

Play the Intro!

Snooping as usual I see. Pingas hehe. Why did I say that? Simple because this is the world of the Adventures of Sonic The Hedgehog. Sonic's first animated Series. Yes FIRST animated series. But you may know of it because of the meme "Pingas". Well this is the place where it comes from. And the best way to describe it would be "Sonic the Hedgehog meets Looney Tunes" But things are gonna get silly and weird here so might as well takes these

1000 Chili Points

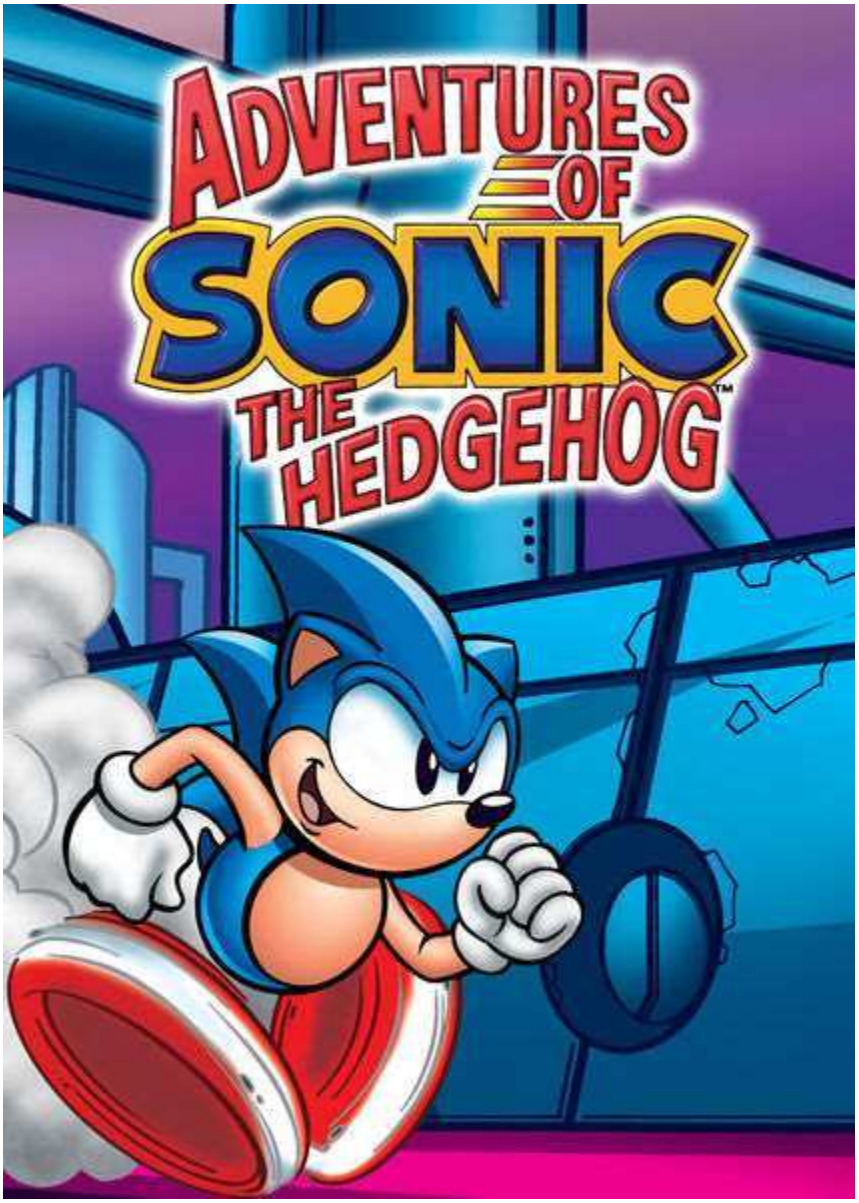
You will be staying here until the Christmas Special happens so about three years.

