!

To the victor goes the spoils, as mentioned: Loads of money and a shiny new trophy, though...hopefully that isn't the most you got out of this adventure.

As one last opportunity, if you want to go on a nice cruise through any of the previous tracks without any stress or worries...well, no time like the present. Be sure to bring anyone special along, it's a hell of a view no matter where you go.

Fight for the Future

In a time that could have been, what was once known as the United Federation and its military arm GUN has become an agent of brutality and suppression. Centralized mega-cities contain the servile members of this new society who slowly are ground into the engine of the Federation, their best and brightest turned into brainwashed cybernetic agents of the mysterious KING Council via a renewed and reinvigorated Academy. The Freedom Fighters are cast down. The world is slowly dying. Strange creatures rise from dens made in the darkened earth and feast on those who struggle to make a life outside of the Federation's walls, evading their

“Annexation” units. There are those who fight even now, but can this place be truly saved?

ACT 1 – Dead Heat Breakers

Through a temporary warp in space and time (either forming right on top of you or nearby enough to spark your curiosity), you and your companions will be transported into a version of this world that immediately gives the impression that something wrong has occurred. You'll be transported into what appears to be the same area as the Great Forest Zone, familiar for those who are acquaintances with the Freedom Fighters...yet.

Level Select: Dust Hill Zone

Welcome to Dust Hill. The land all around, once verdant, has become cracked and dry earth, comparable to visions of the Mojave in its arid nature, though much like the Mojave life does cling here. Off in the distance, an imposing series of tall grey and black buildings lit by a ghostly glow within a thin “membrane” act as the only thing besides the mesas to mar the horizon on this flat land. Strange plants that appear to be swelling with water and nutrients similar to a soft cactus grow around.

If you are friends with Platinum the Rabbit, she will immediately know where you are and urge you to follow her. Otherwise, wandering through the desert will quickly garner the attention of the GUN Annexation Squads, though if you're lucky you'll be encountering them around the same time as they battle a number of Breakers – Mobian mercenaries who battle the forces of GUN and the strange invaders for the sake of the free folk of this world. The Hunter-Killer units are a shockingly advanced breed of combat robot, being nothing less than a painfully lethal effective merger of the power of the Giga-Troopers and the mobility of the Gun Hunters. The Breakers have an effective mix of energy weaponry and explosive projectiles on their side, but the Hunter-Killers are out in full force today and it's clear that you're a target as far as they're concerned.

What's worse, strange creatures appear to rise out of the ground, resembling ambulatory boulders with a variety of features (such as built in guns or drill arms) who will seek to devour anything in the conflicts near their nests: living or dead, and apparently the Hunter Killers are more than keen to lend them a hand if they're near such a nest.

Dust Hill is a war zone, all things considered. You're likely to get into a fair few scraps even trying to get answers, though enough skirmishes or a particularly nasty fight with the Breakers on the brink will luckily bring out the face of the Breakers, and the closest this world has to a hero, standing where Sonic the Hedgehog once stood.

Dillon, the Red Flash

A slender red armadillo clad in black cowboy gear and sporting a pair of engines at his hip, Dillon will show how he got his name by performing the famous spin dash into battle, using the engines in his spin attack form to boost with the force of a bullet train into any hostiles. Even outside of that, the armadillo is a clear combatant. He's able to rend most of the enemies of this world with his bare hands, and has a number of strange crystals he can use to perform one-time effects. In fact, you'll see as the strange rock monsters are defeated the occasional one will release a crystal. When all's said and done, however, he has Dynamite on hand for a pinch.

After an encounter with Dillon, he'll try to ascertain what exactly you're doing out in the no man's land. He's a quiet one, so he'll do it by trying to size you up.

"...If you're just trying to get out of this hell, then come on. "

Platinum will be able to vouch for you.

"They're cool, promise! They love busting up a GUN robot as much as anyone." She'll say it loud and proud, though she's willing to cover for you with an outright lie to that effect if that isn't quite true...

In any case, there's little to be had from trying to reason with the Hunter Killer GUN robots or the small rock monsters. If nothing else, Dillon and his Breakers offer some answers and aren't mindless killing machines. Regardless of your reasoning, following him will lead to a much more fortified area resembling a big city in the old west, including railways, some signs of a mine, and tellingly a plentiful array of gunner nests alongside the walls and borders manned by grizzled veterans in comparison to the relative fresh blood of the Breakers proper.

