

SONIC
THE HEDGEHOG

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ANIMATION

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Introduction

Welcome to Planet Freedom, home of Sonic the Hedgehog, his best friends Tails the Fox and Knuckles the Echidna, and the infamous Dr. Robotnik! Sonic and his friends live in what's called the Land of the Sky, a collection of islands suspended in the sky by a giant glacier, holding the continents in place and serving as the very backbone for the Land of the Sky. Within the Land of the Sky is South Island, a collection of islands led by the President, along with his beautiful daughter, Sara. Under his leadership, and Sonic's protection, the happy people of Planet Freedom have lived in joy and peace, despite Eggman's constant attempts to conquer them.

Yet below the Land of the Sky, there is another realm: the Land of Darkness, the home of Dr. Robotnik. A desolate cityscape full of traps and machines. There, the mad scientist plans his most diabolical scheme yet, one that may see Sonic destroyed, and the Land of the Sky with him!

But eh, what are the odds of that, right? Not like Sonic and friends haven't done this song and dance before. The old egghead comes up with some crazy scheme to conquer the world, Sonic foils it, Robotnik flees cursing Sonic for defeating him yet again. It's not like Robotnik's latest plan can be all that dangerous, right? ...right?

Well, whatever the case, you'll be spending the next ten years in this world. It's a bit of a strange place, with humans, humans with tails, and beings like Sonic living side by side, but that doesn't mean it's not a beautiful world, one worth protecting. Or conquering, if you're the villainous type.

You start on the same day Sonic and Tails were called to the Capitol, where Robotnik, who has taken the President and his daughter hostage, will spin a tale about how his home, Robotropolis, was stolen by Metal Robotnik, and how the generator powering the city will soon go off, destroying Planet Freedom. Reluctantly, Sonic will agree to help, setting in motion what might be his final adventure...

To help you on your journey, take **1000cp**. You may just end up needing it! Scrape your knuckles, catch some tails, and prepare yourself for a wild adventure!

Backgrounds

You may choose to either keep your gender from the previous jump, or change it by paying 50cp. Those of the **Hero** and **Support** origins may determine their age through a roll of 8 plus a 1d8, though those of the **Support** origin may also roll a 30 plus a 1d20, if they prefer to be older. Those of the **Villain** origin also make a roll of 30 plus a 1d20. You may, alternatively, choose your age by paying 50cp. Any of the following origins may be taken as Drop In origins.

Hero: In another world, you might be called a Freedom Fighter, but in this world? You're just a rad dude out to relax on the beach, hang out with friends, and save the world from evil. All in a day's work, yeah? Despite your young age, you've probably faced down evil countless times, whether it be criminals or the villainous Dr. Robotnik, and you've come out on top every time! But things are looking to change, soon. You might be one of Sonic's friends, or a separate hero entirely, but whoever you are, you may end up needing to help your fellow hero out as the world's foremost evil genius sets in motion a plan that might see the whole world destroyed! But hey, that's what heroes, and friends, do, right?

Support: You may not be the star of the show, but that doesn't mean you're not important! What would Sonic do without his trusted friends, Tails and Knuckles? Or the old owl who brings messages and sometimes takes care of his house? Or the President and his daughter, who has a crush on Sonic, and alright, Sonic could maybe do without some of these people. But you're different! Even if you're not a match for the Fastest Thing Alive, you're still capable of doing a lot of good if you just set your mind to it. Whether it be building gadgets or busting bots or leading the people to peace and happiness, you're one of those who make Planet Freedom a better place to live.

Villain: If the name didn't make it obvious, you are not one of those who make the world a better place to live in. You, in fact, are one of those who make it a worse place to live in. Like Dr. Robotnik, you are someone who's decided to use your talents for selfish, even truly evil purposes. Whether you seek to conquer the Land of the Sky or destroy it, you're definitely no friend of Sonic. You're probably not a friend of Robotnik's either, because only one of you can rule the world, and it's going to be you, not that fat oaf! Unless you're the type who likes being a minion. Robotnik's cadre of robotic minions are quirky enough you might just fit right in, if that's the kind of villain you'd prefer to be.

Species

In this world, there are a wide variety of different creatures that live together in harmony, at least for the most part. But of these different kinds of people, which will you be? A human, a mobian, a machine? The choice is yours!

Human(Free): I'm sure you're already familiar with these particular creatures: two arms, two legs, two eyes and ears and all that. Though interestingly enough, in this world, there are also some humans who possess animalistic features, such as Sara, the President's daughter, with her monkey tail. Anyways, humans tend to be a comparatively weak species, physically speaking, seemingly unable to reach the insane speeds or perform the same feats of strength that some mobians can. Yet despite this, it seems as if it is the humans who wield the political power in this world. The President is human, after all, and even Robotnik technically rules Robotropolis and the Land of Darkness. Will it be the same for you, or will you break the mold?

Mobian(Free/100cp/200cp): Well, alright, technically speaking, you're not really a 'Mobian'. This is Planet Freedom, after all, not Mobius! But you are a being like Sonic and his friends, an anthropomorphic animal of some species or another, be it an owl, a fox, an echidna, a hedgehog, or something else entirely. The exact role your kind have in the Land of the Sky, isn't really known, so you can freely choose to be a citizen somewhere or a free-roamer. For free, you may choose to be something like the Old Man Owl: lacking any real supernatural abilities or power, just being an animal person. For 100cp, you may instead be more like Tails, fast enough to seemingly vanish when you really move, with some gift like flight or strength. While for 200cp, you'll be a match for Sonic, with the kind of speed that will let you travel across the world in minutes, faster than even aircraft or travel via the Warp Zone.

Robot(100cp/300cp): You're a Badnik! One of Robotnik's many, many creations. You might be one of his earlier creations, which resemble animals such as crabs or bees, or maybe you're one of his newest toys, gray robots with heavy set builds, red visors, spikes, and built in-machine guns. As dangerous as that might sound, you tend to be mere fodder for Sonic and his friends, exploding into pink smoke upon being defeated. Unless...maybe that's not the case after all?

For 300cp, you're a masterpiece comparable to Hyper Metal Sonic: stronger than Sonic, as fast if not faster than him, the mere activation of your in-built jets comparable to that of a massive jet engine taking off in terms of power and force. You're far more durable as well, shrugging off blows from the Fastest Thing Alive, enduring explosions, and continuing to fight even heavily battle damaged. You may not be invincible, but it will take being heavily battle damaged and then sinking into lava to kill Hyper Metal Sonic, and even then only because his pride refused to let him accept Sonic's help. Finally, you have powerful, in-built sensors, allowing you to locate areas such as the central point of the glacier needed to destroy the Land of the Sky. These sensors are not perfect, however, as Metal Sonic assumed Sonic was dead after their first fight when he was actually alive.

In case you're worried about being dragged into the 'sibling rivalry' between Sonic and Metal Sonic, or simply don't want to look like a robotic hedgehog, you may choose to be a different if similarly capable Badnik.

You do not have to work for Robotnik as a Badnik, he's simply your creator.

