SONIC ADVANCE 2 JUMP



This is the second Sonic Game that was released for the Gameboy Advance: Sonic Advance 2. This is the game that introduced Cream the Rabbit. Eggman has kidnapped her mother Vanilla the Rabbit, and Sonic and his friends must save her. Amy has taken a shine to Cream. Anyways take these to help you on your time here

1000 SEGA POINTS

Enjoy and be careful. You will be spending about a year here may not seem like much but just like the blue blur it might speed on by.

ORIGINS

Your age will be between 6 and 15. Your gender can be chosen freely.

Speed: You are one the fastest runners in the world. You are light on your feet and whenever you are not running you are relaxing. You are also a Hedgehog

Flight: When it comes to flying you are an ace. You are also technological genius You are also a Twin Tailed Fox

Brawler: You are all about combat. You fight to protect you homes and your friends. You are also an Echidna

Rascal: You get into mischief a lot and you also know how to get yourself out of trouble. You're also good with a hammer. You are also a Hedgehog

Youth: You are cute one with some knowledge in Chao Caretaking. You are a long-eared Rabbit

PERKS



GENERAL

Spin Dash (100 SP): The Spin Dash. The most iconic move in the Sonic Series. First crouch down then curl yourself into a ball or cutting disk. While like this rev yourself up by spinning really fast, and then launch yourself forwards.

Tricks (100 SP): An Interesting addition to the Sonic Games. What this is a set of acrobatic maneuvers. You have four of them. Keep in mind that these are supposed to be tricks and meant to show off and leave others in awe. Don't expect much combat application to it

Grinding (100 SP): Normally you would need a skateboard or something similar to grind. But with this perk all you need to do is jump on a rail and your off! Just don't fall Jumper.

Boost Mode (100 SP): This ability would soon become the Boost power that appears in Sonic Unleashed onward. But what this ability does is making run at hyper speeds. To enter this state of speed you must run at full speeds for about 10 seconds. However, it will be hard to steer and you need some fast reaction time.

Super Form (400 SP): The seven servers are the servers of Chaos. Chaos is power enriched by the heart. Feel that power grow within and achieve a new level of power that is the super form. With enough energy let it be from Ki, Mana, Calories or even currency you can enter a state of complete invulnerability and abilities increase to terrifying heights.

SPEED

Sliding skills (100 SP, Free for Speed): Okay so how can this be a perk. Well Sonic's sliding attacks can destroy robots. Now you can perform these sliding attacks to do the same thing. You can also slide a great distance and not suffer any consequences.

Spin Skills (200 SP, Discount for Speed): Spin Jump, Spin Attack, Spin Dash. Geeze a lot of spinning. Okay let's break each of these down one by one. First the Spin Jump. To do this technique, you must jump into the air and curl up into a ball, then you start rolling around midair at high speed. This will obviously damage anyone that you come into contact with unless they spike protecting them all you are doing is hurting yourself. Next the Spin Attack or Insta shield as it once called. While doing the spin jump you can create a barrier around you that lasts for a split second but it can be used to slash enemies without having to get to close. In addition, it will protect you from attacks and even reflect projectiles if you time it right.

Bounce Attack (400 SP, Discount for Speed): You have access to one of Sonic's unusual abilities and that is saying a lot. Basically, you curl into a ball and slam into the ground and bounce up unharmed. Good for enemies directly below you or bouncing up to get to a higher place.

SONIC SPEED! (600 SP, Discount for Speed): Well, it wouldn't a be a Sonic Setting without the ability to go at Super Sonic Speeds now, would it? Well, this perk grant that and enhances the effects of the other perks for the speed origin 10-fold. In addition, you can do the ability known as the Jump Dash. While in the air you can launch yourself forwards. Please note that this isn't the homing attack, so when you do this, you will end the Spin jumps effects, leaving you vulnerable.