Level Select: Mirage Saloon

Welcome to the town of Mirage. It's one of the few proper settlements beyond the reach of the Federation's constant hunger for more resources, though they're uncomfortable close to one of the corrupt crime-thick arteries of the Federation, Genocide City. Still, it's a place for people to make a life and the local bar/saloon is the place to make your name as a Breaker to keep the peace around Mirage...though even that meager peace is being slowly threatened. The Breakers can't fight defensively, not forever, but the Federation bit by bit is slowly getting all the resources in the world to throw at the small remainders of freedom. If you ask around about a way to return home, the Breakers will be surprised but mention that they'd be glad to help figure it out once they don't have to worry about survival – the tech of the Federation might be able to take you back once they take it from the KING council.

Dillon at first won't be so willing to trust you with much more than that in terms of intel, he'll want you to earn your keep in this land of scarcity. There's a few tasks you can do to earn goodwill around here. First, the "rock monsters" constantly prey on the livestock and people living near Mirage—while normally they can clean up around the town, it's never a bad idea to have someone protecting the Ranches. Another way to help is to go into the wilderness around Mirage to search for materials for construction and "Tuff Pods" – the nutritious watery plant seen earlier. You have your choice of Dust Hill if you're feeling brave or the Savage Wood zone for a more verdant but violent change of pace – more likely to be attacked by a number of highly evolved rock monsters then stalked by the Hunter Killers.

Lastly, you can do some defensive work – lending a hand in guarding the supply train between Mirage and some neighboring towns with Breaker bases would be appreciated, as the train is under constant attack by GUN – especially the brainwashed Cyborgs of the Academy, who act as the intelligent "boss characters" for these missions if they're vital enough.

Appropriately enough, if you're truly brave, volunteering to hunt these super soldiers and leaders would get you quite a bit of brownie points if you follow through.

If you get Dillon's trust either from showing you're committed to the Breakers or from Platinum's endorsement (or both), he'll reveal the extent of the Intel the Breakers have on the situation. The growth of the Federation is actively contributing to the cultivation and widespread nature of the Rock Monsters,

named "Geodes" from the Federation's own databases. This in turn appears to be connected to the growing lack of resources in the world beyond the Federation's hoarding – the very life of the world itself is being leeched on by these Geodes, it appears.

The concerning part beyond this is that Dillon had recently sent a team of his best Breakers – Team Freedom – on a top priority mission into the heart of Genocide City in order to find the answer to one simple question: Why? What did the Federation have to gain from killing the planet? Ever since the KING Council took over, when Dillon was a very young child, the Federation and GUN went from a potential peacekeeping organization to one of the most nightmarish dystopias this world could have. Team Freedom's job was to find out what the KING Council's purpose is, and how to put a stop to it.

They haven't returned. If the Breakers have any chance of turning this around, Team Freedom's going to have to be rescued and the secret of the United Federation's current reigning government revealed. As you can guess, if you've been making a good show of things so far, and want to take a chance on making sure things play out well here (or so that you can leave here and return to Sonic's World)...you and your crew(or some Breakers provided if you came alone) are prime candidates for the rescue team.

ACT 2 – The True History

The situation is simple. Genocide City is deep in enemy territory, where they have much more resources to throw around. The entire city is their playground, and yet here is where Team Freedom is being held for interrogation. It's up to you how you'll overcome this situation, especially as infiltrating the City will be difficult due to a series of surveillance systems – if the KING Council is made aware, they'll be sending out the Power Trios to hunt you and your allies down within the city limits, made up of cyborg Academy graduates specified in "power", "speed", and "flight", with comparable effectiveness in their chosen statistics as some of the heroes of Sonic's world...and they'll have plenty of trio teams to spare.

Even if you were able to handle that, the Breakers would benefit from having you take a few optional objectives on in order to make any ongoing

efforts against the Federation easier: who knows, the next life you save by doing these now might be your own.

The most immediately appreciated move would be to attack the Academy branch located in Genocide City. These Academies are places where intense training programs are mixed with brainwashing processes and cybernetic enhancements, resulting in hyper competent super soldiers. By dismantling and destroying their source of high level combatants as well as where they're being deployed and controlled from, almost every combat in the near future is going to be easier without a stable source of high level powerful units.

Another immediately appreciated move would be to raid the City for supplies such as food and weapons, with a high payoff if you can subvert the programming of the GUN robots in the City or arsenals. GIGA troopers would be the best even if they're old, as they can be piloted rather than controlled and give a lot of oomph to the Breakers in terms of combat power. Mirage and its allies are starved for high quality materials, too, so even some high powered weapons torn off of GUN robots would be sorely appreciated.

Upon a cursory examination, it'll be clear that many of the areas in Genocide City are holding pens for humans and mobians deemed 'chattel' to the Federation.

As mentioned, the Federation unambiguously is assisting in the promotion of the Rock Monsters and their spread on the planet, which includes nests within the city where undesirables are fed to nourish the boulder-like creatures with crushing maws. Rescuing the chattel and allowing them to escape towards Mirage has obvious benefits, weakening the Federation and allowing the Breakers and their allies to grow.