Locations

This world is vast, with the outer dimension, the Land of the Sky and the inner dimension, the Land of Darkness, with all the various territories in those dimensions for you to start in. Roll a 1d7 to decide where you start, or pay 50cp to choose. You :

1. **Sonic's Home:** Home of the Fastest Thing Alive and the coolest guy around, what you see before you is a junkyard of everything from buses to antennas to a wrecked space shuttle that Sonic actually lives in, all nestled against a small mountain. Sonic's home rests on a small island in the middle of a larger, floating island's lake, the island itself covered in greenery, with a great mountain and several smaller ones looking over the floating landscape. The island is, all things considered, relatively isolated, such that messages need to be carried via either telecommunication or by aircraft. It's also picturesque and utterly beautiful, a perfect place for even someone like Sonic to relax!
2. **South Island:** Despite the name, South Island is actually several different floating islands connected together via land bridges, all operating under a single government. A mix of beautiful nature and advanced cityscape, South Island has frequently come under attack by the evil Dr. Robotnik, aiming to conquer them and subject all who live there to his tyrannical rule. Luckily, Sonic has always managed to save the day, foiling Robotnik's schemes time and time again. With this location, you may choose to appear in the Capital, Green Lake City, Forest Town, or any of the other spots in South Island that weren't mentioned over the course of Sonic's story. Word of advice: expect trouble here soon.
3. **Land of Darkness:** If the Land of the Sky is a place of endless beauty, with great mountains and green forests and blue skies and waters, the Land of Darkness is a dismal, dreary place: the skies are blanketed with dark clouds, with desolate landscapes filled with Robotnik's machines and countless traps. While there is a sort of dark beauty to this place, it's not the kind anyone sane would willingly go to for a vacation. Despite the dangers, however, it is possible to navigate the treacherous terrain here, and if you're an ally or minion of Robotnik, this might be a good place to hide out in, or work to help the good Doctor with his latest scheme.

4. **City Ruins:** While Robotnik's story about being driven out of his home by Metal Robotnik might be a lie, something clearly happened here: what you see before you is the ruins of a once great city, highways and skyscrapers and more, all abandoned, damaged, broken, and slowly sinking into the waters. There is some evidence to suggest that this was once New York City, what with the appearance of something resembling the Empire State Building within the city, though whether or not this is true or simply a coincidence is not currently known. Perhaps you can find out the truth with some investigation?
5. **Robotropolis:** Robotnik's 'utopian' city, supposedly run by Metal Robotnik after he drove out Dr. Robotnik himself. This is, of course, total nonsense, and it is still very much Robotnik's base of operations. A massive, seemingly abandoned complex, with lights that form the image of Robotnik at night, it is here that Robotnik is currently developing Hyper Metal Sonic, his greatest creation yet. Also present within Robotropolis is a machine resembling a generator, one that is supposedly going haywire with the potential to blow Planet Freedom to kingdom come. This is also a lie, as it's really another trap to help Robotnik complete Hyper Metal Sonic.
6. **Glacial Centerpoint:** You really, probably shouldn't be here. Leaving aside the terrible cold a icy place like this is filled with, it's also extremely fragile. You are at the northern most tip of the glacier that holds the Land of the Sky together, where the planet's magma is closest to the surface. A puncture here could lead to a magma spill that, if not stopped, would see the very backbone of Planet Freedom shattered, and the continents hurled into outer space, where they would be blown to bits. As I said: you really, probably shouldn't be here.
7. **Warp Zone:** Well now, aren't you lucky? You can start anywhere you'd like, appearing there in a flash of light as you're transported through the warp zone. Don't worry about any space radiation or dimensional tearing, anyone can enter a warp zone, it's simply more convenient to use transportation to traverse the warp zones.

Perks

Perks are discounted for their origin. Discounts are 50% except for 100cp perks, which are free.

Hero

Way Past Cool(100cp): Sonic's a lot of things: arrogant, lazy, sometimes kind of a jerk, but you can never say he's not cool. You've got just the right combination of attitude, spunk, and snark to give off the impression of being the coolest guy around. Even the way you do things is cool, making even something simple like relaxing on the beach make you look like a rad guy. And if you start engaging in actual heroics or fighting, you'll look even more impressive. I've got no doubts that you'll probably get a lot of ladies, or gents if that's what you prefer, swooning over you, even if they're not the same species as you! I mean, Sara's mostly human, but she's absolutely in love with Sonic. Just make sure you balance your coolness or kindness, or you'll just be a jerk.

Just Like A Little Kid With His Toy(100cp): It's not all about being cool or fighting evil, you know: sometimes, you have to learn to just enjoy life! You have a talent for finding small bits of joy in your everyday life, whether it be playing around with your latest invention or going surfing or listening to music. You will never be bored or unsatisfied living a peaceful, quiet life, always finding new ways to make life exciting. This can also help others find similar joy in a quiet life, which can be very useful if you or your friends otherwise have a great deal of stress to deal with. So kick back, relax, and enjoy the sunshine and the music!

Funny Way To Thank Us(200cp): Ambushes. Traps. Attacking someone while their guard is down, leaving them too shocked and unprepared to fight back. All common weapons in a villain's toolbox. Maybe a little too common, because you've learned how to react the moment an ambush or trap is sprung. No more shock or surprise when your arch-nemesis suddenly reveals himself, his robots pointing machine guns at your head, but instead an immediate alertness, your body and mind ready to move instead of leaving you gaping or stunned. If you're capable, this might actually let you turn a trap right back on the one who laid it. This only gives you the ability to instantly react to a trap, not the ability to counter the trap by itself, however.

99 Times Out Of A 100, He's Lying(200cp): Lying is also a common tool in a villain's arsenal, and that's something they definitely overuse, because you can see through any lie. The moment someone tries to deceive you, you'll be immediately aware of it, realizing they're trying to manipulate you. You may not know the actual truth, or why they're trying to deceive you, but you'll always recognize a lie the moment it comes out of someone's mouth, whether it be a friend or a foe or a total stranger trying to lie to you. You'll also have a lot more luck convincing other people that they're being lied to or deceived, which can be helpful when some people think this might be that one other time.

I Know Everything You're Going to Do!(400cp): Strange, isn't it? When faced with a clone or duplicate or robotic copy of yourself, you seem to know everything they do. A clone is heading towards a certain location? You'll know where they're going, as if you were seeing through their eyes. A knock off robotic version of you plans to stab you in the back? It'll be like you're reading their mind, knowing the attack is coming. Your duplicate knows the secret password to the enemy's lair? How convenient, because now you know it, too. And unlike Sonic, you won't have to worry about copycats possessing the same knowledge you do. Just knowing everything your opponent does might not be enough if you can't keep up with them, however.

They're Like Twins(400cp): ...hmm. Perhaps your connection with any duplicates goes deeper than I thought. It's almost as if your personality is infectious, making them act more like you, in ways that will actually help you. Take, for instance, how Metal Sonic will choose to not harm any of Sonic's friends, and will even go as far as to save some of them at a cost to himself. Similarly, any clones or copies or whatnot of you will find themselves unable to hurt the people you care about, destroy the things precious to you. Oh, they might find other ways to mess with you, by dressing them up in your favorite outfits or wrecking your home, but you won't have to worry about the people you love being murdered by someone who just so happens to wear your face.

