Sonic R (+Rivals+Riders+Racing)

Welcome to the world of Sonic the Hedgehog. You almost certainly know the drill. Superspeed balls of fur or scales or… feathers? Animal people who fight against nefarious scientists, maddened gods, conquering aliens, and ancient civilizations.

Unlike other Jumps you'll find in this setting, the focus of your time here is racing - the thing that you'd think would happen more in a world with so many speedy little guys. Weirdly, half the time they're not even racing on foot, where you'd expect them to… ah well! The stakes shouldn't be *extremely* high this time. Just a couple black holes, a demon or two. Don't worry about it - just go on and race!

You'll need a boost or two if you're going to be competitive, though. Thankfully I'll pass you along these:

1000 Rings

Now, let's see what we can get you with these…

Origins

For your Origins, you'll be combining two of the below. You may choose to be a Human, Robot, or a "Mobian" (the animal people, if that's unclear), decide your sex, and decide your age, all for free.

The first decision will determine what kinds of Perks you get discounts on.

Cameo: … Oh? You appear as yourself, as you were in your last Jump. This is the Drop-In Option. A mysterious racer from another world… I'm sure the others are excited to see what you can do! You get **(IN DEVELOPMENT)** Discounts from each Price Tier of Perks (100, 200, and 400).

Heroes: Like Sonic and his myriad friends. They're mostly Mobians. Their focus is largely on working together and using the environment to their advantage.

Rivals: Like Jet and his Babylon Rogues, or like the many antiheroes. Their focus is on ensuring they're the best there is at what they do and singling out racers that need knocking down a peg or two.

Villains: Like Eggman and his mechanical army. You'll mostly find Humans and Robots on this side. Their primary focus is on sabotage and underhanded methods of winning, though they're also often the guys who *create* the tracks people race on, so I suppose we gotta thank em.

Second, you'll be deciding what you use to keep up in this world of races.

Driver: The classic of racing spinoffs everywhere. Your Discounted Items will mostly be your car, upgrades to that car, and a surprising arsenal that can handle most threats.

Speedster: Ah, that's more like it. You're au natural in your speediness. You could in theory hop aboard the other options used around here, if you wanted to "play fair." Your Items include a lot of classic and modern Sonic powerups.

Rider: The ever-popular Extreme Gear. Mostly air boards, though scooters and air skates are common enough, too.

Perks

Perks are discounted to their Origin, with discounts that push a purchase below 100 Rings making that Perk free.

General Perks

Gotta Go Fast (Free for this Jump, 200 Rings to Keep)
What? This is a Sonic universe. Even if you're *not* gonna be running around competitively, you probably want to be able to run fast to keep up with most folks here. Even Eggman has been seen keeping pace with his blue adversary on occasion. As for yourself, you're somewhere close to Sonic's allies and friends in terms of speed. This doesn't make you faster than Sonic the Hedgehog himself, at least on its own, but thankfully he's playing nice and sticking to Extreme Gear and Karts.

Gotta Go Everywhere (Free/200 Rings)
Outer space, the depths of the ocean, other dimensions… The world of Sonic is chock full of strange places to race, and now you're able to survive in all of them regardless of your own physiology. So long as you're there to race, you can be a fire elemental next to a pineapple under the sea or… anything in the depths of space with no problems.

For 200 points, you're also incredibly adaptable. When competing on race tracks that aren't suited to your means of locomotion you'll be able to find a way to make it work. Driving your big weighty car through a tunnel meant for Extreme Gear or on-foot racing? You'll find or make an alternative route. Need to cross the ocean on foot? Maybe you'll find a way to leap from one scrap of land to the next, or just outright run on water. You may even find shortcuts the usual racers on these tracks can't abuse.

All In Good Fun (Free, Temporary)
Did… did you just drop a nuclear bomb on Amy Rose!? It's just a race, chill ou- oh. Oh she's fine. Huh. You'll find that while racing your powers, and those of your allies and opponents, are simply incapable of doing lasting harm.

Vehicular Transformation (100 Rings)
There are some characters who've participated in this race who outright transform into their vehicles. With this Perk, you may turn any Purchase of **Extreme Gear** or **A Sweet Ride** (including items you've Imported into those purchases) into an Alt-Form that you can take. You may apply any vehicular upgrades you want to this Alt-Form, both here and in future Jumps. With a purchase of this Perk, you may Import one of your Companions as a **Rider** (if you chose to be an **Extreme Gear**) or **Driver** (if you chose to be **A Sweet Ride**) for free, not counting as one of your 8 Companions. They receive any Perks you purchased other than this one, and have to deal with any Drawbacks you took as well.

Hero Perks

Item Box Transfer (100 Rings)
You can now teleport items from your hands to a willing ally's hands, so long as you know roughly where the ally is (for example, if they're on the same racetrack you're on).

Skim Boost (100 Rings)
Is one of your teammates down on their speed or down on their luck? With this, simply zooming past them will give them a speed boost right there and then. The faster you are moving compared to them, the bigger the boost. Keep your friends in the race!