A low priority but still fairly appreciated activity could also be to simply steal and collect intelligence on the attack plans and patrol routes the Federation maintains, as well as the Geode nests they're attempting to both defend and maintain. That doesn't need much expansion on how that's going to help out in taking the fight to the Federation, does it?

Regardless of how much or how little of the burden you take upon yourself, you are here for one mission: rescuing Team Freedom, held within a detention center much like those holding chattel.

Despite their skill and power, the Breaker team is being drugged and held using paralyzing restraints, requiring an effort to get the restraints off as well as ensure they're sobered up enough to make the escape mission or any side objectives completed on the way back from Genocide City as smooth as possible without risking your main objective.

Team Freedom

The elite group of three Breakers, trusted with striking deep into the heart of enemy territory to seek the truth of the Federation: for good reason, too.

Sash

"Let's show these rocks what it takes to save a planet."

The leader of Team Freedom, Sash is a far cry from the hardbitten and mercenary members of the Breakers – it's immediately evident that she's got a great spirit and a boundless motivation to lend a hand to the people affected by the Federation's brutal ways, willing to lend a hand with a smile even in a place as harsh as Genocide City. A tall mobian resembling a lily-purple dragon with flowing deep purple hair, Sash's training under the Breakers' previously bandit-like roots as a group has made her a powerful combatant even unarmed, utilizing a martial art that allows her to attack with her flowing hair with enough strength to carve through steel.

Carol

"It doesn't matter what the Kings think, I'm not over with them yet!"

Sash's trusted partner in crime, Carol brings the wild power to the group. A green feline mobian with an athletic build, Carol was an early rival turned friend to Sash. She has a much more reckless but dangerously damaging combat style, and what's more Carol is capable of calling forth a motorcycle to use both in combat as well as for transportation purposes. Impetuous, impulsive, and free spirited, Carol is much keener to go her own path than help out – her main drive is to destroy the Federation for daring to think they can shackle and devour her like common cattle, as a matter of pride. Her attacks can smash, slash, and shatter through the walls of Genocide City, and much of the GUN forces in Genocide City's efforts were in order to subdue her first.

Milla

"We're out? What a nice surprise...Let's head home, everyone."

Milla seems out of place among the otherwise highly trained combatants. Shy, gentle, with a hidden kindness and playful nature when the initial walls are down. A cream colored canine mobian with big floppy ears, she is a relatively new member of the Breakers. Despite all this, it's very clear why she's a valued member of the team: She can manipulate "phantom energy" using a mystical alchemical art, creating energy constructs such as cubes and shields a pinch. She also fulfills the role of researcher, helping create new weapons for the Breakers using less and less materials.

Once freed, you and your new comrades will have to escape from the City now that the hornet's nest has been fully kicked. Any previous attempts to undermine their defenses will come in handy here, as they'll even be deploying what appears to be a powerful combatant – an armored alien being known as one of the members of the KING Council, resembling a glittering blue armored "knight". It is to the Academy Graduates what the graduates are to normal mobians, having what appears to be biology comparable to the Zoah(of the "Warrior from Space" modifier) but with enhanced speed and strength, as well as what appears to be the ability to take to the air with massive blue wings.

Whether you defeat the King or simply live to tell the tale as you high tail it and escape into Dust Hill, Sash will inform you of what their intel learned, what truly brought things so far.

This world had a history similar to Sonic's world, but one thing was different. Rather than encountering the Black Arms, GUN encountered the species known as the "rock monsters", their true names being the "Geodes."

The Geodes were a kind of stone that could evolve when they absorbed life force, either directly or by being splashed with the vital life essences of the living, such as blood, chlorophyll, or insect ichor. Though it was a slow process, over hundreds of thousands of years of growing more and more active as well as evolving to hunt and devour life on their planet, they were able to form ambulation, predatory instincts, and eventually sapience as they became better and better at absorbing life force with their own natural weapons. Soon enough, they formed a society focused around self-improvement and the cultivation of their ability of self-evolution.

It came to a head when they found a process known as the "Planet Seed" ritual, creating a dense gem that contained the potential for a planet to hold life – effervescent with Life Force, enough to transform them into what is now known as a Geoking. A hyper-evolved lifeform with powers reminiscent of the "world" they devoured: An ocean planet turns dry, but the Geoking gains power over water. A jungle planet turns to a frozen wasteland, but the Geoking can create and manipulate all manner of plantlife and insects.

Soon, the entire species took to the stars, creating Geoking after Geoking from conquered as their soldiers devoured the planet's life, created boulder-like eggs and fostered more generations of Geodes like the nests now so common on this bright blue world.