Sonic's Still Alive(600cp): Hey now, you're the hero of the story. They won't get rid of you that easily, now will they? Sometimes, it will seem as if the world itself is on the side of its protector, as you find yourself catching lucky break after lucky break. In a desperate situation against a powerful enemy? Your allies will show up right in the nick of time to help you! Just about to be killed after being caught in a bad position? Luckily for you, your opponent just ran out of bullets. Tossed to your seeming death after a savage defeat? Your enemy really should have killed you themselves, since you landed in the perfect spot to recover after a few days' rest. This luck can run out quickly if you keep pushing it, so you better take advantage of it while you can!

I Told You!(600cp): You're not some rank amateur or wannabe, you're a real hero! Even if you can't match Sonic's speed or strength, you're just as much of a fighter as he is, with an eye for weakpoints and flaws, and an absolute knowledge of how to use your powers and physical abilities in a fight. Maybe you can't break through your enemy's polymer alloy directly, but you could saw off one of his hands with your spikes and speed. And perhaps you can't dodge all your enemy's missiles, but what if instead you redirected one of them right back at your foe? Even if you can't pull off these specific feats, you can still pull off similarly incredible acts with the strength, speed, and skill you do have. A hero like you is a nightmare to villains everywhere, and a real pain in Robotnik's egg!

Support

I Was Quite The Racer!(100cp): Old Man Owl's time as a capable racer, or pilot in general really, ended some time ago, but hey! That doesn't mean your time has to be over. You're quite the pilot, able to safely fly even a hunk of junk like what Old Man Owl can usually be found in, let alone an actual plane like Tails' pride and joy, the Tornado. Considering the nature of the Land of the Sky, this is rather important for getting places, assuming you don't want to play passenger on someone else's aircraft. Now, don't expect to do anything crazy like dogfighting, just because you're a better pilot than Old Man Owl doesn't mean you're going to be going toe to toe with any of Robotnik's aerial forces. But for civilian flights, you're a pretty good option!

Little Sara!(100cp): Sara might be a spoiled brat with a temper, but she's still a beautiful young woman, as Sonic, Knuckles, and Robotnik can attest. You might be beautiful like her, or you might be more the handsome type, but either way, you're certainly a looker, catching the attention of others easily. And since you look good in any outfit, whether it be a casual outfit or something more formal like a suit or dress, our appearance is only further enhanced! As one last little addition, like Sara, you have a talent for putting on a sweet and innocent act, even if your real personality is more bratty or hot-tempered. You're not going to fool anyone who's actually paying attention, but hey, maybe with your good looks they won't bother?

Finding Treasure Is My Absolute Favorite Pastime!(200cp): Hey wait a second. Knuckles is a treasure hunter? Why does something about that feel off...? Oh well, it's probably nothing important. Anyways, like Knuckles, you've got a knack for treasure hunting, helping you find all the treasure you need to live a comfortable life, maybe even a rich one if you're lucky enough. Yet perhaps more important is that your skill with treasure hunting will help you uncover important details about the world you live in. You might find out about a certain location's past, you might find yourself discovering a doorway to another part of the planet you haven't seen yet, you might even learn about a critical part of the world that, if destroyed, would cause incredible, perhaps even world ending destruction. Hopefully not that last one.

I'll Stop Being Your Hostage~(200cp): Now correct me if I'm wrong, but isn't the hostage taker supposed to be the deciding factor on whether or not someone stays a hostage? Well, I suppose not anymore. Somehow, you've got a way of turning a hostage situation where you're the hostage in your favor. You might find yourself being pampered by your captor's less intelligent goons, or being able to blackmail said captor into continuing to play video games with you after countless rounds in the hopes you'll eventually win, by threatening to stop being their hostage. Even comically abusing them or fighting back might be allowed Even if they have you totally outnumbered and outgunned. There is a certain limit to this, in that they won't simply let you go, and they might eventually grow tired of your demands, but play your cards right, and you might turn a terrifying situation into a game.

Thanks Pal, I Owe You One!(400cp): Timing is an artform, my friend, and you are an artist. If one of your friends or loved ones is in danger, and you immediately move to help them, you will somehow always get there just in time to help, no matter how dire the situation might be. Likewise, your friends will always be able to get you in time to help, or at least try to. This exchange of favors and life saving will usually lead to making the bonds between you even stronger, so much so that you could become best friends with someone who was once your rival after enough times saving each other. Now, you have to be able to actually help the person you're rushing to aid, but as long as you can do that, you'll always be right on time to save the day!

Would You Try It For Me, Brave Man?(400cp): You've certainly got a way of motivating people, don't you? Somehow, you're able to encourage people to do the impossible, to risk their lives and do their best to save the day, with just a simple gesture of belief and affection. A compliment and a kiss on the cheek might be enough to have someone willing to risk their life to divert a lava flow when before they were unsure if such a thing were even possible. Aside from providing them the motivation, this will also give them the courage and a small boost in their abilities and luck as they go about actually performing the tasks. It's not perfect, but if they were already capable of it, this will give them everything they need to see it through!

I Think I Can Use That To Our Advantage!(600cp): Well now, aren't you a clever one? You're a talented inventor, much like Tails, able to build things like fast, safe aerial transportation or jet-propelled bodyboards that can be used for surfing. But your real talent lies with reverse engineering, turning the technology of the enemy against them. With only a small sample of your foe's machinery, some time working on it, and some quick thinking, you can create a weapon that can sabotage or outright destroy the tools of your enemies. Take, for instance, how Tails will be able to tinker with the navigator Robotnik gave him, just a simple watch like machine used to guide Tails and Sonic through the Land of Darkness, and turn it into a device that could track Sonic and Metal Sonic, and sabotage Metal Sonic by forcing him to assimilate more of Sonic's personality. It's not as glamorous as Robotnik's mad science, but it might be more useful in certain situations.

This Is The President!(600cp): South Island's president might not be anything to write home about, but at the very least, he seems to get the job done. When you assume a position of authority and leadership, you'll find that those who follow you or serve you will experience peace and prosperity, and that areas under your leadership tend to flourish, becoming rich and beautiful. You know exactly how to balance constructions of homes and cities for your people with protection of the environment, leading to a prosperous nation under your rule. But what about outside threats, you ask? For those, you'll be able to find heroes willing to stand up and help you, so long as you yourself don't act like a tyrant, with even free spirits being willing to show you respect and acknowledge your authority, even if they don't always obey you, as long as long as you don't try to make an enemy out of them. Maybe when the current President's term is done, you can take his place?

Villain

It's Been A Long Time, Hasn't It?(100cp): Robotnik might be evil, but you can't say he doesn't play the part well. You've got a real talent for playing the bad guy, combining a sense of charm and humor with a devious personality without veering too far onto either side, letting you walk the thin line between acting like a clown and acting like a brute. You certainly know how to make an entrance or appearance, if nothing else, and unlike a certain egghead, when you tell a story, you won't have to worry about anyone falling asleep. This is still acting like a bad guy, so don't expect anyone to really like you, no matter how charming you might be, unless they're already the type like villains or too naive to look past the charm.

