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SCHWARTZ**

**JIM
AND CARREY**

IN THEATRES
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PARADIGM PICTURES PRESENTS IN ASSOCIATION WITH SEGA SAMMY GROUP AN ORIGINAL FILM "AMAZO ANIMATION PLANET" / ZUIO STUDIO PRODUCTION "SOME THE HEROSHOTS" JAMES MARSHEN BEN SCHWARTZ
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 SEGA ORIGINAL FILM #AmazMovie SegaTheMovie.com

Sonic the Hedgehog 2 (2022) 1.0 By joliyo10

Welcome to Sonic the Hedgehog 2. No, not the game. Roughly eight months after the events of the first movie, life started looking up for the eponymous blue blur. Robotnik is gone, he has new parental figures and he's even got his own room. He now tries to help the people of Earth as a vigilante superhero, but his attempts to save the day are often reckless and destructive, even if they come from a good place. Besides that, things are fine.

However, Robotnik will soon return from the Mushroom Planet with plans of world domination and a new ally, Knuckles the Echidna. In addition, the Guardian Units of Nations (G.U.N.) was founded to protect Earth from 'alien threats', which they happen to file Sonic under. You'll need these.

1000 Sega Points.

Locations:

1. A place of your choosing anywhere on Earth.
 2. The Mushroom Planet
 3. Anywhere else in the universe.
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Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Sega Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

Funny Animal: Free! You get the base powerset that Sonic and those like him seem to have. Optionally, you can be an anthropomorphic animal that is 3 to 5 feet tall, or an owl like Longclaw and her people. You have a mild degree of enhanced speed and durability, enough to catch up with a speeding car and survive missiles, even if the explosions may knock you out for a while.

You're Never Going to Get My Power: Your powers and internal energies are strictly your own. They cannot be copied, drained, suppressed, weakened, stolen, or otherwise manipulated against your will.

Do I Look Like I Need Your Power?: Like Sonic and Knuckles, you possess an unlimited pool of chaos energy within you, manifesting as a bio-electromagnetic aura in a color of your choice. It can be channeled through your body to enhance your physical attributes and biological powers. Every strand of your hair/fur possesses its own limitless supply of chaos energy, which can be used to power machinery and even supercharge its capabilities to rival yours. Finally, your chaos output will far exceed your normal capabilities during moments of extreme emotion. This isn't necessarily the same energy found in the games, but three purchases of this will allow you to command it in the same way regardless, manifesting in various Chaos Powers with training.

Unstoppable: You possess a large amount of raw combat instincts, enough to match a notorious warrior like Knuckles even if you're unskilled and untrained. You'll also gain a minor danger sense, alerting you to attacks a split second in advance. You can rapidly get the hang of new powers and transformations. Even if you acquire a new ability in the middle of a battle, you'd be able to competently use it mere moments later.

Supreme Intellect: You are a genius on par with Robotnik and Tails. Anything they're shown to be capable of intellectually, you can replicate. This will come with an infinite, tamper-proof memory that applies retroactively.

Mean Bean Machine: You have the charisma and knowledge needed to climb to the top of any hierarchy through legal or illegal means. You know how to leave no loose ends, or minimize them if that's not possible. With only a brief interaction, you instantly know what social archetype a person falls into and whether they'd be useful to your goals. You're able to switch your morals on and off at will. With all this, rising through the ranks of a coffee shop would be trivial. You've

got an continually updating mental database of everything there is to know about coffee. Not to mention, you can make an amazing latte.

Around Here: You can adjust to different cultures and their etiquette at an unnatural pace. When you're teaching other beings about customs unknown to them, they'll learn at the same rate you would.

Career Options: Choose a career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Pivonka: You're able to call a dance battle in order to resolve any dispute. Regardless of the situation, your challenge will be honored, piercing all cultural and linguistic barriers. Fitting music is automatically provided. What happens upon winning or losing depends on the type of dispute. For example, if you're about to be thrown in the fireplace, you will be off the hook if you win, but if you lose, you must submit to the consequences. If you're arguing about which restaurant to go to, the winner will get to choose. While in a dance battle, you can use your abilities and items to your advantage, but significantly harming anyone will result in the competition being null and void.

Get Freaky: You have the rhythm, skills and athleticism to dance with the best of them. You'll also know how to best leverage your talents and the talents of the people around you to produce the best result. Lastly, if you have a reputation of being someone unique or special, you can toggle an effect that will encourage other unique (and useful) beings to seek you out. They are very likely to be admirers of yours.