FLIGHT

Swimming Skills (100 SP, Free for Flight): You are in a Sonic Game setting. So something like the ability to swim is a god send. You are not on a Olympic level yet. But this will prevent you from sinking to the bottom of a body of water and drowning. Now you ca maneuver in the water with some swimming skills

Plane Pilot (200 SP, Discount for Flight): 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.

Tail Attacks (400 SP, Discount for Flight): You have two tails and with them you can be a deadly foe. These tails can be used for lethal tail swipes and just for the sake of this perk for you also have access to the Continuous Tail Attack. This ability allows you to do multiple of tail strike rapidly without stopping.

Propellor Flight (600 SP, Discount for Flight): With these two tails you fly like a helicopter by controlling the tails to spin. Just like Tails however you will eventually loose stamina and be too tired to fly anymore. Afterwards you fall. In addition you can use these tail to move forward real fast.



BRAWLER

Wall Climbing (100 SP, Free for Brawler): Might as well call you spider-man because you are able to cling to any wall and won't fall off. Climb up, down, to the side or diagonal. You can then safely jump off the wall when you are done.

Gliding (200 SP, Discount for Brawler): While in the air you can slow your fall and move forward. This is known as gliding if you don't have sonic speed or the ability to fly this can help you keep up with those who can. When you make contact with an enemy head on, while gliding, the enemy will take damage.

Fiery Person (400 SP, Discount for Brawler): You can conjure flames to coat you attacks in. This will make your attacks stronger and a minor area of affect on them, making their reach longer than normal. Just burn yourself jumper.

Combat Skills (600 SP, Discount for Brawler): You are stronger than the rest of them. How else could you break those boulders in one hit. Your attacks are much stronger making short work of weaker enemies and you able to destroy boulders with relative ease. You know how to fight in. You are In addition, you are skilled in boxing and an additional martial art of your choice.



RASCAL

Maraca Expert (100 SP, Free for Rascal): Shake! Shake! You are good at keeping to the rhythm. You know how to use maracas and make wonderful music with them. May not seem like much but hey what's life without a little fun?

Gathering Speed (200 SP, Discount for Rascal): You can leap a great distance forward. Can be used to help you get across large gaps. This ability is known as Giant Steps.

Acrobatic (400 SP, Discount for Rascal): Acrobatics, athletics, and flexibility. You are amazing in these things. Back flips, Cartwheels, gymnastics, and more. You can get all the gold medals of gymnastics with no problems. You also got a starting point in Parkour.

Piko Piko Hamer (600 SP, Discount for Rascal): Amy Rose's signature weapon: The Piko Piko Hammer. But the strange thing about it is that its not just a weapon but also a power. With this perk you can summon your own and gained the abilities that comes with it. Such as the hammer jump, which will allow you catapult yourself in the air. Combine this with the "Acrobatic" perk and you can really show off your skills in the air.



YOUTH

Tambourine Girl (100 SP, Free for Youth): The Tambourine is a tricky instrument to play right? I mean it's simple shake and bang it right? Well not exactly you have to be sure that the sounds fit the beat and rhythm of music. Luckily you know how to do that. Get out there and makes some music.

Chao Caretaker (200 SP, Discount for Youth): Chao are baby like creatures that require loads of love and care. You know how to take care of these creatures. You can also understand them. Despite that they mostly speak in baby talk and only say "Chao" from time to time

Ear Flight (400 SP, Discount for Youth): You have been blessed with a pair of big and strong ears. You can flap these ears to get yourself off the ground and fly around. Surprising still you have complete control of your trajectory as you fly.

Chao Power (600 SP, Discount for Youth): Cream doesn't actually fight herself. Sure, she would do spin jumps but her primary form of attack was tell Cheese to attack. Cheese is a Chao by the way. Yet this idea worked. Now what this means for you is that any small animal (like a dog, a cat, etc.) that you own can be ordered to attack. Their attacks will be strong enough to do destroy Eggman's robots.