So Much Better Than Alone (200 Rings)
Teamwork makes the dream work, or something like that. When working together with others who have different skills than you, it brings out the best in your own skills and in theirs. As a speedster without much of a brain or brawn, working with a supergenius and a martial artist will see you get just a little bit faster, while they find their problem solving skills and physical prowess pushed just a little further. This stacks with other teammates who have this Perk.

Trail of Teamwork (200 Rings)
You know a bunch of techniques for helping allies keep up with you on the race track. The Slingshot is the simplest and always usable. You leave a field of energy behind you that only your allies can make use of. Allies trailing behind you start charging a speed boost - the longer they stay in position behind you, the larger the boost is when they leave. If you're on an Extreme Gear, you're likely familiar with Turbulence (if you use an Air-based gear) or Gravity Rings (if you use a Gravity-based gear). With this Perk the ones you create only work for your friends, and work *better* for your friends. This can also apply to other AOE buffs you may have that normally are indiscriminate in who they help.

Team Sync (400 Rings)
When working towards a common goal, you and your allies synchronise to an absurd degree. You barely need to communicate with each other to set each other up for victory, and when you do talk to each other, the plans you hatch draw out the absolute best of what makes you a team. If you or an ally happens to have telepathy or something similar, its range extends to at least the active area of your operations (for example, an entire track you're racing on), and the thoughts you mean to transmit through telepathy happen twice as fast as your normal thought processes.

Team Ultimate (400 Rings)
As you race together and work together, you and your allies build up a special power. At full charge, this energy can be used to unleash a golden super boost that makes you unshakable and blisteringly fast. Each of you can use this boost on your own, but you'll find that it'll last longer and be stronger if you all use it at once, lasting about 15 seconds, though it can last longer if you continue helping each other out while boosting. Outside of races, this can empower you in other ways, depending on the situation.

Rival Perks

Speed/Power/Fly Type (100 Rings, Single Purchase Per Character)
You may or may not have noticed, but teams of three are pretty common in the Sonic universe, often sharing a similar format. Take the Babylon Rogues. Jet is a Speed Type, able to go even faster than the usual folks around here and grind on rails when others can't manage. Meanwhile, Wave as a Fly Type can soar through the air for a short while. And Storm as a Power Type can plow through most obstacles in his way. With this Perk, you choose one of these three archetypes and gain the associated power.

Acrobat (100 Rings)
How is that car doing a 1080? Don't worry about it, it just is. You're an expert at flipping and stunting in the air, even in larger vehicles. You can safely land from any height so long as you made your fall sufficiently stylish. So go on and hop from that helicopter with nothing but a slab of metal to snowboard down hills of concrete, you'll be fine as long as you let out a whoop and do a bunch of flips and spins on the way down!

Rival Takedown (200 Rings)
You are… impressively skilled at knocking others around, compared to your own strength. Shunt your opponents and you'll disorient them at minimum, or make them spin out at worst. You're stronger than you appear, capable of pushing around enemy cars even while on foot. And if your opponent is smaller than you… well, they're gonna rue the day they got too close.

The Treasure's With Me (200 Rings)
Much like Knuckles, Rouge, and the Babylon Rogues, you've got a nose for ancient relics and fabulous riches. You're skilled at looking through old records, reading between the lines, and figuring out the exact location of long-forgotten (or not so forgotten) treasures. You know how to slip through traps set in the places these riches are kept, whether they're spike traps and darts in a temple or a laser grid in a museum.

Legendary Wind Master (400 Rings)
Jet the Hawk better watch out - there's a peer on his tail. You're an expert at sensing and controlling the wind. You can create gusts that can knock others off balance, and sense the flow of wind to enhance your control of Extreme Gear and similar vehicles, as well as using the wind to improve any flying abilities you may have.

Chaos Control (400 Rings)
Shadow's trademark move. Warp space and time to teleport short distances with this. You'll need a bit of time to recharge, about a minute, though collecting rings and smacking your fellow racers around will speed up its recharge. Most tracks (and in the future, most Jumps) also have dimensional tears you can use Chaos Control to ride along, serving as shortcuts worth aiming for.

Villain Perks

Doctor Eggman Stops to Cheat (100 Rings)
You're an expert at putting together technological boobytraps, especially in the middle of a race, and setting them to prepare your ground. Thankfully, unlike a certain dastardly guy, you're also incredibly aware of your own traps, and can always find a way to avoid them. This effect is greatest when you're already in the lead, allowing you to practically build an impassable wall of traps that your opponents are going to have to reckon with.

This Race Brought To You By Jumper Industries (100 Rings)
Those engineering skills also mean you're impressively good at designing racetracks and obstacle courses from scratch. You might need some labor to make your design reality, but surely that's not a problem for you? Maybe if you can goad your enemies into taking you on in these tracks, you could turn them into a way to get rid of them for good!