He Forced Me To Put On His Clothes(100cp): Ah, I see you're more the petty type of villain, hmm? You have an interesting talent for figuring out the pettiest ways to mess with someone you hate, whether it be giving away their favorite clothes to someone else, impersonating them and ruining their image, or just generally mocking them with their own lines and attitude. You know exactly how to annoy people, and the deeper your own animosity is towards your victim, the more petty, mean tricks you'll discover in order to mess with them and make their day just ever so slightly worse. Is this that useful in the grand scheme of things? Probably not. But sometimes, ruining the day of someone you hate is enough to make your own day.

But What If This Is That One Other Time?(200cp): It's not. It never is, and yet somehow, you'll find people who will think otherwise. You're a decent liar, able to make up crazy yet believable stories that will fool anyone who hasn't already figured out you're a completely dishonest scoundrel. Even those who should know better might at least be willing to give you a chance, even if they still think you're a rat, keeping an eye out for you. Naturally, even the most naive souls will eventually realize you're a liar, and should those who already doubted you discover you tricked them, don't expect them to ever believe you again. But perhaps this is one other time is all you need?

Nobody Try To Help Me!(200cp): Sonic's pride is going to be the death of him, one of these days. Though I suppose the same could be said of a great many heroes and villains. For some reason, your opponents will always try to face you one on one, outright refusing help from others and demanding them to let the two of you fight alone. It doesn't matter if you're stronger than them, if you have some advantage, if you have some trick up your sleeve, or if you're just a total unknown that could be dangerous. Their pride will demand that they fight you alone. This pride will lessen if you defeat them, of course, but even a fight that nearly saw them killed would see them try to fight you alone, only accepting help instead of asking for it. Naturally, this vanishes entirely if others are helping you, since the fight's no longer one on one.

I Am Metal Robotnik!(400cp): To his credit, there are few pilots, if any, as good as Robotnik. Like the not so good Doctor, you're a master at piloting any vehicle or machine you can imagine, with a special talent for piloting giant robots. You're a maestro with such a machine, making it seamlessly move as if it really were a robot controlled by an AI, rather than a machine guided by a human. You know the best ways to use the weapons and equipment of even the most advanced mech, letting you come up with creative uses that would see you giving even multiple powerful foes a hard fight. Finally, you seem to have some odd protection from death if your mecha explodes, so long as your enemies weren't specifically aiming for you. Convenient, that.

Look-A-Like(400cp): In an odd way, this might be the closest a version of Metal Sonic has ever come to truly being the 'real' Sonic. Metal Sonic knows everything about Sonic, and his personality is a dark reflection of the original, too. You yourself have an interesting ability: by mimicking another being, say by being a robotic copy of them or a clone of them or shapeshifting into them or actually being their twin, you can know all their thoughts and feelings, too. This can be very useful if you're trying to impersonate someone, or trying to infiltrate an organization the person is from, or just trying to find where they live. And lucky you, unlike Metal Sonic, you don't have to worry about them knowing all your thoughts or feelings, too.

Scientist Extraordinaire(600cp): For all Robotnik's lies and ego, he really is a genius! And now? So are you. You have a mind comparable to Robotnik's, making you a roboticist and inventor that would go down in history even if you weren't a villain. Creating robotic animals like the various Badniks? Child's play. Developing war-machines with personalities, weaponry, and impressive physical strength? Easy! Building a giant, heavily armed mech that you can pilot, constructing a massive fortress, building a fake generator that serves to scan the personality data of a victim caught in its trap, all of these things are now possible for you. You may even be able to build a robot comparable to Hyper Metal Sonic, who single handedly devastated the Land of the Sky and easily defeated even Sonic. With a mind like yours, not even the sky's the limit!

I'm Going To Completely Destroy The Land of the Sky!(600cp): Robotnik's latest plan is as genius as it is horrifying: by having Hyper Metal Sonic strike the weak point of the glacier at Planet Freedom's North Pole, he will be able to destroy the Land of the Sky, killing everyone but himself and Sara and granting him control of what's left of the world. Now, you too know exactly what you need to wreak maximum havoc for your maximum gain. You'll know the weak points in enemy lines to inflict terror and death on them, you'll see the spots of disunity that can be stirred into panic and chaos, you'll recognize what you need to break to completely destroy the buildings and cities of those who stand against you. And if need be? You'll know how to destroy the world itself so that you can rule over what's left. You'd need to have the ability to exploit those weaknesses, but, well...that's no challenge for someone like you, is it?

Items

Items are discounted for their origin. Discounts are 50% except for 100cp items, which are free. You may, if you wish, import items you already have into similar items you purchase here.

General

Sonic Complete Anime Series(50cp): Here's a fun fact: this particular story was actually only supposed to be the beginning of a much larger series, with countless other adventures taking place on Planet Freedom, and many more battles against the evil Doctor Robotnik. Except it didn't end up finding much success, so instead, what was made was put together into something like a movie, and marketed as such. Well, here you have a collection of discs and tapes from a world where this story actually found success, becoming a proper series instead of simply a two-parter. This is something truly rare, as it's technically not even supposed to exist. You'll find with it a similar series of tapes and discs, except they involve you and your companions as well, at the end of the jump. If lost, stolen, or destroyed, they will be replaced the next day.

Radio(50cp): Sometimes, you just want to lie back and relax, and what's better for helping you relax than music? Here you've got a stylish radio that also doubles as a cassette player, coming with all the music from the Sonic OVA, along with the various radio stations from across Planet Freedom. You can even keep listening to these stations after you leave this world, if you like, though the radio will also connect with other stations native to future worlds after your time here is finished. And you'll never have to worry about losing signal, no matter how far out you go! I mean, just look at where Sonic lives, on an island separate from South Island, let alone the rest of the Land of the Sky, and yet he seemed to have no trouble listening to music through his radio. If lost, stolen, or destroyed, it will be replaced the next day.

Fighting Game(50cp): Hey now, what's this? Looks like you've got yourself a brand new game! And it's a unique one, to say the least: a 3D game, except thanks to holographic technology, it's actually 3D! Perhaps just as unique is that, instead of using a pre-selected roster of characters, the system instead scans the players, projecting a holographic version of them onto a small, solid black board, allowing the players to simulate fights with each other! The game is played via controllers, each round having an unlimited amount of time, like most fighting games ending when one player achieves two victories. This may or may not have been created by Robotnik, and it's probably the only casual item he's made that wasn't actually a trap. If lost, stolen, or destroyed, it will be replaced the next day.

Hero

Bodyboard(100cp): Though oceans are fairly rare, assuming they exist at all, in a world of floating islands and continents, there are plenty of lakes and rivers to be found. And what better way to enjoy the water than surfing? But ah, I hear your question, how can you surf without waves? The answer can be found here: this is a jet-propelled bodyboard, totally safe for use even by children, that can propel one across the water, allowing for quick, safe, and fun travel across the blue. I'm sure you could perform all kinds of tricks with something like this! And the thrust is powerful enough to produce the same kind of waves a motorized boat can, if you want to prank someone by surfing past them and splashing them. If lost, stolen, or destroyed, it will be replaced the next day.

