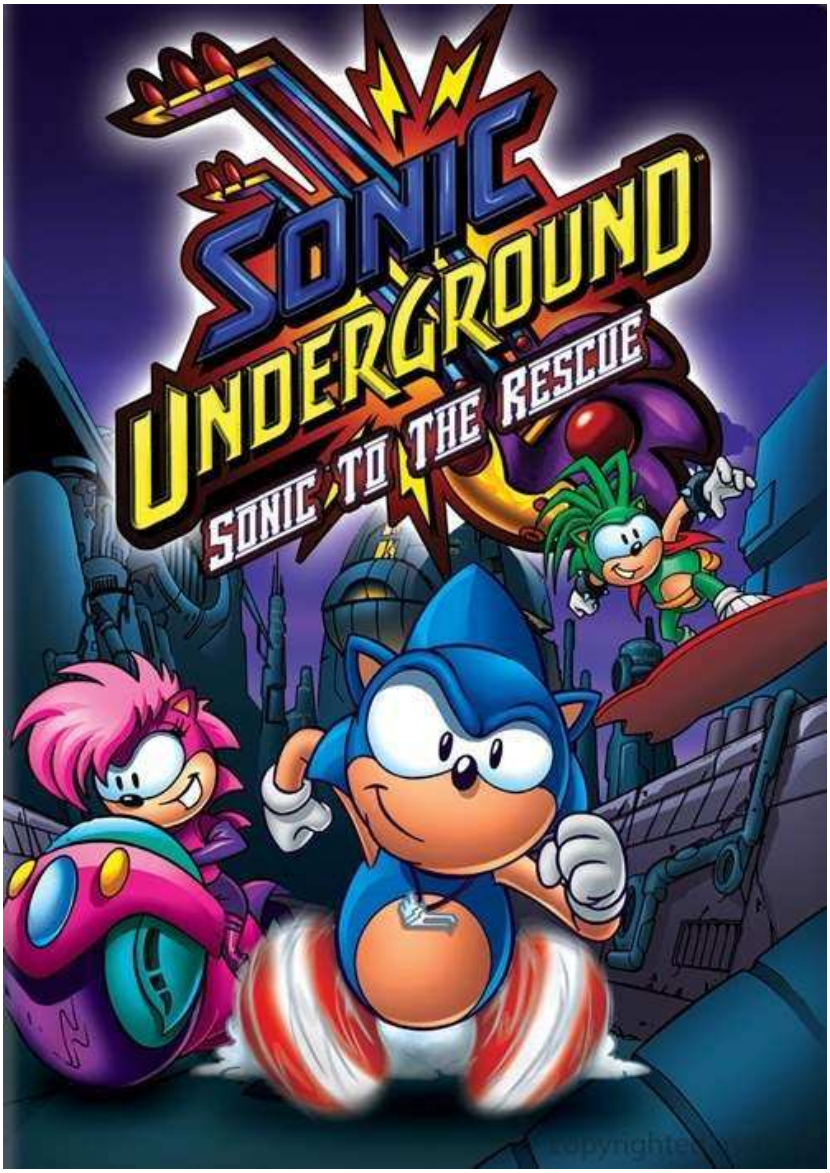


CUE THEME SONG!

(Sonic) Triplets born, the throne awaits

A seer warns of a deadly fate

Give up your children, separate

Bide your time, lie in wait!

Sonic Underground! (Sonic!)

Sonic Underground! (Sonic!)

They made a vow, their mother will be found!

The children grow, learn what's right!

Leaders of the freedom fight!

They seek their mother, she knows they do!

Is it time? If she only knew!

Will the prophecy come true!??

Sonic Underground! (Sonic!)

Sonic Underground!

(Queen Aleena): I long for my children, but I have to wait;

(Queen Aleena): To act too soon could seal their fate..

They made a vow, their mother will be found!

Sonic Underground!



Well Welcome to the least known Sonic Cartoon: Sonic Underground. Yeah, for some reason this show is not as well known as Sonic Satam or the Adventures of Sonic the Hedgehog. Very few people know of its existence. So the story goes like this: Sonic is actually royalty here. He has sibling and they are triplets, their names are Sonia and Manic. Robotnik attacks and takes over the world. So Sonic, Sonia and Manic were separated and left in the care of others. The whole plot of the show is that the triplets must find their mother so that they can defeat Robotnik. Did they succeed well just like Sonic Satam the show was canceled. Unlike Sonic Satam it wasn't given an official conclusion. Archie was going to give one but it never came through…though someone did give an unofficial ending to the story. But that's not important right now. What IS important is that you are here and you are going to need these to purchase perks to survive here.

1000 Underground Points

Also you will start at the time the Episode "Beginnings" takes place when Sonic and his sibling first reunited and you'll be nearby.