Villainous Vacation (200 Rings)
"Wait… didn't you take over 99% of the world just a month ago? Weren't you trying to drain the entire world's lifeforce the other day? I thought you were in a max security prison! Oh, sure, yeah, you can race with us." Maybe it's *because* you're the one building these racetracks, but like Eggman, Zavok, and several more villains from throughout the Sonic Universe, you'll find yourself free to invite yourself to the heroes' lighter and funner endeavors, like races and parties, regardless of exactly how vile your actions outside those events were. Long as you don't use these gatherings for… *too* villainous of schemes, nobody will care much that you pointed a gun at their heads just the other day.

Clean Sweep (200 Rings)
You have an eye for discarded tech and scrap. If you were to pick through the remnants of a fight between Sonic and Eggman, you'd likely be able to find and identify high quality parts and valuable materials you could then turn around and make a profit on (or use for your own ends), and parse it out from the rubbish. All the while, you'd be able to make a name for yourself as someone who cleans up other people's messes. An *environmentalist*, even, ha! In future Jumps you'll be similarly talented at scooping up, scavenging, sorting, and selling the remnants of other people's messes, regardless of their nature.

World Domination, Advanced Technology (400 Rings)
You're a brilliant supergenius, of course. And an impressive engineer. The tech of the Babylonians is easy for you to reverse engineer and even improve on. And of course you're an expert on crafting robots and giant mechs. If you can find the funding and resources, you'll find conquering the world… well, not easy, not with that pesky blue menace around. But possibly doable?

Say Cheese (400 Rings)
On a certain island, a certain mirror copy… or descendant, or something… of a certain mad genius came up with a dangerous device - a camera that converts its subject into a card.

Through magic or technology, you can now replicate this matter-conversion effect. Those you convert are semi-aware of their surroundings, and if you convert a mystical object of some kind into a card, you can use that card the same way you'd use the object in its original form. Note that anyone in contact with one of these cards can convert the card back to the person or object it was originally.

Items

Items are Discounted to their Origin, with Discounts that push an Item's price below 100 Rings making that Item free. Items can be bought more than once, but are not discounted on subsequent purchases.

General Items

Sonic *R*ecreation (50 Rings)
A small room filled with a collection of all the Sonic racing games, and means to play them. From Sonic R to Sonic Cross Worlds Racing and beyond, it's all here. The room can be attached to your Warehouse, or placed somewhere in the world.

Rushing Sounds (50 Rings)
You now have the soundtracks of all of Sonic's racing games, in vinyl, CD, Blu-Ray, and digital collections, as well as any other mediums you might have access to. If you have ways to make music just… play from nowhere, this Item adds itself to those, too.

Race Track (400 -> 100 Rings)
If you're a fan of any of the locations from Sonic's racing games, you may take a copy of them with you. In future Jumps they can be either accessible from your Warehouse, adapted to fit into suitable locations across the Jump. No one will think it's weird that SEGA Carnival is sitting right in the center of Brockton Bay - from the locals' perspective it's been there for years. For Sonic Rivals and Rivals 2's Tracks, you only do one "lap," start to finish, unless you have a **Traveling Ring**. For Crossworlds' traveling Tracks, they function as per the **Traveling Ring** Item's version of them. For tracks that appear in different games, you get all versions of that track. After your first purchase of a Racing Course, you may purchase additional Courses for 100 Rings each.

Speedster Items

These Shoes Were Made for Running (100 Rings)
A pair of ordinary shoes and gloves customized to your liking. Though they lack any special tech, they're incredibly durable, and can withstand abrasions at absolutely horrific speeds. You can import any gloves or shoes onto this set.

Alt Outfit (200 Rings)
This is a full outfit. The gloves and shoes have similar features to These Shoes, but when worn as an ensemble, these outfits come with boosts to related powers. Wear musician outfits to empower your music, for instance, or a racer's outfit to enhance your own speed, or a knight's outfit to sharpen your skills with a weapon. There are plenty of options here, so go for it!

Lightspeed Module (200 Rings)
This module, attached to your shoes, allows you to travel across rings at lightspeed, collecting them as you go. In future Jumps you'll be able to Light Speed Dash across any similar strings of valuable objects.

Elemental Shield (200 Rings)
A handheld item capsule containing a sphere-like barrier that surrounds you, yet doesn't impede your movements. Once activated, you'll be protected from one hit. The barrier you purchase can be one of the following three: a Flame Shield, which can launch you forward and do damage to foes that touch it, a Bubble Shield, which lets you breathe underwater and bounce to great heights, or a Magnetic Shield, which draws Rings and treasure towards you. Additional purchases give you additional capsules which can have their own type of Elemental Shield. A new capsule appears in your Warehouse once used.