Origins

Speedster: You are speedy and rebellious teen

Youth: You are a youngster that has plenty of potential

Perks



Discounted perks 50% off as a reminder

General

Toon Physics (Free for here, 400): This place is weird. Its basically what you would get if you took Looney Tunes and add Sonic to it. However, to explain this perk I must explain how Toon Physics works. You see many consider Toon Physics to be straight up Reality Warping. It is but with a catch it will only activate when used in defense and only when its funny. For example, getting blown up and your body is

just very charred? Funny. Using a chainsaw against someone who has slighted you? Not funny. In fact, if you use it in a way that is not funny or if you are not using it self-defense (or to defend others Popeye is a good example of that) it won't activate at all and leaving you defenseless for a bit if you don't have another way to fight. Basically, this reality warping as long as what you are doing is funny and only used in defense.

Speedster

Lets juice! (100 CP, Free for Speedster): You are a fountain of catchphrase aren't you. It seems like you have a one liner for everything. There might be a one liner for every situation but knowing how to use them is the trick. That's what this perk is for. Not only coming up with One liners but also using them properly.

Trustworthy Face(200 CP, Discount for Speedster): Well, if there's one thing that might make things difficult in your jump chain is gaining trust. For some reason or another people might expect something from you. Like you are going to lead them to a trap or backstab them. Not with this. With this perk people will trust you more. This can be used for blending in with the crowd, getting the people to trust you more, or for infiltrations

Super Speed (400 UP, Discount for Speedster): Well, it wouldn't be a Sonic setting without the ability to move at Sonic Speeds. You can do that now. This also comes with two additional boons. First you are durable enough to take hits from lightning with little damage, this will be helpful to prevent you from getting to messed up when you run into a wall. Second you gain the Super Sonic Triple Spin. The Super Sonic Triple Spin is a maneuver where Sonic curls up into a spiky ball and begins to spin around rapidly, using his quills as blades. The ability has a wide range of uses, ranging from battling robots, ripping plants apart, or burrowing underground. And now this ability is now yours. Its amazing how you don't puke while doing this.

The Good Guys always win (600 CP, Discount for Speedster): Its an odd thing about this setting. Sonic for some reason always wins in this series. How? Plot armor of course! Things seemed to go his way or finds a clue when he needs it. Now this plot armor is yours. However even with this you can still lose. It won't guarantee your victory but it does give you the edge you need. The rest is up to you



Youth

Cute Child (100 CP, Free for Youth): There's no way of getting around it. You're cute. You know it and other know it to. You can use this to your advantage, if you wish. But basically you are cute. You'll be viewed as a kid and well most people will let some of your actions go unpunished. Murder? They attacked first! Trespassing? You can simply say you got lost. Rape? Yeah no that's when the protection for this perk loses it effectiveness.