Origins



Upper Class: Luxury

Middle Class: Average

Lower Class: Slums

Perks

Discounted perks 50% off as a reminder

General

Singing Skills (Free for here, 100 UP to keep): You have an excellent singing voice. You can also create a musical number that looks like it came straight out of a music video

Upper Class

Fashion Taste (100 UP, Free for Upper Class): You're a natural fashionable trend setter. You have an air of fashion; you have sense of what's "in" and popular. In addition, you can make anything you wear work; in other words, you look good in whatever you wear.

Pianist (200 UP, Discount for Upper Class): You know how to play a piano or any keyboard instrument. Synths, Keyboard, Keytar, and more you know how to play them and play them well. This also comes with some slight skills in marksmanship

Biker (400 UP, Discount for Upper Class): You are excellent at riding motorcycles. You know how to stay on the bike while driving, can do tricks and even know fight while riding. Not everyone can run at high speed or as fast as Usain Bolt, might as well be good at driving something that can keep up with the speedier folk.

Super Strength (600 UP, Discount for Upper Class): You must have been blessed by some god or something because you are strong. You can lift things that are 10 time your weight, can punch through metal barrier with no problem and have access to the ability known as the Sonia Spin. The Sonia Spin is cyclone spinning attack that will knock away enemies. In addition, you are an expert at 4 martial arts of your choice.



Middle Class

Way Past Cool (100 UP, Free for Middle Class): Sonic has this feel to him. A vibe that exudes cockiness and attitude that make seem cool. This Way Past Cool vibe is now something that you have. You will have this aura that makes it seem like you can't be fazed or your always confident

Guitarist (200 UP, Discount for Middle Class): You know how to play the guitar. Rather you know how to make a guitar sing and shred in ways that not many guitarists can and even use guitars with multiple of neck. This also comes with some slight skills in marksmanship.

Runner (400 UP, Discount for Middle Class): Know how to run like an Athlete. Yes, there is a specific way for an athlete to run. This perk makes sure that you can not only run but also be able to run for hours by improving the way you run and increasing your stamina to that of an Olympic runner. Hey you gotta stay one step a head of the bad guys.

Super Speed (600 UP, Discount for Middle Class): 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.



Lower Class

Rebel Style (100 UP, Free for Lower Class): This setting is about fighting against a dictator and the heroes are a group of kids. And said setting is a series from the 90s. This was going to be a perk eventually. You have this look of “Don’t mess with me” or “This guy is trouble” that a punk would have. Good for intimidation.

Drummer (200 UP, Discount for Lower Class): You know how to play the drums. Now this may not seem to be something that is difficult to do but it actually is. You don’t just bang on the drums like crazy. There is skill to it. It requires for you to keep a rhythm and follow the beat of a song. You know how to do that and make it look good. This also comes with some slight skills in marksmanship

Boarder (400 UP, Discount for Lower Class): You know how to do all the boarding sports. Skateboarding, Snowboarding, and Surfing. They are similar in someway but they are very different. And you know how to do all three with no problems. Let you boarding skill be the stuff of legends

Super Intelligence and Thieving Skills (600 UP, Discount for Lower Class): Okay so out of all the capstone in this jump this one doesn’t really come with a super power. But you lack in physical power you make up in intellect and pragmatism. You know how to hack into any system no matter how complex. You are also an accomplished inventor you are able to create things like a hover board with the bare minimum of resources, you can also repair auto machinery. But most importantly you are hell of a thief. You are a deft pickpocket, able to steal even in public with ease. You can also pick any lock with nothing more than a single strand of hair. Sly Cooper would be impressed.



Items



General

Castle (400 UP): A castle that is fit for royalty. Plenty of rooms (Including a luxurious looking bedroom), a garage and even a secret escape hatch.

Upper Class

Fashion Clothes (100 UP, Free for Upper Class): A collection of fashionable clothing

Motorcycle (200 UP, Discount for Upper Class): A futuristic looking motorcycle that drive up to sonic speeds.

Keyboard Medallion (400 UP, Discount for Upper Class): This might look like an ordinary necklace in the shape of a keyboard but in reality, this necklace has magic to it. You can cause it to transform in to a Keyboard that you can play and make music but that's not all. Said Keyboard if also a gun. To be more specific a dual-handed laser gun. The laser point being at the side of the keyboard and has a gun trigger for laser fire. When being played as an instrument, a second laser can be shot from the back of the instrument when certain keys are pressed. Other than lasers, you are able to summon mist when you play a certain tune, granting you cover for escape or confusion.



Middle Class

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

Frictionless Shoes (200 UP, Discount for Middle Class): Shoes that won't get damage from running at super sonic speed

Guitar Medallion (400 UP, Discount for Middle Class): This might look like an ordinary necklace in the shape of a guitar but in reality, this necklace has magic to it. You can cause it to transform into an electric multi-neck guitar that you can play and make music but that's not all. Said guitar if also a gun. The guitar is capable of shooting blue lasers from the headstocks, with the trigger of these lasers sometimes being a strum of the strings.