However, they encountered a mysterious species with greater power than even they could bring to bear, and were nearly destroyed. Only 5 survivors, the remaining Geokings, remained. They wandered the stars in search of a planet primitive and vibrant enough to restart their glorious people's growth, when they suddenly came across the Space Station ARK...

From there, the Geokings slowly infiltrated GUN, using their great powers and what remained of their advanced technology to subvert the organization's highest leadership and slowly turn it to their whims, using the war against Eggman and the Annexation conflicts with the Mobian kingdoms as a reason to expand their growth until they managed to defeat the Freedom Fighters and their hero, Sonic the Hedgehog.

This is what brought the world under darkness, and the Federation to its current state. Alarmingly, the most pertinent thing is this: The Geokings are moving forward and starting the process to make a Planet Seed of this world. It's a matter of weeks until they purge Genocide City (and all Federation Cities) of life for a population boom of the primitive Geodes and crown a new Geoking, dooming this world to become an inhospitable rock for all eternity.

It's rather grim a prospect. But the time to prepare and hide is over.

Now. It's time to fight.

ACT 3 – Resist and Bite

With the stakes laid bare, it's very clear that there's not a lot of time to dally. Between having directly struck the hornet's nest and the revelation that the planet has a timer, the Breakers are going to prioritize mobilization into the final rush against the Federation and the Geokings, to save the world. Luckily, at this juncture Milla is happy to inform you that she would be able to use the Planet Seed's power to send you back to Sonic's World, if you so desired. Those who didn't have a game plan on returning to the blue marble you started in now have a way out.

Anyone who gathered intel will be able to skip the next step, but the biggest obstacle to stopping this is to find where they're initiating the Planet Seed ritual now and reach it. Those who took the time to gather intel while in Genocide City will be rewarded with seeing a massive cave system map made up of multiple Geode nests. There's a rather conspicuous massive cavern at the center of the system, and curiously a similar amount of defenses set up in the caverns and above it.

Figuring this out now is going to be a pain, as Genocide City will have been fully mobilized and legitimate armies active in both Savage Wood zone and Dust Hill zone, the City itself acting as a painfully hard nut to crack in comparison to infiltrating it before. Once you know where the site is, all it takes from there is moving to assault the Hidden Palace, where the Geokings prepare to devour the world.

Level Select: Hidden Palace Zone

An underground opulent monument to the glory of the Geodes, the Hidden Palace is swarming with advanced Geodes, armed with built in weaponry comparable to the Breakers, vast size and strength. In addition, if you haven't taken precautions or are simply wishing to end the reign of terror with a sense of finality...you are likely to need to destroy and defeat the Geokings. You may have already defeated one in the infiltration, the king of the sky Cobalt Eagle. Four others, the last of their kind, remain as your opposition in various parts of the Hidden Palace, hoping to defend the Planet Seed alongside their boulder-like brothers and sisters.

Cobalt Eagle: Cobalt Eagle was encountered earlier during the initial Genocide City infiltration and will already be defeated if you decided to stand your ground and fight then. The Geoking of a world filled with flying islands, Cobalt is the most reckless and ambitious of the remaining

Geokings, aggressive in his charges using his ability to fly and manipulate the winds around him. He's rather fragile in comparison to most of his fellows, however. He'll be flighty and difficult to pin down, but unfortunately for him the tunnels of Hidden Palace limit his mobility. He's easiest to take down here, despite his urgent desire to defend the Palace.

Cinnabar Tiger: Cinnabar Tiger is a stern, harsh figure in comparison to Cobalt Eagle, they hold the quiet power in their stance as a seasoned martial artist and for a very good reason – they're the most focused on their self-improvement, constantly honing their own form and techniques in combat. The Geoking of a volcanic planet with silicon-based life forms, Cinnabar Tiger mixes explosive fiery powers with a solid and basic form of hand to hand combat. They're clearly the most skilled, but they're also honorable and proud in their combat style and can be forced into a 1 on 1 with no issues instead of taking advantage of any numerical advantages they'd have, or even strategic advantages. In their eyes, if they lose in a duel, they never deserved to have the win at all.

Jade Tortoise: A "zen" and plodding-seeming Geoking, Jade Tortoise hides a razor sharp mind and rapid fire wits under the mask of acting as the "slow old man" of the Geokings, before suddenly striking with his mastery over moss and fungus. Jade Tortoise is in fact the Geoking of a cavernous world, made up of life forms adjusted for dark subterranean ecologies. However, while he does play up the fact he's old and over encumbered, Jade Tortoise has seen much combat and is in fact the most damaged out of the Geokings. As much as this works to his favor as a tactical mind, it means that he's even more fragile than Cobalt Eagle and must make up for this by utilizing camouflage and careful use of his ability to create both hallucinogenic spores from his fungus as well as acidic enzymes on the various forms of moss and lichens he can spread. A trap master who will have to be hunted for carefully to root out, but when found will collapse.