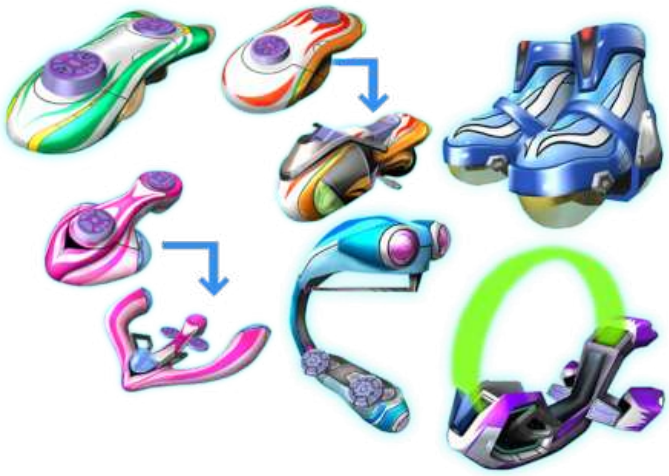
Wispon (400/100 Rings)
A special weapon that is enhanced by a Wisp - a strange alien lifeform - that possesses it. The weapon's shape and the type of Wisp that can hide inside it. You can import any weapon you've acquired up to now to grant it Wisp compatibility. The Wisp is a Follower, and will reappear in your Warehouse if something were to happen to it. You can also purchase additional Wisps on their own, allowing you to use different types as needed. Need to soar to the goal? A Crimson Wisp can turn your Wispon into a glider. Need to scream through the water? Use a Yellow Wisp to turn it into a Drill!

Racer's Chaos Emeralds (600 Rings, counts as a purchase of Racing Courses)
… Are these real, or just a really good imitation? Hmm. These seven gemstones can be used to activate your Super Mode. During this Jump, your power in this form is limited - it's *merely* an exceptional boost to your speed and power to the peak of what racers can achieve, fueled by Rings, so be sure to collect fifty to properly make use of them. Thankfully, unlike the canon Emeralds, these can't be made to scatter to the four winds, so you won't have to recollect them post-race. Most notably, these Emeralds also serve as a portal to a **Race Track** - Sonic R's **Radiant Emerald**.

Onyx Island (600 Rings, counts as a purchase of Racing Courses)
This island, cast through time by a madman, is actually the future version of Angel Island - Knuckles' home. Many years of being the home of the Master Emerald has made this once-flying island fertile and diverse in its ecosystem… and there are many secrets waiting throughout it. You won't find the Master Emerald here, but if you can provide its old altar a great enough source of power, this island can rise into the sky once more. In addition, this island comes with **Race Tracks**, most of them from Sonic Rivals - **Forest Falls Zone**, **Colosseum Highway Zone**, **Sky Park Zone**, **Crystal Mountain Zone**, **Death Yard Zone**, and **Meteor Base Zone**. In addition, all Race Tracks set in **Sky Sanctuary** are still here.

Rider Items

Extreme Gear (100/200 Rings)



Technology that dates back to the time of the Babylonians, these are a type of personnel-scale transportation device that abuses the Kutta-Joukowski Theorem to- look, it just floats. They come in several varieties, and can run on Air or Gravity based technology. Yours can be of the Board, Bike, Skate, Air Ride, Yacht, or Wheel Types, and are customized to your preferences. They can also be stored in smaller carrying case forms. For 200 Rings, your Extreme Gear can transform between two forms. You may Import any object large enough to fit one of the types to turn it into an Extreme Gear - for example, a normal surf or skateboard, a sword that's about the right size, a pair of roller skates, or a mundane motorcycle. You may also choose any Extreme Gear not specifically listed below.

Bashōsen (200 Rings)

A pair of war fans. With a flick of the wrist, you can produce tiny tornadoes with these to knock your foes off course. If you have other forms of aerokinesis, or more importantly if your Extreme Gear runs on Air-based tech, these fans also enhance the power of those, allowing your Extreme Gear to launch significantly faster… and, I guess, empowering your wind powers.

Gravity Band (200 Rings)

An accessory capable of being worn on the wrist or ankles of most people, though it can be worn otherwise. It's used largely for storing and releasing gravitational energy as Gravity Control - a means to warp gravity for near-instant changing of directions. With it, a burst of gravitational force can launch the user and nearby objects in almost any direction.

Babylon Airship (400 Rings)

A blimp-shaped airship outfitted with everything a group of nine would need to make their base. It travels by propeller based thrust… and is surprisingly fast for a vehicle of its type. You have a personal office here, as well, complete with displays for your own Extreme Gear or Extreme-Gear-Sized-Objects.

The Treasure of Babylon (400 Rings)

The very first Extreme Gear, created by the Babylonians… or a very convincing double. It… appears to be a flying carpet, but is made of the same material as modern, air-based Extreme Gear. It's a bit inefficient with its Air Boosts, but can achieve full flight while also drawing out its rider's innate acrobatic or destructive potential.