Tornado(200cp): The Tornado is Sonic and Tails' iconic red bi-plane, which they've used for countless adventures and fly all around the Land of the Sky in, and now, you have a version of it yourself! Painted whatever color you'd like, your name proudly emblazoned on the side, the Tornado is a quick and durable aircraft, able to rapidly move across the Land of the Sky even without the use of Warp Zones, and tough enough to survive a crash landing, needing only some quick repair work to be fully functional again. It can even be used as an impromptu battering ram, in case you want to knock your best friend's evil robot clone off of him mid-hair! It does not, however, possess any weaponry of its own. If lost, stolen, or destroyed, it will be replaced in a week's time.

Green Grove(400cp): This is an odd place. Perhaps a sacred place. Who can say? Save that when Sonic will land in a similar place after being brutally beaten by Metal Sonic, and dropped to his seeming death, he will instead find himself alive, and fully recovered, after perhaps only a few days rest if that. There is something healing about this place, something can help someone who was on the verge of death recover, their wounds and exhaustion fading, letting them spring right back into action as if they hadn't been knocking on death's door only a few days prior. After you leave this world, this may be attached to your warehouse, or you may place it down in a fitting part of whatever world you go to instead.

Personal Island(600cp): Now this? This is the life! What you have here is a floating island that is your ideal environment: maybe it's like Sonic's Island, with a smaller island suited for relaxing on a lake in the shadow of the mountains, maybe it's a forested area, maybe it's something more tropical, but whatever it is, it's yours, yours and yours alone! In addition, you also have a surprisingly comfy home built from the wreckage of great vehicles and transports, with everything a hero might need, like a communication system that can let you talk face to face with people around the world, a workshop for repairing damaged vehicles or tinkering with gadgets, a launch bay for any aircraft you have, and of course, places to simply sleep and relax! After you leave this world, this may be attached to your warehouse, or you may place it down in a fitting part of whatever world you go to instead.

Support

Cowboy Hat(100cp): Hey, you have to keep your head protected from the Sun somehow, don't you? This is a nice, comfy hat, one that will perfectly shield your head from the Sun's cruel rays, and make you look stylish while wearing it! It also seems to protect your head from other things, such that if it were to catch on fire because of some lava, for instance, your head wouldn't get burnt or damaged in any way before you could get it off. It may not be anything fancy, but considering how often fancy technology and gizmos fail around here, maybe something simple is better. If lost, stolen, or destroyed, it will be replaced the next day.

President's Rocket(200cp): Speaking of technology failing...ahem! This is the President's personal ship, and his method of transportation across South Island and the Land of the Sky. It's a surprisingly small vessel, only able to fit two people, but it's also a durable one. The glass protecting the cockpit is durable enough that even Knuckles wouldn't be able to break through it with repeated punches and effort, the rocket itself only catching on fire instead of outright melting or instantly exploding when touched by magma. Other than that, however, it's not very fast and possesses no weaponry, and for all its advances, requires a skilled pilot. So, not Old Man Owl, obviously. If lost, stolen, or destroyed, it will be replaced in a week's time.

Navigator(400cp): Robotnik's tech being used against him, a tool used for a clever trap becoming his downfall because he didn't think to get rid of it afterwards? Who ever could have seen that coming? What you have here is a wrist-watch looking device that used to bear Robotnik's face, that has a variety of uses. The most basic one, of course, being its use as a proper navigator, helping you to find the quickest, shortest, safest route to your destination, whatever that might be. But more importantly, with some tinkering, it can be used to back Robotnik's technology, even one as advanced as Hyper Metal Sonic, though the more advanced the machinery, the more time and effort both the modifications and the hacking will require. In future worlds, you may choose for this to affect another faction or scientist's tech instead. If lost, stolen, or destroyed, it will be replaced in a month's time.

Capitol Island(600cp): Whose capitol? Your capitol! What you have here is a great floating island, not unlike one of those within the South Island group, covered in a mix of beautiful cityscape and breathtaking natural scenery, with plenty of people living and working and laughing here. You may choose whether they are human, mobian, or a mix of both. In the center of it all is a building that looks oddly like the White House of another world, with a tasteful and well-designed interior and a great communication center for speaking with other islands. Here, you are respected and admired as a leader, though if you'd rather someone else take the reins, there will always be someone else who can fill in for you. After you leave this world, this may be attached to your warehouse, or you may place it down in a fitting part of whatever world you go to instead.

Villain

Wedding Attire(100cp): Well, Robotnik's not the first villain to kidnap a beautiful woman to try and force her to marry her. You might as well carry on the tradition yourself, don't you think? Here you have two outfits: a lovely white wedding dress, which will suit whoever the bride is well, enhancing their beauty and fitting comfortably. And a wedding suit, distinguished and fashionable, and a comfortable fit as well! Both outfits can be in whatever color you'd like, though the wedding dress is of course by default in white, and the suit is by default in light blue. These outfits can also be used on someone who's willing to marry you without kidnapping, if you'd prefer to not have an unwilling spouse. If lost, stolen, or destroyed, they will be replaced the next day.

Robotnik's Ship(200cp): Very different from the old Egghead's normal gray, spherical vessel, this purple craft with four large thrusters and two frog-like eyes upfront is the mad scientist's ship in this world. And now, you have your own version of the ship! It possesses powerful sensors, which can be further enhanced by linking up with those of allied ships or machines, and is a ship capable of detecting and moving through the Warp Zone, allowing for quick, seemingly instantaneous transportation, though seemingly still not as fast as Sonic when he's giving it his all. It is also the only ship here with weapons, such as a rabbit-shaped rocket that moves too fast for even the Tornado to evade, creating an explosion in your own image! ...it also has a turtle-bot that is supremely slow, but creates a powerful explosion when it latches onto something. Sometimes, Robotnik's just a bit too thematic for his own good. If lost, stolen, or destroyed, it will be replaced in a week's time.

Metal Jumper(400cp): I know what you're thinking, and no, this isn't something like Hyper Metal Sonic. Rather, this is something more along the lines of Metal Robotnik: a huge machine, made in your image, with a sinister, almost demonic appearance, complete with a sinister cloak, horns, and great bat wings backed by thrusters that alone one to fly fast enough to keep up with Sonic and Tails. The machine is, truth be told, one of Robotnik's finest works, made up of a polymer alloy even Sonic can't break through, though the joints are more vulnerable to being sawed through, and can even withstand a direct hit from one of its own missiles. Speaking of which, it possesses a variety of weapons, from bullets to missiles capable of destroying major bridges or producing explosions big enough to engulf skyscrapers. One of the mech's odder weapons is an odd, sticky substance that can trap even the likes of Sonic and Knuckles, leaving them unable to escape without outside help. It can be fired from your gun or the mech's rear, if you're feeling crude. Last but not least, it possesses enough strength that it could potentially crush Knuckles, a powerful fighter himself. It's telling that with this, Robotnik nearly killed Sonic, Tails, and Knuckles all by himself. If lost, stolen, or destroyed, it will be replaced in a month's time.