Quartz Mantis: A flamboyant and cheerful member, Quartz Mantis is the youngest of the Geokings with a rather wonderful power though little to no handling over it. Youth and exuberance at least are on Quartz Mantis' side. The Geoking devoured a Hive World's Planet Seed, allowing him to form into swarms of powerful yet small stone insects – each one having a substantial but still limited amount of his power despite their size.

This makes him both a pain to damage as well as a potentially fearsome opponent as each single attack from every member of the swarm could add up to even more than Quartz Mantis could accomplish with a flurry of blows. Again, however, as the youngest and least experienced it's possible to trick him and force his swarm to divide and destroy him bit by bit, with each piece weaker than he would be as a whole being.

Sulfur Lion: A proud and valiant warrior, Sulfur Lion would be considered the Leader of the Geokings in most senses. Venerating the ability to evolve and grow, Sulfur's greatest strength is his adaptability – unlike the other Geokings, he still seeks to devour life force to help evolve his capabilities to overcome new situations despite how meager it is in comparison to the Planet Seed he devoured to become a King. Speaking of, Sulfur Lion's own nature of a Geoking is that he devoured a world of storms and streams, granting him the ability to create lightning bolts as well as generate electricity. He has no major weaknesses, but not many strengths – however, he is rather excellent when it comes to finding counters to unexpected assaults. He's flexible and quick on his feet: overpower him before he can improvise and overcome your strength.

While the battle towards the center of the Hidden Palace zone is one not to be ignored, you'll have the Breakers as an organization behind you in one last ditch effort to free this planet from the grips of a devilish species with no regard for life. Each Geode and Geoking shattered brings the planet one step further to salvation...until you've reached it. The Planet Seed. A simple glowing gem, bright blue and green, almost a mirror of this world's former glory itself. Only a mere fraction of a fraction of its power is enough for Milla, if she were to survive this battle, to send you home. Which is where your decision lies now.

If you so wish, you may simple spend the remainder of your 10 year stay in this world.

Regardless of if you decide that or not, you will be able to create a portal from your extradimensional storage space of choice to the Mirage Saloon, allowing you to mingle and hire with Breakers while within it – a group of armed mobian mercenaries with combat skill.

In addition, any surviving members of the Breakers including Team Freedom and Dillon will join your side, and Platinum the Rabbit (if she is part of your group) will be grateful forever for saving her home and destroying what ruined her life so long ago.

It didn't seem possible, but even a hopeless world like this can be saved, can't it?

The Seven Color Throne

A call goes out across the Zones of the Multiverse. Times and places unseen, their heroes pilfered from both pasts that never occurred and futures that this world will never touch. They are all drawn by a single fiery light. The Throne calls, the promise of royalty too much to be held back by the boundaries of a universe. You are among those it calls. But it's not so easily claimed. Even those prepared to claim the kingdom by sword will be surprised simply by the swerves in who is fought, and what is fought for. Can you claim the throne? Does dominion over a world and its skies hold any value in your mind?

Or do you just wish to find a way out of this crazy place?

ACT 1 - Defend the Rocket Kingdom!

Much like the adventure through the blasted future ruled by GUN, you will be taken to this world through a temporary warp in space and time formed by a strange ritual. You and your companions will be transported into a grand cathedral, surrounded by a circle of knights in transfixingly bright and powerful-looking armors, jets affixed at various hard points and keenly sharpened blades. Despite this, they are not in a battle stance. In fact, it appears that you are the center of a ceremony, and you're not alone. The captain of these armored warriors, a possum mobian, will be very concise with what's going on. This will be appreciated by most of the other summoned figures, as the sounds of battle will ring outside the sanctuary shortly after.

Very simply, you have been called to defend the Crystal Sanctuary, as a force of boar-like invaders armed with advanced technology only comparable to that of the Rocket Knights(as these defenders call themselves), but in greater numbers. The soldiers of this army are known to use swords and rifles, for one.

Their strange engineering also grants them access to hover bikes, “walking” mechs, armored cars, and large shambling battle machines resembling things that would spawn in Dr. Eggman’s scheming mind. Though the Rocket Knights were remiss to call upon outside help, the various interests of this Kingdom (which holds dominion over much of the world) demanded they use the ancient ritual to call for 7 heroes...though you and your companions are a strange addition to the ritual, but not unwelcome. You and these heroic individuals will be asked to lend your aid, which most of them will agree to...more or less.