ITEMS

GENERAL

Iconic Garments (Free): It can be just a pair of shoes and gloves. It can be a full set of clothes. Whatever it is, it will be a set of clothes that makes you stand out of the crowd more than usual.

Sky Board (100 SP): Similar to a snow board but with one big difference this one is designed to do sky surfing. An interesting activity that is done while sky diving.

Tiny Chao Garden (100 SP): And here it is the! One of the big attractions of this setting: The Chao Garden. Wait a minute…This one seems smaller. Ahh now this is the Tiny Chao Garden. Not as big as the others nor does it have much features to it. Still comes with Two Chao which will count as companions after this jump. However they will not be able to absorb powers from small animal here they can still eat fruit and the like but that's about it. Good news is that you can connect this Tiny Chao Garden with your regular one. This one is designed to your liking but includes the following: One swimming area, a black market, several trees with fruit, and an exit.

Chaos Emeralds (400 SP): Well, these aren't THE Chaos Emeralds per say but they are a perfect replica made by our benefactor. Anyways they have all the advantages that the normal chaos emeralds have. Use them wisely Jumper

SPEED

Chilidogs (100 SP, Free for Speed): Sonic's favorite food and you have a infinite supply of them.

Friction Resistant Garments (200 SP, Discount for Speed): Seeing that you are going to be moving really fast, it would suck if your clothes were to get damage while you run. That's what this is. A set of garments that is resistant to friction thus preventing them from being torn from the exposure of extreme speed.

Power Up Monitors (400 SP, Discount for Speed): These Monitors each contain a power up from Sonic Advance. Barrier which provides a barrier that will protect from a fatal attack. Speed Shoes which will double your movement speed. Magnetic Barrier, which will protect from a fatal attack and attracts currency that is lying around to you. And Invincibility, which will make invincible for twenty seconds. You have one of each that you can call upon at anytime and they respawn after two minutes of using one.

FLIGHT

Tail care Products (100 SP, Free for Flight): You have two tails but it would be a good idea to have some stuff to keep them in good condition. This set of brushes, combs, and other hair care products are design for this purpose.

Airplane (200 SP, Discount for Flight): A modified plane. Normally it will look like those old biplanes, rotor and everything but this one can change into a more futuristic looking one that flies faster and is more aerodynamic. Unlike Tails' plane both modes have landing gear on them.

Workshop (400 SP, Discount for Flight): A place to create and work on anything mechanical. Let it be personal gadgets, vehicles, and bombs…I am not kidding about that last time

BRAWLER

Boxing gloves (100 SP, Free for Brawler): A pair of spike boxing gloves to protect your hands while you punch stuff

Training Drone (200 SP, Discount for Brawler): A stranger robot that looks like Knuckles. Its sole purpose is spar with you. When you activate it will begin to fight you. Don't worry about destroying it. It will respawn a few second afterwards. Also it will always stop if you are in danger during the fight. Sometimes save you if it is from an outside interference. There is one more feature to this robot it can be an effective security bot. You just have to active that function.

Floating Island (400 SP, Discount for Brawler): Your own copy of Angel Island just minus the Master Emerald. Bonus here is that it doesn't need the Master Emerald to stay afloat. After this jump it will be apart of your warehouse or appear somewhere in future jumps

RASCAL

Maracas (100, Free for Rascal): A pair of maracas that never break or get worn down with time and are always in perfect condition.

Car (200 SP, Discount for Rascal): This car may not seem like much but it can transform into a water mode where it can operate as a speed boat of sorts.

Big Hammer (400 SP, Discount for Rascal): Okay so this is an upgrade to the Piko Piko Hammer. It's longer and has bigger range, hence the name. However just like the "Piko Piko Power" perk, you can summon this hammer whenever you wish. However if you have the "Piko Piko Power" perk this will integrate with you Piko Piko Hamer and will also make it stronger



YOUTH

Tambourine (100 SP, Free for Youth): A Tambourine that never breaks or get worn down with time and are always in perfect condition.