Robotropolis(600cp): A truly massive fortress, filled with cutting edge technology that would leave even a young genius like Tails amazed, this is your very own Robotropolis, complete with lights that form your image when activated. The place is practically crawling with Badniks of all shapes and kinds, from snails with powerful energy cannons to hornet-like machines with guns on their tails to the more humanoid badniks with red visors and spikes, though you may choose to have those bear body-types more like yours rather than the heavy set robots Robotnik made. Aside from serving as a base and foundry for constructing more machines, Robotropolis also serves as the perfect lab and test site, allowing someone with a mind like Robotnik's to create cutting edge machines that rival even Hyper Metal Sonic, complete with a machine that can be used to scan someone's personality data to create a true Hyper Metal copy. All in all, it's a mad scientist's paradise! After you leave this world, this may be attached to your warehouse, or you may place it down in a fitting part of whatever world you go to instead.

Companions

Companion Import(50–400cp): Where would Sonic be without his friends? Where would Robotnik be without his minions? You, too, have friends and/or minions who want to help you! And if you haven't already, you can make them here. Using this option, you can import or create companions, spending 50cp per companion for a maximum of 400cp for eight companions. Imported or created companions may freely choose any origin, and have 600cp to spend on perks, or on a race.

Canon Companion(50cp): Though perhaps you'd like to bring along a more established character, a more familiar face? If so, this is the option for you! With a purchase here, you can invite someone from this world to join you on your chain, whether it be the smug but kind Sonic, the clever Tails, the mighty Knuckles, the beautiful Sara, the quirky Old Man Owl, or the diabolical Doctor Robotnik! If they agree to join you on your chain by jump's end, they'll be with you for the rest of your adventure. If you do bring Robotnik along, do try to keep him out of trouble, at least as much as you can with someone like the old Egghead?

Old School Classic(50cp): Sonic may be Planet Freedom's greatest hero, but that doesn't mean he's its only hero, or even its first. Before Sonic, there was this chap, a silent type hero who always saved the day, no matter how bad things got. Experienced, skilled, used to fighting the good fight all by himself, he's seen everything, from deadly traps to hordes of enemies to crazy clones. He retired some time ago, however, and whether it was because he could no longer keep up with the forces of evil like Robotnik or because he thought Sonic could handle things himself, well, only he knows. But now, he's come out of retirement, for one reason alone: you. Something about you has drawn this old legend back into the limelight, whether it's because you're a newbie hero he sees potential in, a fellow veteran, an old friend of his, or a villain he sees good in despite everything. With a silent smirk and the kind of attitude only an old veteran can have, he's by your side whether you like it or not!

He possesses the **Way Past Cool**, **Just Like A Little Kid With His Toy**, **Funny Way To Thank Us**, **I Know Everything You're Going to Do!**, and **I Told You!** perks.

Royal Brat(50cp): Sara's childhood friend, or more accurately, Sara's childhood rival, one of the few women who can match her in beauty, power, wealth, and temper. These two were like cats and dogs once upon a time, and they'd probably get right back into catfighting with one another if you let them interact today. Yet if this young woman has one advantage over Sara, it's that unlike the President's daughter, there's an actual leader here. Makes sense, considering unlike Sara, this young lady is supposed to one day take the throne of her kingdom. For some reason, she's taken a liking to you, whether as the dashing hero of her dreams, a fellow future leader, a cute helper, or even a charming bad boy or girl. Stubborn, bossy, but surprisingly loyal and competent, she'll give it her all helping you. Just, ah, don't be surprised if she's competitive around other women you know.

She has the **I Was Quite The Racer!**, **Little Sara!**, **I'll Stop Being Your Hostage~**, **Would You Try It For Me, Brave Man?**, and **This Is The President!** Perks.

Miss Malice(50cp): I didn't know Robotnik had relatives! Or well, I'm assuming they're relatives, given their similar minds and personalities. Doesn't seem to be much love lost between the two of them, however. With a boisterous, over-the-top personality, a need to be the center of attention, and a love for being praised by all those around her, she's a diva among divas, but she's no fool: a professional mad scientist in her own right, Miss Malice is a would be conqueror of the world, with brilliant schemes and cunning plans not unlike those of her more rotund relative. Unlike Robotnik, however, Miss Malice never was able to acquire the infrastructure to support her schemes, so every defeat set her back to square one. It was in this state of total defeat that Miss Malice encountered you, though whether as the foe that's constantly getting in her way, a heartthrob to chase after, a fellow leader, or a fellow mad scientist and villain, that's up to you. Whoever you are, her constant defeats have forced her to rely on you, something which stings her pride something fierce. Still, perhaps you can win her black heart, or at least make her a loyal ally or minion?

She has the **It's Been A Long Time, Hasn't It?**, **He Forced Me To Put On His Clothes, But What If This Is That One Other Time?**, **I Am Metal Robotnik!**, and **Scientist Extraordinaire** perks.

Drawbacks

Nothing in this world comes for free. It's a sad fact of life that everything has its price. The question is, how far are you willing to go to obtain everything you desire?

I'm Afraid Of Lightning!(100cp): It's alright, everyone has their phobias. Some are afraid of bugs, some are afraid of snakes, and some are afraid of really long words. You? You're afraid of lightning. Even if you're normally brave enough to stick your tongue out at giant robots or face a potential apocalypse with a calm state of mind, lightning will have you squeaking and squealing with fear, clinging onto friends and loved ones for safety. Even if you don't see it every day, you'll definitely run into lightning more than a few times over the course of your decade here. Hopefully it won't be during a fight, because your fear of lightning might just make you a sitting duck to the actual threat.

Neither One Of You Can Swim!(100cp): What goes better with Sonic than chili dogs? Drowning. He can't swim, Tails can't swim, and now, you can't either. This might not seem like an issue in a world dominated by floating islands, but you'd be shocked at just how many of them have lakes or other bodies of water, and the Land of Darkness has plenty of water in the forms of oceans and the like. If you have to go on or underneath the water, I'd recommend some manner of mechanical transportation, because trying to do it by yourself may make a certain theme start playing as you find yourself sinking like a rock beneath the waves.

Take Me For A Drive, NOW!(100cp): Listen. Sara's a lovely young woman, with a lot of good qualities, like her genuine loyalty to her friends and family, her willingness to stand up against evil, and her courage to put her own life on the line. She's also a spoiled brat who whines and throws fits when things don't go her way, and that's ignoring her temper. You are now stuck with someone with a similar personality, you can't seem to get rid of them, nor do you really want to. You might be able to bring yourself to tape their mouth shut, but otherwise, you'll let them abuse you all they want. This will not be fun. If you can put up with them for ten years, they'll mellow out, and may be taken as a companion. You masochist.