Trevor

A nebbish and meek mobian male of indeterminate species, Trevor is the least impressive of the group in terms of potential. A humble student from a peaceful world much like Sonic’s, though lacking the battle against Eggman, Trevor does show a shining spark of potential as well as a way to bring something to the table despite his inexperience. Before he was brought to this world, he became his homeland’s first accidental superhero due to his studies into a chaotic transformation energy – giving him the power to shift himself between many different but set forms, each one with unique abilities. The Salamander form allows him to breathe fire, the mouse form allows him to crawl on walls and ceilings alongside a smaller size, the salmon form allows him to breathe underwater and swim quickly, the Lion form is physically mighty and tough, and the hawk form grants the power to fly. While he will not be able to use these all effectively all the way, as the battle goes on and as he acclimates to this world, he will display heroism much like that desired and admired by the Rocket Knights.

Quiet the Wolf

A rather mysterious individual who manifests a rather shy and timid personality, Quiet lives up to her name as a quiet and intense warrior when push comes to shove. She wields a unique weapon capable of changing its form to match her necessity in combat with combat prowess and proficiency to easily make short work of the invaders presented before her, and is otherwise a trained soldier in every way that counts. She’ll warm up if you show an honest desire to speak to her, but it’ll take a while for her to speak up to match it. Likewise, those who show some sense of hostility or distrustful nature will have a difficult time around her.

Zoom the Lemur

Heroic and fearless, Zoom is scrappy and loves an honest bout...especially with people up to no good. Not intimidated by danger in the slightest, she's more than willing to jump into mortal peril and face deadly odds, all while wearing a smile on her face and having the time of her life. However, she's careless and can put herself into danger for little to no reason. Despite this, with her strength and speed she's a prime candidate for the title of hero. Although excitable, Zoom's friendly, polite, helpful and open – a proper positive figure.

Feel the Rabbit

From another history, in place of Sonic the Hedgehog, Feel is the one who became the renowned "Hero of Green Hill", and is well-known for his heroic nature and charming personality. Under the surface however, despite all of his good deeds and battles...Feel doesn't truly care about the betterment of the world, but is more interested in the perks and personal gain from his hero work. He loves that he can be treated as a celebrity all because he can fight and he can win. Feel absolutely loves the fame and adoration, not to mention the spoils of his battles. Feel's strength lies in his unique mutation, which empowered his ears and allows him full mobility of the superhuman appendages to lift heavy objects and use them as extra hands as well as glide through the air. He's more than willing to take to the battle for the Rocket Knights' sake, but he expects adoration from the populace for it.

"The Dragon"

A tall, powerful man in a finely tailored white suit, he doesn't or can't speak during this adventure and doesn't seem to show more than the ability to understand his situation in terms of communication. His title comes from the draconic tattoos prominent on his body when the suit comes off, visible on his arms as well. Despite all this, he is a beast of a man when it comes to raw power. He can hoist hoverbikes over his head and use them as a weapon with no issue, and his durability is second to none among the heroes. He could easily shatter the invading forces with his own two hands, if given the chance.

Pop the Hedgehog

A strangely familiar figure, Pop is a small blue hedgehog mobian resembling Sonic the Hedgehog to a surprising degree.

If asked, she'll claim that she's his sibling...despite Sonic having no family in this iteration of his world. Despite this, her heritage is easy to tell. She's not as blindingly fast but she's athletic and what's more, despite the small size of her sword and its almost toy-like design...it's a truly keen weapon with a honed skill in using it. She takes to the adventure like a fish to water, as she'll mention she's always loved fantasy stories and dreamed of going on a grand adventure. She's likely to form an instant rivalry with Omlette. Birds of a feather, one supposes.

Princess Sara

A true princess in terms of beauty who is unique among the multiverse's peoples due to having animalistic features despite being an otherwise human girl, Sara is the daughter of the leader of another world. However, less inviting is her bratty attitude. A diva with a flair for the dramatic and a love of the spotlight, she's almost Feel's equal in terms of her heroism being fueled by her ego. Despite this, she's actively gracious to her adoring public and isn't afraid to back up her speech with action. A gift of her world's royalty, she is capable of calling upon the light of her soul to produce a defensive energy sphere around herself – allowing her to defend herself, but when combined with a charging tackle also acting as a potent defense.

The battle against the invader Boar Army will be a continuous one. Even when pushing them back from the Crystal Sanctuary, it will be very clear that this is more of a campaign than a battle. However, the Rocket Knights and the people of this kingdom will stand behind you and the other heroes every step of the way if you choose to battle for the Sanctuary. As the days campaigning stretch on, you will learn a bit more about the land incidentally. The Kingdom supposedly spans most of this admittedly small world, the size of the Little Planet, with the central point of this kingdom being the Sanctuary which is supposedly where the grandest artifact of this world sits: The Throne. The Throne controls the sun and stars, the seasons, and the land itself within this realm, even capable of opening gates to other worlds. Whomever control it controls the world. For this reason, the Knights are solemnly sworn on pain of death to defend the Throne from all who may claim it after a dark war with an evil queen long ago.