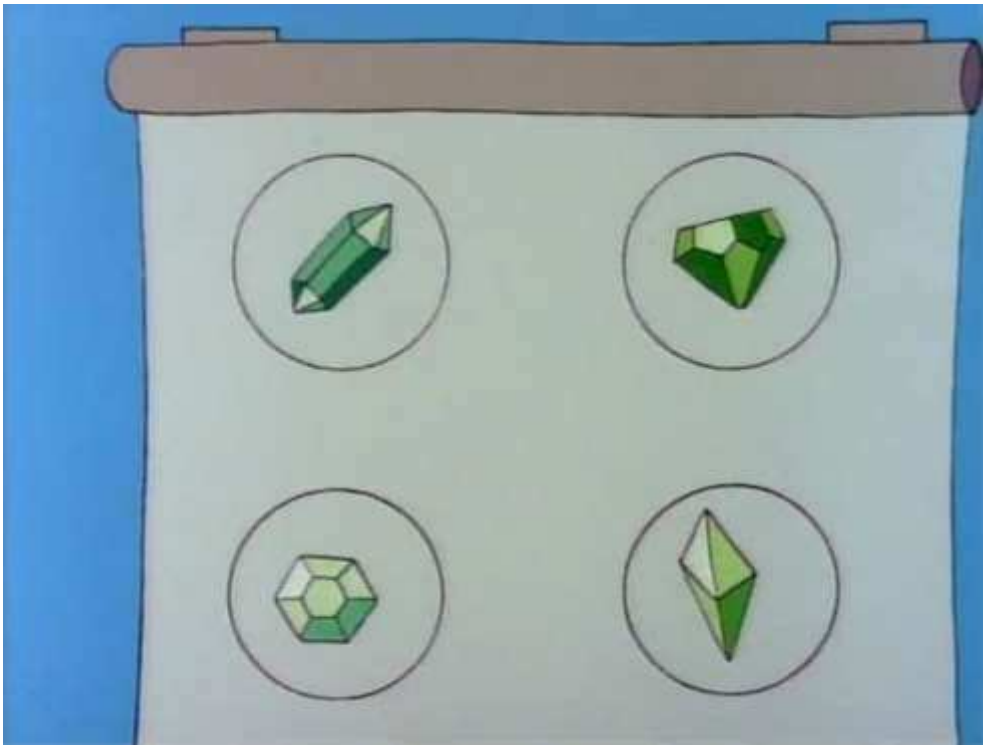
Pilot (200 CP, Discount for Youth): You have the knowledge and skills to fly a plane like an Ace Pilot. And it can be any type of plane. A biplane, jet plane of an generation, a glider. If it's a plane you can fly it.

Twin Tailed Fox (400 CP, Discount for Youth): In addition to being a fox you have two tails. With these two tails you fly like a helicopter by controlling the tails to spin, in addition to giving you more speed. Just like Tails however you will eventually loose stamina and be too tired to fly anymore. Afterwards you fall. In addition, you can attack with these tails. You'll find that they are very potent in dealing damage then they appear.

Mechanic (600 CP, Discount for Youth): For a child you are smart. Having the intelligence to create inventing complex machinery with scraps and things for junkyards. Things like a translator, a buster gun and more importantly a transforming plane.



Items



General

Chaos Emeralds (500 CP): “The seven serves are the serves of Chaos. Chaos is power-” Wait…wrong continuity. Unlike the Chaos Emeralds of the Games there are only 5 Chaos Emeralds here and there are few differences. One there all green, so emerald does fit here. 2 they all have different shapes. And final three each has a different power. First is the Chaos Emerald of Invisibility, which makes you invisible at your command. Second is the Chaos Emerald of Invincibility, which makes you completely immune to physical harm, as well as becoming quite muscular and gaining superhuman strength. Third is The Chaos Emerald of Immortality, which grants immortality; However, this is not simply an inability to die of old age or natural causes; any injuries that you suffer immediately heal within seconds to minutes or render them completely invulnerable. Fourth is the Chaos Emerald of Life, which can give or take life from anyone and anything, even if they're already dead. Finally, there the Chaos Emerald Ring; normally it needs to be taken to specific place to activate but for this purchased copy you just need all five to be in your possession. What The Chaos Emerald Ring can you do is do seemingly anything, basically warp reality.

Speedster

Infinite Chili Dogs (100 UP, Free for Speedster): A supply of respawning Chili Dogs.

Frictionless Shoes (200 UP, Discount for Speedster): Shoes that won't get damage from running at supersonic speed

Flying Motorcycle (400 UP, Discount for Speedster): Exactly what it says. It's a motorcycle that can fly. It may look a goofy but trust me a flying motorcycle that you can customize and upgrade in the future is a nice thing to have