Lower Class

Punk Clothes (100 UP, Free for Lower Class): Rebellious punk style clothing.

Hover Board (200 UP, Discount for Lower Class): A rocket styled hover board. While riding it you won't fall off but you can be knocked off of it. It can go pretty fast able to keep up with Sonic the Hedgehog

Drum Medallion (400 UP, Discount for Lower Class): This might look like an ordinary necklace in the shape of a guitar but in reality, this necklace has magic to it. You can cause it to transform into a drum set, however unlike traditional drums, they appear more like circular machines with yellow rims with only the cymbals being traditional. But besides the appearance there's something else that makes the drums special. You can create and control quakes with the drums which is effective for leveling and demolition. You are also able to push and force earth and rocks skywards. When under fire, the cymbals can be used as reflective shields to defend yourself with.



Companions



Import (50-200 UP): 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 UP): 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 UP): This is peculiar. This strange pink hedgehog has been wondering around looking for Sonic. But she would be safer with you. If you complete the "Send Robotnik Packin'!" Scenario you get her free.

Canon Characters (50 UP): This is to purchase anyone. The only exceptions are Sonic, Sonia, Manic, Queen Aleena, Robotnik and his forces

Scenario



Send Robotnik packin'!: Technically speaking the Sonic Underground series never got an ending. So, as far we know Eggman is still calling the shots. Well, I say nuts to that! If no one is going to give this series the ending it deserves, might as well do it ourselves. Goal of this scenario is simple. Take down Eggman. This can be done in multiple of ways. You can rally the citizen with you to take down the Mad Doctor. Team up with Sonic and his siblings. Or take on the Doctor by yourself. But if you really want to stick it to him, help The Royal Triplets to find the mother and reunited them. THEN TAKE HIM DOWN Regardless of how you do it. You must remove any of Eggman forces from this world PERMAMENTLY!

Reward: Sonic, Sonia, and Manic normally wouldn't come with you because they want to make sure Robotnik won't do any damage while they're away. Now thanks to your help Robotnik is no more. So, they and their mother will want to join you. Especially if you mention that they are other Robotniks out there and as stated Classic Amy will also be joining considering that she decided to help and seeing that Sonic will be coming with you on your jump chain. Also, you'll be given a special perk. **Rebellion Champion.** This perk makes it so that your plans, tactics and attack are so much more effective against evil tyrants and evil dictators. If you decided to Reunite the Siblings with their mother first then you'll be given the perk **Outside Interference.** With this perk your action can alter the course of a fate, destiny or prophecy. You can change it for the better or worse. Use it wisely Jumper

Drawback



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

Easily Fooled (+200 UP): 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 UP): 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.

That's No Good! (+ 200 UP): Okay good news Robotnik is not as smart…bad news he has cartoon physics….as does his allies to an extent. But don't be fooled he is still a threat that should be taken seriously

More Resilient Foes (+400 UP): Normally all it would take to defeat Robotnik's robots would be one blast from one of the Medallions weapons now it will take more. This can prove to be a problem during more intense battles

Smarter Baddies (+400 UP): There's no way around it. Robotnik's Robots aren't as advance in the intelligence department as some of Eggman's Robots from the games. Now that's not the case. They can now plan and anticipate attacks. Worse yet the two mercenaries that Robotnik sends to capture Sonic and his siblings are more compentent

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

No Outside Info (+500 UP): 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.

GET ME THAT JUMPER! SO, SAYS ROBOTNIK!!! (+1000 UP): Robotnik knows about you and he wants you dead! Considering that he rules the world, he has PLENTY of resources to do that. So be prepared to be facing more robots that the Freedom Fighters and more mercenaries will be gunning for you

He's The Fastest Thing Alive! (+1000 UP): 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.

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

By Sonic Cody 12/Sonic Cody123/Cody Majin

Yes this is a thing that exist.

I based the Scenario on the fact that all three 90's Sonic Cartoons have some form of freedom fighting involved. So why not combine them? Also I know that Classic Amy doesn't appear in any of the Cartoons but it just felt right to include her.

Special Scenario



DOWN WITH ROBOTNIK! (requires the Drawbacks “That’s No Good” 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 the Adventures of Sonic the Hedgehog or Sonic SATM Later in the chain The companions WILL be integrated with counterpart from that show. For example, the Sally you earned from the above Scenario will be imported as the Sally from Sonic SATAM. In addition you can use the jump to Supplement jumps that let you enter the Adventures of Sonic the Hedgehog and Sonic SATAM if you plan on taking the above Scenario there but the points from this jump can ONLY be spent in this jump.