Ark of the Cosmos (400 Rings)
A piece of Babylonian tech sized to be worn, and the devices that **Gravity Bands** are based on. As such, it has the same Gravity Control powers that the Gravity Band can. In addition, it can take Gravity Control even further with the Gravity Dive - which creates a tiny singularity that pulls the user and nearby debris at high speed towards a single point before vanishing, leaving both the user and the debris gliding through the air. A skilled user can launch themselves off this debris to move even faster in a manuever called Meteor Burst. Outside of races, this thing can also serve as an extraordinary power source - converting gravity directly into other forms of energy using an advanced form of magnetism.

In canon, there's only five of these, but now you have your own. Thankfully, yours doesn't fall under the authority of the Master Unit.

Jumpervice Corp (600 Rings, counts as a purchase of Racing Courses)
Congrats, you're now the owner of your own tech company, centered around Extreme Gear! Aside from the opportunity to make bank with your own bespoke hover-riding technology, this allows you to provide Extreme Gear to your Companions and Followers for free. It's staffed by your choice of 100 Egg Pawns or SCR-GPs, who count as Followers and are replaced if lost. It comes with a factory capable of producing any Items worth 200 Rings or less that you've purchased from this Jump, and also happens to have the following **Race Tracks** from the Sonic Riders series: **Egg Factory**, **Ice Factory**, **Meteortech Sparkworks**, and **Meteortech Premises**.

Babylon Garden (600 Rings, counts as a purchase of Racing Courses)
Originally an ancient spaceship built by the Babylonians, this flying island is filled with anti-gravity and air-based technology… and now, a copy of it is now yours. Flying drones guard the perimeter of this place at your command. The Babylon Guardian watches over its central keep. You also get a cube-shaped key that lets you call the Garden to your location - unlike the original, you do not need the Chaos Emeralds to activate it. If you have bought an **Ark of the Cosmos**, this flying base can revert to its true form and achieve faster-than-light spaceflight with gravity manipulation… thankfully, it won't lose control of this overwhelming power unprompted, reducing the risk of actual black holes consuming the local star system.

This purchase comes with the **Race Tracks** from the Sonic Riders series: **Babylon Garden**, **Sky Road**, **Digital Dimension**, **Mobius Strip**, and **Astral Babylon**.

Driver Items

A Sweet Ride (100 Rings)
Ah, the automobile. Favorite way to race of many a world. You might find it strange that a hedgehog that can break the sound barrier on a whim would want to race in something like this, but it makes things more interesting. It's a bit bulkier than the go-karts you might have seen elsewhere, but is pretty fast and flexible - capable of managing the loop de loops you'll find throughout Sonic's world with relative ease. You may import any personal-scale vehicle you already own to give it the speed needed to keep up in these races, and you may import any racing machine from the Sonic Racing series that isn't specifically listed below.

Transformation Machine (200 Rings)
Is that a car, or… a plane? A boat? Ahhhh, it's all three. With this module, all of your personal-scale vehicles can become effective all-terrain machines, capable of transforming as needed between a land, water, and sky traversing form. During races it's often strictly regulated what form you'll be using and when, but out of races you'll have free control over your vehicle's transformations.

Performance Parts (200 Rings)
A bundle of parts that can be used to modify almost any vehicle, increasing one stat while reducing another. With these wheels (or thrusters if you're in an **Extreme Gear**), rear chassis, and front chassis, you can optimize your vehicle's acceleration, the power of any speed bursts you activate, its defense, its handling, or its top speed with this. In future Jumps, you'll get more parts for upgrading any vehicles you might come across in the same way.

Pack of Items (200 Rings)
A set of two item capsules containing useful items. Bowling Bombs, Ice Cannons, Confusing Stars, Blowfish, Mega Horns, and so many more - any item found in the Sonic and Sega All Stars racing games, aside from the All Star or Wisps. These items will return to your Warehouse after use.

Wisp Passenger (400 Rings)
A Wisp that lives in your Kart, or any other vehicle you happen to have. You decide the Wisp type, and multiple purchases nets you multiple Wisps, though only one can ride in a given vehicle at a time. Their powers work similarly to their counterparts in Team Sonic Racing. The little guy gets tuckered out after using its power, needing a lap to recharge. It's a Follower, so if something happens to it, it'll reappear in your Warehouse.

All Star (400 Rings)
An ephemeral star in an item capsule. When used while racing in this world, it temporarily adapts your existing powers into a form that will help you win the race. In future Jumps, it similarly can be used to temporarily adapt your powers towards whatever task you're working towards, even if turning Super Saiyan and shooting Kamehamehas or summoning armies of the dead really shouldn't be able to help. In this Jump and this Jump only, the All Star reappears in

your Warehouse immediately after being used, so you can pick it back up in between races. In future Jumps, it takes a full year to recharge.