Oh No, It's That Idiot!(100cp): Oh hey, it's Old Man Owl, your new best friend! A friendly, cheerful, silly fellow, he's blinder than a bat, more clueless than the star of a romance show, and so clumsy it's a miracle he's not dead yet. Perhaps it's because of his bizarre luck, which constantly throws him into danger yet always gets him back out of it? Whatever the case, for the next ten years you'll be constantly pulled into his antics. Whether it be saving him from his latest near-death plane crash, trying to call someone only to reach him instead, or having your inventions wrecked by his bizarre luck causing his misfortune to hit you instead, he'll be a repeated nuisance and time-waster for you. Please be patient with him, he's just a silly old owl.

Strange, Isn't It?!(100cp): Well, at least you'll be memorable. There's something just a touch off about your voice, not so much that it is unbearable or unable to be understood, but such that you can expect more than a few strange looks or snickers at your expense. Perhaps you have a tendency to overact, putting far too much emphasis and emotion into your words to the point it comes off as silly. Perhaps you have a nasally voice, as if you were constantly congested. Perhaps you simply have an accent that it seems like no one else in this whole world has, making it stand out all the more for being utterly unique. Whatever the case may be, don't be surprised if people start imitating your words and voice as a joke.

Bad News Badniks!(200cp): For some reason or another, Robotnik's Badniks seem to be just about everywhere. Even Sonic's island has some of the crab-shaped ones simply walking about, even if all they do is pinch you like a real crab would. Now, wherever you go, you can expect to be dealing with Badniks, which can range from nuisances to real threats. You'll be relaxing on a beach, and find a robot crab pinching you. You'll be moving through the city, and find yourself being sniped at by a snail-shaped Badnik. You'll be wandering through the wilderness, when suddenly centipede-esque Badniks attack. These might not even be under Robotnik's orders, just wild Badniks wandering about that never got told to stop or retreat. Just watch out for ambushes, because you never know when or where you'll find one.

Because Then I'll Have To Marry Robotnik!(200cp): As far as wedding prospects go, I'm fairly certain Robotnik is just about at the bottom. Which is probably at least part of the reason why Robotnik's plan involves killing everyone but himself and Sara, so she has no other options. You've got a similarly nasty baddie who's aiming for your heart, and they'll stop at nothing to claim you for themselves. Kidnapping you? Of course, that's just standard villain procedure! Threatening your family? A good introduction to their in-laws. Mass genocide, culminating in the extinction of all life on Planet Freedom except you and them? Definitely an option. And they're truly abhorrent, even to the wicked, the type you'd rather die than marry. They're also truly dangerous, no matter how love struck and silly they might act, so don't let your guard down.

How Are You Still Alive, Sonic?!(200cp): This might be a question you ask frequently during your time here, because no matter what you do, Sonic just will not go away. If you're a hero, then he's a smug jerk, doing just enough to steal the limelight without really doing anything to help you. If you're a civilian, he's such a free spirit that he won't really listen to you or your authority, just kind of doing whatever he wants, needing incessant begging and pleading just to get him to actually do his hero thing. And if you're a villain, well, expect to be sharing drinks with Robotnik as you both complain about how Sonic's such a pain in your egg, constantly foiling your schemes and making a nuisance of himself. You're going to learn to hate that hedgehog.

Do It For Me?(200cp): You sure do like getting dragged into trouble, don't you? I can't think of any other explanation as to why you keep listening to people asking you to do things you know are dangerous or foolish or both. And you will run into people like this, people who for some reason you agree to do favors for even though you know you're walking into a trap. Because of this, you will have a very exciting life, constantly being throw into new problems and adventures as you try to help the people you care about. Technically speaking, it's not without reward, as you can expect to enjoy a great deal of fame for your actions. But don't expect to have any real peace anytime soon.

Built Out Of The Same Kind Of Parts(200cp): Truth be told, if Robotnik had destroyed the navigator he gave Tails right after Hyper Metal Sonic was completed, or installed a self-destruct system so it couldn't be used against him, he would have won. You have a similar issue in that you keep leaving tools your enemies can turn against you where they can be taken, studied, reverse engineered, or otherwise used in a way that will be a detriment to you. Take, for instance, how Tails was able to use that navigator to track Metal Sonic, or overload Metal Sonic with Sonic's personality right before he could kill Sonic, damaging him and eventually leading to his destruction. Much like how Robotnik destroyed the navigator, you can rid your enemies of these tools, but usually only after they've hurt you in some way.

The Relics Are Sinking Right Into The Ocean...(300cp): Something happened in the Land of Darkness a long time ago. A bustling city, not much different from what you would find in the Land of the Sky, was left in ruins, slowly sinking into the water. Whatever calamity reduced the civilization of the Land of Darkness to ruins, it's happening again, this time for the entire Planet Freedom. Is it some kind of terrible natural disaster, something that must be confronted with a brilliant mind and heroes willing to save those in danger? Is it some terrible weapon or machine, one on a timer that must be stopped before nothing is left? Is it some kind of god of destruction, roaring and raging against civilization itself? That's for you to find out. But whatever it is, you must stop it. For should you fail...you will perish, too.

Could This Be Metal Robotnik?(300cp): Wait a second. Robotnik was lying. Metal Robotnik is just a mech he pilots, and the robot generator is just a trap for Sonic to obtain his personality data for Hyper Metal Sonic. So what is this, then? Metal Robotnik, leading a legion of shockingly dangerous, powerful, almost demonic robots has risen from the Land of Darkness, and launched a full scale assault on the Land of the Sky. And he's even more dangerous than he already was as a mech piloted by Robotnik, lacking any of the Doctor's silly behavior. This is no longer just an adventure or a battle against evil, this is a full-scale war, with the robot generator being used to fuel Metal Robotnik's war machine, fueling the foundries constantly pumping out legion upon legion of the deadly, humanoid robots that serve the mechanical tyrant. And should it look like he'll lose, Metal Robotnik will set the robot generator to overload, creating a giant explosion if it's not stopped in time.

Huh. I guess this was that one other time where Robotnik was honest after all.

One Bad Egg(300cp): For as silly as he acts, for as much of a joke as he's made out to be, this might be one of the more dangerous and deranged versions of Robotnik around. A brilliant inventor and an excellent pilot, Robotnik came close to killing Sonic, Tails, and Knuckles himself, and that's ignoring the invention of Hyper Metal Sonic or how he came close to wiping out all life on the planet. And now? He's after you. For some reason or another, Robotnik wants you dead, and will put all his brainpower and firepower into seeing it done. Newer and deadlier machines, powerful mechs, horrifically destructive schemes, and even robots on par with Hyper Metal Sonic, though thankfully, these are far more rare. And he will learn from his mistakes after every defeat, doing his best to fix any flaws or counter any strategies used against him.

For ten years, you will have to deal with a mind as brilliant as it is twisted, who's just as determined to kill you as he is to kill Sonic. Good luck. If taken with the previous drawback, Robotnik and Metal Robotnik will work together to see you dead.