However, one rogue Rocket Knight has thrown off the oath and leads the charge of the villainous invaders, citing that the "evil queen" was in fact a rightful ruler.

However, it is very clear to the astute that there is no royalty or true leadership amongst the peoples here, simply a chaotic consensus of major power blocs prone to squabbling and indecision. In fact, the adoration of the crowds and respect of the knights appear to be derived from a desire for someone to look up to in times of crisis...a fact which the more egotistic heroes may take advantage of and start to build up their own cliques and groups of followers beyond the unified effort to destroy the invaders. The land itself has a long history of barely holding on due to the lack of anyone considered a true leader. If only someone could sit on the Throne.

Though the battle will take effort, eventually the boar-like army will be pushed into the parts unknown they emerged from. However, the war is far from over. The reason for the summoning ritual will be made clear once the dust clears. The factions of the kingdom now are raising their flag to make a push against the Crystal Sanctuary and finally crown someone to decide the shape of this world with the only seat of power that truly matters in this world: The Throne itself.

ACT 2 – The War of Seven Flags!

The heroes will go their separate ways as this new conflict starts, either joining with the existing power blocs or forming their own groups as they see fit...though a few of them may simply be working to limit the damage of this new civil war. The entire kingdom-planet will not immediately break out into fighting, instead the blocs will be asserting their claim over the throne with their reasoning as well as seizing territory, with skirmishes being few...at first. The Knights are resolute and will not give up the path to the Throne by hook or crook. The longer the tension between the power blocs lasts, the more it becomes inevitable that this conflict will become an all-out battle. It's also clear that this is the breaking point of decades if not centuries of disharmony and dissatisfaction. Truces, ceasefires, and treaties can be formed between the blocs...but peace won't come until the Throne is revealed. There will be a number of factions that rise and fall during the course of the Seven Color war, but it gets its name from the 7 major blocs beyond the Rocket Knights who will continue to stay as contenders.

The Archive: The faction of scholars, engineers, and conservationists, the main goal of the Archive is to preserve the world and its history by claiming the Throne and using its power to look through the past, creating a perfect record as well as recreating portions of this world's history in terms of geography to create "living archives." Similar plans to create habitats to preserve ecological niches exist as well. Their main asset is their array of academic knowledge and access to talented inventors and engineers, allowing them to advance their technology to gain an advantage over their adversaries. Their main drawback is that academic rivalries still flare up at the worst times and many of the members are not ready for the moment this conflict turns bloody as they lack the collective resolve to commit to a full war or the martial talent to .

The Majority: The faction of manual laborers, agrarians and revolutionaries. The Majority is derided as nothing more than essentially an angry mob by the other factions but their numbers and robust nature would take an actual idiot to ignore. They have no unified plan for the Throne, only vague promises of easy living for its members are enough to keep this coalition together. More to the point, the most intelligent members simply want to deny the other factions the Throne out of worries that the already downtrodden workers will become hopeless peons at the hands of the vast majority of the interest groups in the kingdom. Their main asset is their strength and their numbers: farmers, carpenters, construction workers and miners all fall under the Majority for the most part. Their main drawback is that they have no true goal or direction, simply wishing to have the Throne to ease their hard lives and deny it to the other factions.

The House: The faction of merchants, mobsters, and gamblers. A curious quirk of this kingdom's history has made it such that the stock market equivalent and many of the larger markets are some ungodly mix of a financial institution and an out-and-out casino resort. The difference may not be felt for a bit. The House desires wealth and not much else, with the main draw of the Throne being the ability to shift the world's geography to cater to the interests of the high rollers. It's pretty obvious that their asset is their vast amounts of money and what it can bring, as well as the criminal element of the House being a number of willing leg breakers. However, this also causes resentment with much of the other factions and they're the most likely to have the others gang up on them for a variety of reasons.

The Contract: The faction of messengers, assassins, and detectives, the Contract is not necessarily a faction – more of a code that a number of disassociated people follow. The Contract is a set of rules and behaviors as well as shared resource pools used by a number of 'contracted' freelancers, anything from couriers to hired killers. It's hard to tell who's a member of the Contract, and they're only mentioned as a power bloc as the Contract's influence cannot be ignored as anything that would threaten their way of life will be under fire from a shadowy cabal of talented individuals. Their assets are their collection of unique and skilled individuals, as well as the fact they have no true hierarchy as such. Their lack of hierarchy or true chain of command is similarly their weakness, a microcosm of the issue plaguing this world.