Travel Ring (600 Rings, counts as a purchase of Racing Courses)
Are you tired of this particular racetrack? Just use this, and the race will be diverted to a different race track elsewhere in the world. The ring will reappear in your Warehouse after use. Maybe the change in pace will improve your luck? In future Jumps you can use this to travel from one location in the Jump to another, similar location elsewhere in the Jump. It comes with the following **Race Tracks** from Sonic Racing - CrossWorlds: **Cyber Space**, **Dinosaur Jungle**, **Dragon Road**, **Galactic Parade**, **Holoska**, **Kraken Bay**, **Magma Planet**, **Metropolis Speedway**, **Roulette Road**, **Sky Road**, and **White Cave**. These tracks can be used as intermission laps for other tracks, connectors between tracks, or done standalone. When done standalone, these tracks start just outside your Travel Ring, which will serve as the starting line and finish line. At the end of the section, they loop you back to the start of the track.

Companions

Import (Free/100 Rings/400 Rings)
First, if you happen to have any Companions that have been in a Sonic Racing Game, you may Import them for free using this option, with them not counting towards your Companion cap. For everyone else, you may spend 100 Rings to import one of your Companions, for a bulk purchase of 400 Rings to bring your maximum amount of Companions. They all come with a Perk and Item Origin (though the free Imports are limited to their most suitable Origins, for example Jet the Hawk as a **Rival Rider**), as well as 600 Rings to spend on Perks and Items.

Canon Racers (Free/100 Rings)
Maybe you want to bring some of the racers with you? From Sonic to Eggman, from Tails Doll to Spongebob Squarepants, any character that's been in a Sonic Racing Game of any kind can be invited as Companions for free. For 100 Rings per set, I'll see to it that three of your favorites will form a friendship (or friendly rivalry) with you that makes them inclined to join you going forward, if only to have another chance to beat you on the track. They come with any Perks or Items that they canonically own within the various Sonic Racing games, as well as 400 Rings to spend on Perks and Items.

SEGA Rally (100 Rings)
Is there a SEGA character that hasn't joined Sonic on the racetrack, someone you really want to come with you? With this, you may summon a single such character here to take part in the racing. They take the Cameo Perk Origin, and may choose whichever Item Origin you want. They get 600 Rings to spend on Perks and Items.

Blue Falcon (200 Rings)
This futuristic racer arrived here from another world. He's the best of the best back home, and a skilled bounty hunter off the track. He's a **Cameo Driver**, with **Power-Type** leanings, with a **Sweet Ride** based on his old one back home. It doesn't transform, but can hover over water and take flight on its own power. He's reckless and aggressive on the track, all too happy to ram his vehicle into others or spin the vehicle against a nearby wall to push himself forward even faster.

Red Lightning (200 Rings)
This human speedster's visited… *a* Sonic's world before, but this sure isn't it. Still, he's willing to relax and take part in any racing you're planning on doing. He's a **Cameo Speedster**, with a **Speed-Type** focus. His **Alt-Costume** is his super suit, which is designed to help him go even faster. He'll come and go during your stay here, but if you're relatively heroic and willing to keep the racing going, he's down to tag along with you. This guy is one of the few Sonic might *actually* get out of his car or off his Extreme Gear for a race with.

Pink Blob (200 Rings)
This adorable little guy is a glutton for adventure… and a glutton in general. He's a **Cameo Rider**, with **Flight-Type** powers. He's highly adaptable, and can pull off abilities similar to the

use of Wisps, simply by eating bits and pieces from the race track. Be careful you don’t shoot a weapon at him when he’s hungry - he might turn it back on you!

Drawbacks

IN DEVELOPMENT

Extended Stay (+100 Rings)
+10 Years in this Jump.

Winner's Podium (+100/200/300 Rings)
Victory can be sweet… and defeat can be devastating. You must complete at least one major racing event in the top three each year. You can take this multiple times to increase the number of events you must achieve high placements in each year, or increase the reward of each purchase by increasing the placement you must receive - for 200 Rings you'll have to hit second place, for 300 Rings you'll need to get first.

Sonic Lockout (+100 Rings)
Your Perks, powers, and Items have been sealed away… with the notable exception of your Body Mod and any Perks, powers, and Items you acquired from other Sonic the Hedgehog Jumps.

> **Full Power Lockout (+200 Rings, Requires Sonic Lockout)**
> Or with this additional Drawback, your Perks and powers are restricted to only your Body Mod and Perks from this Jump. You shouldn't need anything else to race, right?
> **Full Item Lockout (+200 Rings, Requires Sonic Lockout)**
> With this additional Drawback, you'll find that you can't access your items, except for any tied to your Body Mod or bought here in this Jump. Your Warehouse Access is restricted too - items that normally reappear there are instead delivered to you by Omochao in between races.

Companion Lockout (200 Rings)
No Out-of-Jump Companions - you'll need to recruit from within the Jump for team races. If you Imported Companions, they can still buy Perks and Items, they simply… can't leave your Warehouse.

Hyperlight (200 Rings)
Regardless of your actual size and weight, somehow reality shifts to make you catastrophically lightweight whenever it would be bad for you. Don't expect your max speed to be especially high, and light taps from even tiny racers like Charmey Bee on an Extreme Gear will send you spinning out even if you're in a heavily armored tank.