I'm So Sorry About This: Sometimes the situation demands immediate action and leaves you no time to explain. If you have to take drastic action to save a life, like say punching the groom at a wedding, then the consequences will be smoothed over. No one will hold it against you for long nor will you get into any legal trouble. This won't cover murder however so try not to go too crazy.

First Rule of Undercover Work: You will never fall in love when you're not supposed to, or if you simply don't want to. Even supernatural effects cannot bypass this. This will also make you able to convincingly act like the perfect partner for anyone. You can melt even the hardest hearts.

Helping Hand: In all but the most extreme situations, your enemies would prefer to detain you instead of killing you. While you're being held captive, your friends and companions will go to great lengths to get you back. Until they free you, they will draw upon amounts of luck and competency beyond what they normally possess. With this, a normal person could dispatch trained agents using gadgets they've never even touched before.

Gotta Go Fast (Speed): You now have super speed and stamina on par with Sonic. This includes his ability to spin and attack in a ball form.

Rougher Than the Rest of Them (Power): You now have super strength and durability on par with Knuckles, along with ground speed and reflexes that can keep up with a casual Sonic. Optionally, you can be “one million percent muscle”, resulting in you being far heavier than you look.

I Wanna Fly High (Flight): You have a method of flight. Whether it’s through an inborn mutation, levitation or something else, you can fly fast enough to keep up with a casual Sonic. You also have the reflexes necessary to maneuver at those speeds. You have a knack for flying planes as well.

That Moment Chooses You: You may toggle an effect that frequently bends fate to put you into a position to help and save others. You’ll arrive in the nick of time to intervene before lives are lost. When you do heed the call, your reputation will grow positively as you do more heroic deeds.

It Wasn’t a Tactic: You have deep reserves of empathy that allow you to understand your enemies. They’re more willing to believe your words when you’re telling the truth. It’s rare that you meet a foe that you can’t eventually come to an understanding with. If you save their life at some point, not only will that be obligated to return the favor, they will also see you in a much more positive light, possibly even switching sides.

This is Our Moment: In desperate situations, you and your allies will draw on reserves of power and skill that will make victory a likely possibility, even if your chance of success seemed to be effectively zero before. Rarely, you may even discover new and useful powers just in the nick of time.

The Groin: You are a master, no, a prodigy at getting under people’s skin. Annoying jabs and quips seem to come to you instantly. You’re able to be either clever or groan-inducing on purpose. Your taunting can cloud even the judgment of a genius.

Tribe Secrets: You have a limited control over chaos energies outside of your own body, capable of punching the Master Emerald out of someone or reforging it just as Knuckles can do. It’s possible to extend this to other types of energy. You can also combine up to seven similar objects of power into a far greater whole. With time, you will be able to combine more at once, and do so even if they’re not alike, making for interesting combinations.

Enriched by the Heart: Costs 300 points. Sega Tokens cannot be used to purchase it. With the Master Emerald or the Chaos Emeralds, you are able to take on a super transformation like Sonic’s. You will also be able to transform by drawing on any other set of powerful objects (or a single, sufficiently powerful object), taking on their powers and amplifying them to new

heights. You will not lose yourself in these transformations, or any other transformations you may possess.

Items:

Shoes: Free! You get a whole collection of indestructible shoes in any size or design of your choice.

Gloves: Free! You get a whole collection of white gloves that fit perfectly. Some will be spiked much like Knuckles' trademark gloves. The spikes are indestructible while never making it uncomfortable to punch.

Bag of Rings: A replenishing supply of twenty Rings. In this world, they are special handheld portals used by all advanced cultures. When thrown, they will expand and lead to wherever you want, so long as you're able to picture it in your mind.

Map: This map will update according to what you wish to see. For example, if you ask it to show you safe worlds in your current universe, the illustrations will change accordingly. If you ask for the location of artifacts or specific people, it will only be able to show you a general area.

Master Emerald: Costs 400 points. Sega Tokens cannot be used to purchase it. You get a copy of the Master Emerald shown in the movie, with the seven Chaos Emeralds inside it. For 200 points, you can instead receive the Chaos Emeralds or the Master Emerald on its own.