The Law: The faction of Judges, jailers, and executioners. The Law is the collective of those who are charged with keeping order in this land, but they rely too heavily on layering precedents and interpretations of ancient strictures to act as leaders in their own right. They seek the Throne, but more than that seek someone to sit and help create new laws and new systems of order to fit the changing nature of this world. Their assets are that they're the most heavily armed of the factions beyond the Knights, but they also are beholden to the very laws and order they seek to preserve.

The Society: The faction of nomads, pathfinders, and scouts. The Society is essentially a club for well known adventurers and seekers of both fortune and the unknown. They're the ones to turn to when diving into danger, and have the rigor and finesse to back it up. The Society simply seeks the Throne to discover what it is, and plumb the depths of the Crystal Sanctuary...as well as perhaps open up doors to new paths to adventure. Their asset is that they're a number of brave seekers of fame, fortune, and truth. Their drawback is that they're a reckless group of tomb raiders and survivalists. Exactly what it says on the label.

The Lodge: The faction of antiquarians, sorcerers, and artists. The Lodge is made up of strange people who peer into the fabric of the world, the nature of their universe, and ponder the meaning of their lives. A great many of them are simply bohemians seeking purpose and color in their lives, but quite a few have managed to discover a true form of magic. Hexes, charms, bewitchings, fortune tellings and even summoning things from beyond the veil...This fact alone making up their greatest asset.

However, their esoteric nature and somewhat quirky beliefs may present setbacks in their plans to seize the Throne.

All the while, the Knights will stand resolute in defending the sanctity of the Crystal Sanctuary and its protected treasure. Until the time comes that someone, anyone, breaks the seal on the Sanctuary, this conflict will only become greater in scope. The Heroes will change sides and try to follow their desires as the conflict goes on, with a few even trying to lay claim to being king or queen of this land. Whoever they, or you, decide to champion will certainly be able to overcome the Rocket Knights and their defenses.

When that day comes, however, the final reveal and the final act will commence. For the Crystal Sanctuary's innermost sanctum is not a vault holding this world's greatest treasure. It is a prison, for the 'rightful ruler' that was sealed away so long ago.

With the laughter of relief and freedom, the Dark Queen will rise from the Sanctuary and begin anew what she had started so long ago. This world may not survive it.

ACT 3 – Challenge of the Dark Queen!

The Dark Queen is a gorgeous woman in robes and jewelry befitting the sorceress royalty she is, black hair flaring in the waves of power produced by her chanting as she begins the work to twist the fabric of reality around the Crystal Sanctuary. Those who studied into the history of the world before this begins may have an inkling of the truth, but the even bolder ones who approach the Dark Queen for answers will get it from the horse's mouth.

The Dark Queen was the last reigning royalty before the Throne was taken by a strange force from outside time and space, a group who had determined that the Throne was overreaching and sealed it away in an observation facility just outside of this kingdom-dimension. With the Throne, the royalty was able to change the world to fit their people and kingdom's will as well as their own – a state of affairs the Dark Queen desires to return to as well as vengeance on the interlopers for sealing her and sending her kingdom into ruin. She'll extend an offer to the Heroes to join her, including yourself.

Whether or not they accept is up to them – some may do it for her favor, or because they believe the Throne's return will finally bring peace to the world. If you accept and join her, she will become your Companion regardless of what happens next. Otherwise, she will simply hasten her chants and send the Crystal Sanctuary and much of the kingdom dimension into the realm between – the void outside of her universe and where the interlopers await with the Throne vaulted away.

The Custodians: A faction of self appointed guardians of space and time, the Custodians had sealed the dark queen into a stasis as well as the Throne due to the danger of her most ambitious project. Using the hero's summoning ritual as a base, The Dark Queen began expand the dimension by opening up Genesis Portals and taxing the world's stability in the process. In order to reach the Throne and make everything right, however, they must be convinced or defeated – the Custodians alone don't have the power to restore what the Dark Queen has just accomplished. They have the ability to "Slow down" time around them, "accelerate" their own time, create "parallel selves" that mirror their actions and temporarily "stop" time utilizing devices that burn up crystallized essences of the fabric of the universe. They also have access to things similar to the Second Eater and the Time Eater, miniature monsters that are born from disruptions in reality.

Taking the Throne is your only hope of fixing the situation now, and undoing the damage done to this world. Once seized, you may decide whether to fully accept its power over this Dimension or simply allow the Dark Queen or whomever you desire reign. No matter the outcome, you may take any surviving heroes (and the Dark Queen) as companions by the end of this journey...and this world will follow you wherever you go, with the loyalty of its people if you so choose to remain its king.