Youth

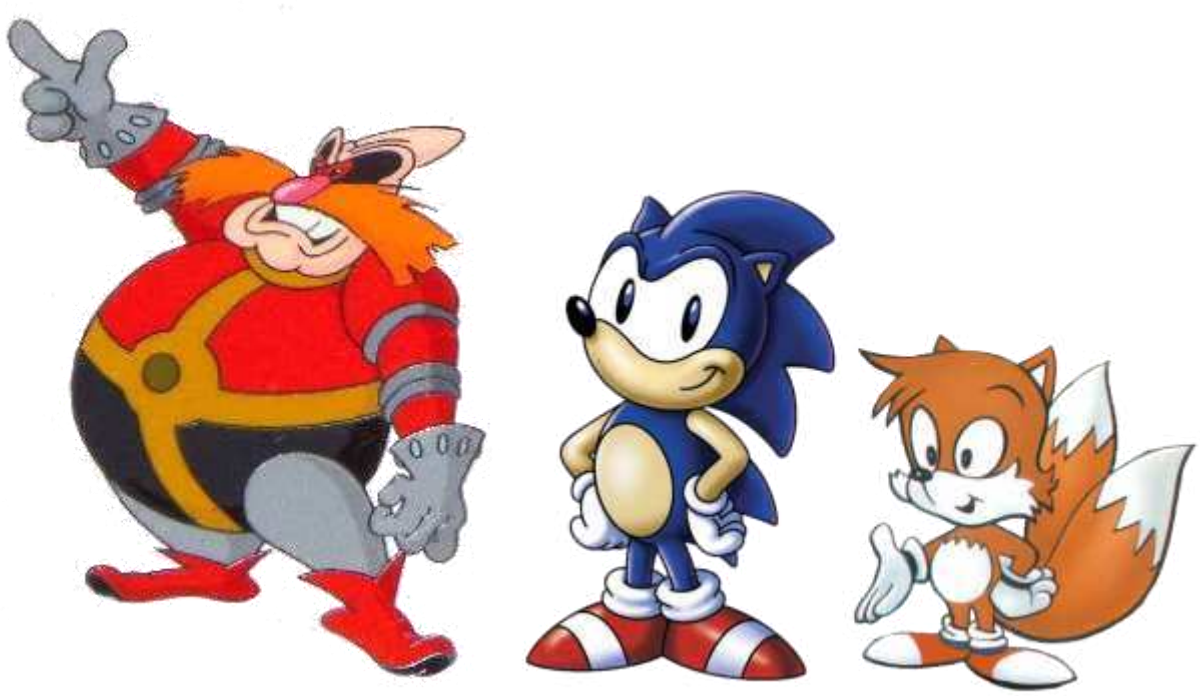
Tail Care Products (100 CP, Free for Youth): Product to make sure that your tails are nice, clean and fluffy.

Some tools (200 CP, Discount for Youth): Some tool for engineering and repairing stuff. Can also be used as an emergency weapon.

Plane (400 CP, Discount for Youth): A modified plane. It looks like those old biplanes, rotor and everything but it is a bit more durable and faster than those planes



Companions



Import (50-200 FP): It's dangerous to go alone. So how about you bring some friends with you to make it easier. 50 SP to import one companion. 200 SP to bring them all. Each gets 800 SP and a background.

Create (50-200 FP): Same as above but you make new companions that you'll come across in this jump. 50 SP for, 200 SP for 8. You can never have to many friends. Each gets 800 SP and a background

Classic Amy Rose (100 CP): This is peculiar. This strange pink hedgehog has been wondering around looking for Sonic. Something about a crush. She can handle herself with the help of that hammer of hers but she would be safer with you.

Sonic (100 CP): Sonic is always up for more adventures and seeing you asked he would be more than happy to join you

Tails (100 CP, Free if you purchased Sonic): Tails is young and aspiring Adventurer. He has potential and maybe you can bring the potential out. Hey it can be fun. If you have purchased is best friend Sonic, Tails will be free instead.

Canon Characters (50 FP): This is to purchase anyone else, 50 CP per person. But Robotnik and his minions are off limits

Drawbacks



Clumsy (+100 CP): You can't seem to go two feet without tripping. Which may cause problem when you are zooming around.