When You Awaken...Kill Him!(300cp): This is something more evil than even Metal Robotnik: a Hyper Metal Jumper. This machine is to you what Hyper Metal Sonic was to the original Sonic, being faster, stronger, tougher, and overall deadlier than you. It knows all your thoughts, your likes and dislikes, your entire history, and it exists solely to destroy you and take your place as the real Jumper. You alone cannot defeat it: just as Sonic was utterly defeated in his first fight with Metal, and nearly killed in his second fight as well, a one-on-one fight can only end in your destruction. Only the help of your friends, companions, allies, and minions can give you any hope of victory. There can be only one Jumper. And this machine is determined to be that one.

If taken with the previous drawback, Robotnik will attempt to salvage Hyper Metal Jumper if it is destroyed, correcting whatever tricks you and your group used to defeat it. You can stop this, however, and I recommend you do so, lest you deal with an even deadlier foe.

We'll Be The Only Ones Left(300cp): Robotnik has won. The Land of the Sky has been completely destroyed, Sonic and his friends are all dead, and all that remains is Robotnik, his Badniks, Hyper Metal Sonic, and a broken Sara, living on within the Land of Darkness, the only remaining dimension on Planet Freedom. There is only one thing left for you to do: if you cannot save Planet Freedom, you must avenge it. Robotnik's empire must fall, and the seeds for a new world free of his evil sown, so that eventually, something new and beautiful may flower once more. Even the dark beauty of an empire of your own would be preferable to allowing the man who destroyed the Land of the Sky to define this world's future forever.

If taken with **The Relics Are Sinking Right Into The Ocean...**, the disaster will only threaten you, not Robotnik or his empire. If taken with **How Are You Still Alive, Sonic?!**, you will instead have Metal Sonic pestering you when he's not outright trying to kill you. If taken with **Could This Be Metal Robotnik?**, the two Robotniks have agreed to share rule over the Land of Darkness, and you will face not the silly Badniks Robotnik usually uses, but a disciplined army of deadly machines. If taken with **One Bad Egg**, Robotnik will have already prepared for your attack on his domain, and you will need to wage a decade long war in order to defeat him. If taken with **When You Awaken...Kill Him!**, well...I hope you have companions to help you against your robotic counterpart. Because there is no one else alive who will.

Ending

The game's over, the show's come to an end, and it's time for you to continue your story, though whether you'll continue your story here for somewhere else is up to you:

Go Home: Maybe you've decided you'd rather relax on a sunny beach then keep up your journey. You've been adventuring for so long, and you'd just like some rest. If so, you may take all that you have earned back with you, whether they be perks, items, companions, or more. Take care, Jumper.

Stay Here: Or maybe you don't want to leave this world just yet? After all, there's so much of this world left to discover, right? If so, you may choose to end your chain and remain in this world. Time will resume in your original world, you will be declared missing for a time and then eventually assumed dead. Your family, friends, and loved ones will mourn you, but eventually find peace.

Move On: Or perhaps you are not yet ready to end your journey? In which case, you will once more continue on to a new world, onto a new adventure. Wherever you go from here, I wish you luck!

Notes

So what's the backstory? What's beyond South Island? No one knows! Originally, the Sonic OVA was actually the pilot episodes for a Sonic anime show, but they didn't land well, and so instead, they were remade into a singular OVA, the original Sonic the Hedgehog: The Movie. Or at least, that's how it was branded in the West.

There are some hints that this might be a 'post-apocalyptic Earth' kind of thing, as the city seen in the Land of Darkness has the Empire State Building, or something resembling it, within, but the city is in ruins and slowly sinking into the ocean. I was half-tempted to make a drawback where Chaos was the cause of the Land of Darkness destruction, but only the city is flooded, not the rest of the world, and besides, this was pre-Sonic Adventure, anyways.

What's Robotnik's deal? Also, Robotnik? Not Eggman? I'll answer the second half first: as always, this is a localisation thing, with him being Eggman in the original version (and Metal Robotnik being Black Eggman instead) and Robotnik in the sub, but I decided I like the connection between Robotnik calling his alter ego Metal Robotnik while calling his greatest creation Metal Sonic more. Even in the dub, you can see his fighting game character is called 'Dr. Eggman' as in the sub.

Now, as for Robotnik, again, we don't know. Is he a native to the Land of Darkness? Is he the cause of its destruction, or a survivor of whatever happened? Was he originally from the Land of the Sky, but came to the Land of Darkness? Robotnik himself says he once lived 'peacefully' in Robotropolis, calling it his home and a utopia, but then again, that entire story was a blatant lie, so him being from there could be a lie. Then again, the President didn't immediately call him out, going 'wait, no, you're from the Land of the Sky' or something, so maybe he is? Eh, who knows.

I personally go with the idea that he's from the Land of the Sky, and simply went down to the Land of Darkness. At least in the dub, a few of Robotnik's lines are about how he will finally be proven as a scientific genius, how Metal Sonic will engrave his name in history forever and give him the recognition he deserves. He's also extremely eager to see the Land of the Sky completely destroyed, but wants to repopulate the world with Sara. So I go with the idea OVA Robotnik was once a scientist in the Land of the Sky, got pissed off because he felt he wasn't being recognized enough, and decided to go full 'I'll show them all!' Feel free to fanwank.

So wait, what's Robotnik's plan? Essentially, using Hyper Metal Sonic as a 'living' weapon, Robotnik plans to puncture a specific point in the great glacier holding the Land of the Sky together. This is the point where, if the tip of the glacier is punctured, the magma beneath the continents can rush to the surface, melting all the ice. As the glacier falls apart, the continents will no longer be connected, not to each other or to the planet. The rotation of the planet would then hurl the continents into space, where they would be blown to pieces.

This would, naturally, kill everyone living there. And since the Land of Darkness is empty of any life aside from Robotnik and his Badniks, this would make Robotnik ruler of what was left of the planet. And Sara, for all that she gets to beat Robotnik around for comedic effect, is still an ordinary young woman who is helpless against Robotnik's Badniks. With everyone else dead, she'd have no choice but to marry Robotnik, thus leaving only Robotnik's lineage to inherit the Earth.

It's a surprisingly dark plan, especially considering how goofy Robotnik is portrayed as, even after the plan is revealed. Granted, it's also an incredibly silly plan if you try to think about it logically, but this is Sonic. Logic need not apply.

Wait, so are the islands floating or not? What's up with the glacier? The islands are floating, but are also connected to and by the glacier. Somehow. No, really: we see the islands floating, we know they're in the sky, even aside from the fact that it's called the Land of the Sky. Except it's mentioned repeatedly how there's a huge glacier that joins the continents together, and we see how the destruction of the glacier would leave the planet barren. So maybe the glacier has some kind of effect holding everything together without actually touching them? Maybe? I kind of just went with it.

What's up with Metal Robotnik's 'demonic' robots? The word 'demonic' is explicitly used by Robotnik as part of his story. While it's an exaggeration in the actual movie, the robots are seen as more humanoid and serious compared to Robotnik's Badniks, carrying machine guns and acting like something from a more serious show. We never actually get to see them fight Sonic, since they're not actually real, but at least in the fake story, they easily tear through Robotnik's own forces. So think less 'demon-looking robots' and more 'anime terminators'. Except slightly feminine.