Chao Supplies (200 SP, Discount for Youth): Everything needed for taking care of a Chao

Nice Home (400 SP, Discount for Youth): A simple house to live in. It grows and add more rooms for each family member you get from here on out.



COMPANIONS



Import (50-200 SP): 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 SP): 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

Sonic The Hedgehog (100 SP): "So you want to bring me along for the ride. Alright. LETS GET EM!" You have chosen to take Sonic with you

Miles "Tails" Prowler (100 SP): "You want me? Really? Well I suppose I can help. Just watch me Sonic" You have chosen to take Tails with you

Knuckles the Echidna (100SP): "Sorry I am going to have to decline. Wait you say time here will be frozen until you spark or go home? Okay. Lets go!" You have chosen to take Knuckles with you.

Amy Rose (100 SP): "Well, Sure. I mean I can use a break and besides when I come back I probably can keep up with Sonic." You have chosen to take Amy Rose with you

Cream the Rabbit (100 SP): "Oh. Certainly. I would like to join you" You have chosen to take Cream…and for free you also get Cheese, her chao.

Personal Chao (100 SP, Free for Youth): This little guy is stronger than he looks. If you command him to attack he will attack and he's strong enough to destroy robots and even damage Eggman's vehicles and inventions.

SCENARIO

Save Vanilla!: Well as stated before the plot of Sonic Advance 2 is that Eggman has kidnapped Cream's mother, Vanilla. In order to do this you need to help each of the playable characters get to the final zone and collect all seven Chaos Emeralds. Then its time for the final showdown with Eggman in super mode.

Reward – Super Sonic Time!: This perk basically gives you an upgraded version of the perk "Super Form" it will include a dash attack, flight, even a greater increase in strength. You also can take Sonic and His Friends as Companions and each get their own Super Form perk. If you somehow have the Super Form perk from a different Sonic Jump than this perk will grant you a hyper form which is twice as powerful and I'll even add energy attacks for free. In addition you also get Vanilla as a companion as well.

DRAWBACKS

Continuity (+0 SP): Have you been here before? Maybe in the Sonic Adventure jump? IF you have you can take this to include the changes that your inclusion in those events has caused, it will also prevent of having two copies of each character existing in the same setting.

Silent Protagonist(+100 SP): You don't talk at all. You can do sign language but not many here that can understand that.

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

Easily Fooled (+200 SP): 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 SP): 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 up to Usain Bolt's speed (Available in the body mod) But no faster than that.

Bring em on! (+300 SP): Eggman has been busy with his robots. Enemies will be coming in the droves now. Where there were once 12 enemies in a stage there will be 48. That's right 4 times the enemies! You going to have to deal with here. Silver lining: You will have plenty of small animals for your Chao.

Tricky Layouts (+300 SP): Now some areas are like a maze! Expect to get lost plenty of times before finally getting to your destination.

More Resilient Foes (+400 SP): Normally all it would take to defeat Eggman's robots would be one homing attack or one shot from E-102's gun, now they can take a beating

Smarter Baddies (+400 SP): There's no way around it. Eggman's Robots aren't as advance in the intelligence department as Gamma or Metal Sonic. Now that's not the case. They can now plan and anticipate attacks. This also means they can work in tangent with Eggman's schemes and can even create ambushes Be careful

No Outside Perks (+500 SP): This is your run of the mill no perks not purchased here allowed drawbacks

No Outside Info (+500 SP): If you have any memories of this world from the games or from Sonic X, those will be removed from you and your companions. You will be flying blind when you enter this jump.

ENDING



Go Home: Time head back home you had enough jumping adventure.

Stay Here: You might have gotten attached to this place. Then you might as well stay

Continue Onward: Well there's more to see on the jump chain! Better keep jumping.

NOTES

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Fun fact I always thought the handheld sonic games weren't canon to the mainstream games. Well turns out they are and kind of important for future games.