PINGAS (+100 CP): Well this world has given a whole bunch of memes that internet has enjoyed. Most of it is because how Robotnik says things. You also have this funny way of speaking. People won't help but snicker when you say a certain phrase in a funny manner

Easily Fooled (+200 CP): You are naive and gullible. People can easily trick you into believing something that might be blatantly false but you wouldn't know that until someone else tells you or until its too late.

Too Slow (+200 CP): Everyone else is moving at crazy speeds while you're are only moving at normal human speeds. Don't get me wrong you can go FP to Usain Bolt's speed (Available in the body mod) But no faster than that.

Nincompoop! (+400 CP): Did you get hit on the head a lot as a kid? Because it seems you are making rookie mistakes left and right. Basically you are on the same level of intelligence as Scratch and Grounder. Which will make things rough for you

Oh that Army (+600 CP): Robotnik wants you gone or brought to him for experimentation. Normally he'll send Scratch and Grounder but this time he has whole army of robots to take you down, sure they might not be too smart in fact they have same level of intelligence as Scratch and Grounder, but dozens of them is much harder to deal with then just two of them…or three if we are counting Coconuts.

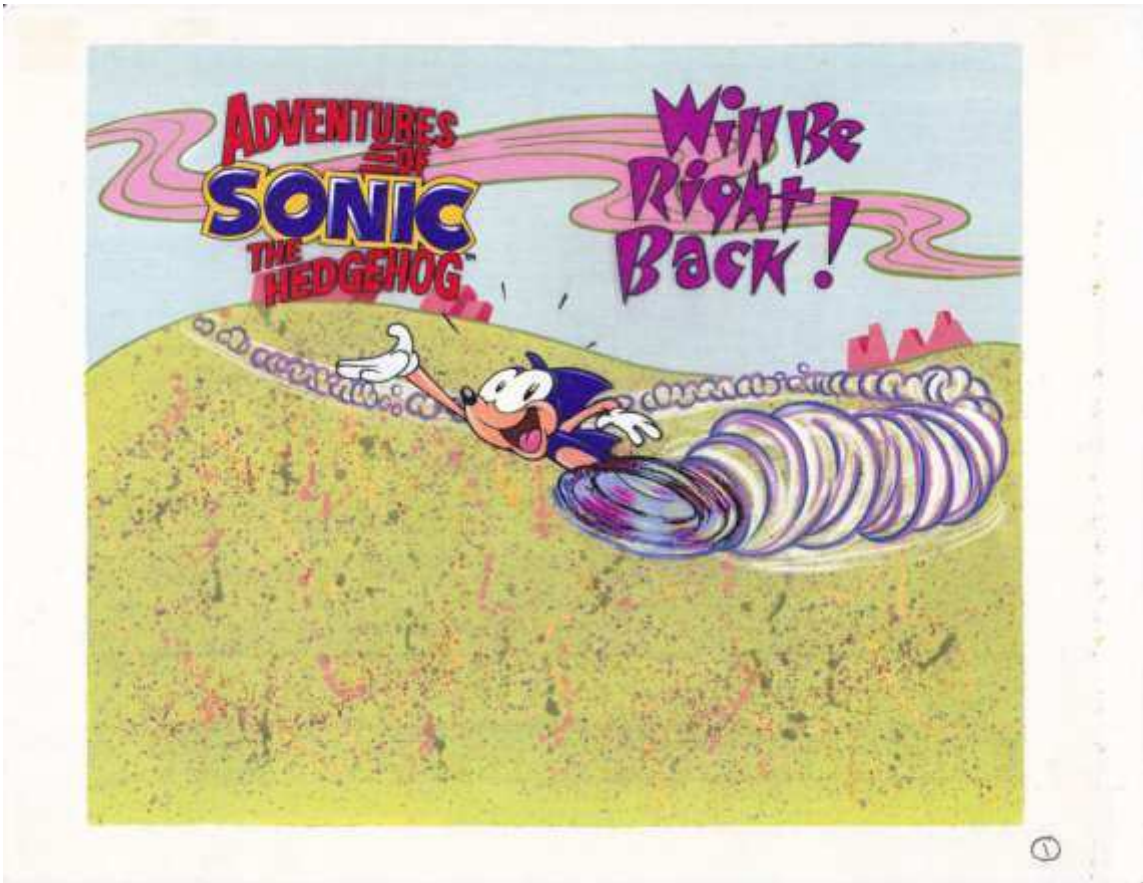
Not so Harmless after all (+600 CP): Not good. Not only does Robotnik want you captured and brought to him or destroyed. He also has turned into this large and muscular form of himself. He has access to