Hyperheavy (200 Rings)
Regardless of your actual size and weight, somehow reality shifts to make you catastrophically heavyweight whenever it would be bad for you. You'll take much longer to accelerate, and offroading is just not an option for you, just to start with.

Metal Jumper (400 Rings)
Before you go looking at me, I have *no idea* how or why Eggman made a robot version of you with all your powers and equipment. *I don't!*

He intended for it to destroy Sonic, but it's gone rogue as Eggman's machines often do, and is now obsessed with defeating *you*. On the racetrack. If you took Power Lockout or Item Lockout, this Metal Jumper is likewise limited. As you race, it will learn your approach to racing, and develop as best of a counter to it as it can manage. At the end of the Jump, you'll need to race it one on one, one last time across a grand prix. If you lose, your Jumpchain fails. If you win, you can bring the Metal Jumper along with you as a Companion.

Scenarios

Sonic R-Verse

Normally, your time here would be a pastiche of every Sonic Racing game, with new tracks, racing styles, and racers joining as time goes on. The rest of the Sonic universe simply… wouldn't happen in your view.

That is no longer the case. You'll start in Sonic Drift - Sonic CD has already played out, with Sonic, Tails, Amy, and Eggman ending up racing against one another for nebulous reasons. Shortly after, you'll find yourself arriving on Angel Island alongside Sonic, Tails, and Eggman… In the events that follow, you'll race through tracks based on Sonic 3 and Knuckles, as well as Sonic the Hedgehog: Triple Trouble. Weirdly, these races will determine the fate of the Chaos Emeralds, the Master Emerald, Angel Island, and the world. Sometimes they're punctuated by strange remixes of boss battles from those games, though they're redesigned to threaten you on a race track. You'll need clever use of any items and powers you have, as well as the track itself, to defeat these foes. Weirdly, the Perk **All In Good Fun** stops working during these conflicts. Maybe because these races are for actual, dangerous stakes?

Okay, weird, but fine. Shortly after, events will calm down enough to set up the races of Sonic Drift 2. Fair enough… and then you'll find yourself drawn into Knuckles' adventures with the Chaotix and Tails' adventures in the skies, then Sonic's labyrinthine treks. Once again, all is remixed and redesigned to make racing the main means of solving conflicts.

This is gonna happen a lot throughout your time here, isn't it?

In between each racing adventure, you'll find yourself pulled along into every major Sonic story and a fair number of the Sonic side stories, suitably adjusted to require you winning races through increasingly unhinged remixes of the stages and boss battles. Space Colony ARK falling from the heavens? Better race on the burning face of the station, around that giant Biolizard intent on killing you all, to gather the energy needed to send it back where it came from. Sonic adopts a weird little robot? Show it your racing skills, or it will not obey. You find yourself in an adaptation of the Arabian Nights or Arthurian Legend? Yep, you're gonna have to race karts and Extreme Gear and such through those ancient sands and fairytale lands. Eggman made an interstellar amusement park? You better believe there's gonna be a grand prix up there. Zombot apocalypses? Not gonna stop you from getting the gold!

Your job is to survive whatever life-or-death races you end up in. This will almost certainly require you to win whatever races stop the world from blowing up or aliens eating everyone or time itself falling apart or whatever the current issue is. And it's *always* gonna come down to you. You can eke out some wins for the bad guys if you're a Villain, but remember that some of these races have incredibly heavy stakes.

Once you've made it to and through Sonic Racing: Crossworlds, the Scenario finishes in success. You'll receive a special **Gold Trophy** for every game story you personally won the most races in, as well as a series of regulation **Race Tracks** based on the unregulated tracks you raced through.

Each **Gold Trophy** is worth 50 Rings, to be spent in this Jump.

Sonic's Mega-Schweetz Racing Collection

Surprise! Turns out, this entire Jump happens inside an Arcade Cabinet that somehow houses a collection of Sonic the Hedgehog's many racing games. The machine connects to Game Central Station, where many other game characters hang out when not entertaining arcade-goers.

As a temporary bonus for taking this Scenario, you become immortal while within your own arcade cabinet. Just don't die outside your game. As Sonic's warned us a hundred times, that's no good. Note that it's a chain fail if your cabinet gets unplugged due to being "broken," so don't do anything too silly while the players are watching.

Grand Prix will potentially be more difficult, though more numerous, as you'll need to either be piloted by a player against arcade-tier CPU racers, or be one of the CPU racers against potentially incredibly good players. And that's not even counting the requirements to get on the starting line. Every night, there's a race that determines who's on the character select screen the next day. If you need to win a Grand Prix for one reason or another (for example, due to your Drawbacks), you'll need to place highly in this race first.

It's a practice you share with your sister game, Sugar Rush. Speaking of, there's something screwy going on over there. You might want to check in on that.