magic, super strength and super speed. So if his robots and bounty hunter fail him to many times he'll just handle it himself and fight you personally

He's The Fastest Thing Alive! (+1000 CP): Hmm seems like Knothole's problems have come to this world eh? Which means more trouble. Basically, the events from the Satam Show are happening. Trust me this WILL make things more perilous. Silver Lining you can recruit characters from the Satam Cartoon.

Triplets Born (+1000 CP): Sonic has siblings?! His mother is alive? And whats with that Necklace? This can only mean one thing the events of Sonic Underground are taking place in this jump. Well now Robotnik has Mobians loyal to him helping him. This will make things hard to do because now we have mercenaries to deal with

Ending



Lets get a chilidog: You like it here might as well stay

Time to head back: You had enough adventuring. Time to end the chain and go home

Up over and Gone: Time to head to the next jump. Your chain ain't over yet

Notes

Made By Sonic Cody12/Sonic Cody123/Cody Majin

Changelog

11/7/2022: Jump Finished

1/8/2022: Some Errors

Special Scenario



DOWN WITH ROBOTNIK! (requires the Drawbacks “Triplets Born” and “He’s the fastest thing alive”)

The Adventures of Sonic the Hedgehog, Sonic Satam, Sonic Underground. For some reason these realities merged causing significant changes the timeline and now we have double the Robotnik. Good news is that the Freedom Fighters are a bit bigger but still this is not good. There are three simple goals: Reunite The siblings with there mother, Join up with the Freedom Fighters, and defeat Robotnik. Note I said *Simple* not *Easy*! Robotnik will be throwing everything at you and the resistance. But if you can complete these three goals Robotnik will be no more! The reward is also amazing. Sonic and his family will be joining you, second the Freedom Fighter will be joining you, third you get the perk **Mobian Rebel Hero.** This perk makes you plans against tyrants, dictators and evil rulers much more effective. You’re very presence will raise the moral of your allies and fellow resistance fighters, as well as increasing the overall abilities making them twice as Strong, Durable, And Fast than usual. Have this perk and be near Sonic and watch him achieve light speed. In addition, you get every member of the freedom fighters.

Sally, Rotor, Bunnie, Antione, Sonia, Sonic, Manic, Queen Aleena, Tails, Knuckles, and even the classic style Amy Rose, Everyone! If you wish they can take an appearance that would allow them to fit in with the modern style of Sonic the Hedgehog. In addition, if you wish, you can make it that every Sonic Jump you enter from now on will have these character take the roles of the usual character that exist in that jump. What this means is that the Sonic you have earned from this jump may appear in the place of any Sonic that may exist in any Sonic Jump you go to in the future. The same applies to the other characters.

Special Note

If you happen to do the above Scenario and enter Sonic SATAM or Sonic Underground Later in the chain The companions WILL be integrated with counterpart from that show. For example the Knuckles you earned from the above Scenario will be imported as the Knuckles from Sonic Underground. In addition you can use the jump to Supplement jumps that let you enter the Adventures of Sonic the Hedgehog and Sonic Underground if you plan on taking the above Scenario there but the points from this jump can ONLY be spent in this jump.

Special Note

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