If you do, you'll find yourself embroiled in a candy-coated mystery surrounding a young girl who appears on the arcade cabinet's casing but hasn't appeared even once in the character select screen. You'll need to help her take part in and finish a single nightly race if you are to get to the bottom of this, but it seems the entire game's population is opposed to your efforts.

It doesn't help that the girl, Vanellope, not only doesn't have a vehicle but also seems horrifically out of practice when it comes to racing. You'll need to train her, furnish her with a vehicle (if you don't have a spare, there are plenty of options ranging from having one illicitly built from the create-a-kart mode in her own game or stealing something from your own game), and sneak her into the lineup - something that will require you to provide a coin-shaped object for her to slam dunk into the entry fee box.

Unlike a similar version of this story you may have heard of before, a certain dissatisfied old school game villain won't appear to help any of this along (unless you brought him as a Companion) - it's all on you to overcome any complications that come up. Thankfully this also means no weird bug monsters. Just know that the other racers, especially one King Candy, will do everything in their power to stop Vanellope's attempt, for good if they can.

Upon Vanellope crossing the finish line, the world rewrites itself and reveals its true nature - the "ruler" of this candy dystopia is actually a racer from another game - one that was unplugged due to his going off-script ages ago. He'll attempt to get to the castle, intending to reset the world back the his own design. You'll need to beat him there, or all of this will have been for

naught; you'll be banished from Sugar Rush, and Vanellope will remain an outcast for the rest of the game's days.

Defeat him in this final race alongside Vanellope, and you can oust him from the game altogether. You'll learn that Vanellope was originally the main character of Sugar Rush, and its queen. You'll be rewarded for your efforts in restoring her to power.

100 Rings are the prize simply for getting her over the finish line in 15th place. If you can get her to 9th place - enough for her to be on the Character Select - you'll receive **150 Rings** instead, with each additional placement up granting 50 more Rings (**200 Rings** for 8, **250 Rings** for 7th, and so on, up to **500 Rings** for 2nd). If she wins the whole thing, you'll instead receive **700 Rings**.

In addition, you gain access to the entire world of Sugar Rush, including its **Race Tracks**. The **Sugar Rush Arcade Cabinet** and **Sonic Racing Collection Arcade Cabinet** will appear in your Warehouse, and simply desiring to visit while in contact with the cabinet will bring you once more into the game world.

Finally, you now have the opportunity to ask **Vanellope von Schweets** or any of the other racers in Sugar Rush to join you as Companions. If they agree, they gain 600 Rings to spend here, and keep their karts for free as **Sweet Rides**.

Sonic vs Mario Racing

Well, well, well, look who's shown their face! It's-a him, Mario! Sometime around a third of the way through your Jump, at a time where most racers are bouncing between 2D on-foot races and speeding around on fancy Extreme Gear, the portly plumber arrives and throws down the gauntlet. You'll need to pick a side, and fast, as Team Mario challenges Team Sonic to a massive grand prix each year. Each year will bring forth a best of the best of the newest race tracks both universes have to offer at the time, inching their way from Sonic Riders/Rivals and Mario Kart DS/Wii towards Sonic Racing: Crossworlds and Super Mario Kart World.

Whichever team you join up with, you'll want to strive for victory. You pass or fail as a cohesive group, your teammates' overall placement in these massive races being the deciding factor for points rewarded. Strive not just to place highly, but ensure that your allies place high too!

Winning each Grand Prix grants you the **Race Tracks** the opposing team provided to that Grand Prix. If your team won the most Grand Prix over the course of Mario's challenges, you'll receive a special reward depending on which side you joined.

First, you get 11 Companions from the team you joined, who share one Companion Slot. They're heavily focused on racing, compared to other versions of them you might know, but maybe that'll be useful. They come with a collection of items native to their world, used during their races, and a **Team Garage** of their preferred vehicles from across their racing games. Secondly, well…

If you joined Team Sonic, you yoink **Mario's M-Cap** off his head and take it for your own. This iconic hat has some unusual properties. It can hold 99 of any and all items you could fit in a normal hat of its dimensions, for one thing. It also enhances your acrobatic prowess, can turn into a parachute of sorts, and if thrown at enemies allows you to temporarily control them. It can be Imported onto any hat you might own.

If you joined Team Mario, you pull **Sonic's Buckle Shoes** off his feet and claim them as yours. They fit no matter your shoe size and enhance your speed to start at Sonic's own baseline, while being resilient enough to not take damage from extended contact with the ground. They also improve your balance, allow Light Speed Dashes through Rings and other symbols of wealth, and can fire off incredible gusts of wind with sweeping kicks. They can be Imported onto any pair of shoes you might own.

Ending

Hall of Fame: You've had your fun racing around, and it's time to go home? I can understand that. Here's 500 Rings to buy yourself something nice before you go.

Another Lap: If you wanna stay here and race for the rest of your life, we can arrange that. Let me give you 1000 Rings just to make sure you have everything you could want.

To The Next Event: Time to continue your chain, then! Let's get moving!