Plane: A vintage biplane with two seats and a pair of collapsible machine guns in the front that fire explosive laser shots. Any allies will be able to stand on the wings with ease, never falling off no matter how fast you fly. The plane is especially receptive to tinkering, which boosts upgrades to be twice as effective as they otherwise should be. It never runs out of fuel.

Gadget Pack: This is a small backpack filled with a replenishing supply of Tails' high-tech gear. Anything that isn't his Miles Electric can be found here. It includes deployable gravity negation disks, electromagnets, restraint devices, a boomerang, a deceptively powerful laser pistol, and so on.

Miles Electric: A multi-functional handheld computer. It is able to track chaos energy, and other supernatural energies, provided it has a match to work from. Its tracking range spans across an entire galaxy. It can project holograms, including fragile replicas of the holder and

other beings, and operate technology remotely. This version has a translator that functions properly.

Robotnik Control Glove: A glove with several black buttons on the palm and a display on the wrist. It can program and control Robotnik's technology, not to mention scan the environment and return a thorough analysis, project holographic displays, tase unsuspecting foes, access the internet, etcetera. This item can be easily adapted to work with your own technology.

Satellite and Pod: A satellite that can drop a giant egg-shaped pod near your current location at your command. The pod contains fashionable outfits, tiny floating hygiene drones to freshen up with, and dozens of replenishing Badniks that answer only to you and those you authorize.

Coffee Shop: A humble cafe that you own, with all the documentation to easily prove it. It seems normal but that's only a cover. With a code phrase of your choice, the mundane inside can transform to reveal high-tech equipment suitable for a secret base. You can choose to drop it wherever you want in future jumps. If dropping it into a world where coffee doesn't exist, you can alter the setting so coffee does exist alongside a flourishing industry and rich culture surrounding it.

Jumper Unit of Nations: A task force that is equal to G.U.N. and commanded entirely by you. It receives significant monthly funding that shouldn't run out unless you're blowing it on large amounts of heavy weaponry. In addition to agent training, members will have **Career Options** in a wide variety of mundane vocations. Need an agent that's also an ordained priest? You'll find them. Agents are otherwise normal humans, but what's 'normal' for a human can vary from setting to setting and so they will automatically adapt according to the jump. Agents will respawn in 24 hours upon death.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Sega tokens, same as you got.

Wingmen: A group of four attractive people who may or may not share your gender. Their personalities are guaranteed to be palatable to you. They will unconditionally support you through any and all circumstances.

Unit: Your own self-aware Badnik friend. It has **Career Options** and a very... intense passion for the chosen career. It also has the mechanical prowess to upgrade itself with spare parts.

Team Jumper: Costs 200 points. Choose one type among Speed, Power and Flight. Whichever type you chose, you get two new friends that embody the types you didn't choose. You will always scale to be above them in the type you chose, while they will always scale to be above you in the types they represent. If you chose Power for example, they'd always be faster and a better flier than you respectively, but you'd always be the powerhouse of the trio. When the three of you work together, you can accomplish far more than any of you could alone. Your friends get their type's corresponding perk for free, as well as **Funny Animal** and **Do I Look like I Need Your Power?** They also receive 4 Sega tokens each.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Continuity Toggle: Free! If you've been to the Sonic the Hedgehog (Movie) jump or any other Sonic jump before this one, you can have your actions carry over.

Be The Main Character: You are now Sonic the Hedgehog. You must now make sure Robotnik doesn't accomplish his goals of world domination. Note that this doesn't automatically grant you Sonic's abilities.

Longer Stay: You'll spend 10 more years here.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Doctored: You are now Dr. Robotnik. You must leave the Mushroom Planet and get back to Earth where you will enact world domination. You aren't allowed to leave the jump until Earth is under your control. How you do this is up to you, so long as it can be said you call the shots. Note you won't automatically get Robotnik's genius or a way to escape the Mushroom Planet.

Rock-connaissance: You have an irresistible urge to tell puns and your grasp on reality is tenuous at best, but that's not the worst thing. Your best friend is an inanimate rock which you and only you view as a real being. They're admittedly pretty cool, but unfortunately no one else can see their appeal.

Have You Tried The Never-Ending Pasta Bowl?: You have made being a fan of a restaurant chain a major part of your personality. You're quite frankly obsessed. You eat there multiple times a month. You'll think that a gift card to that restaurant can serve as an appropriate apology gift, no matter the situation. You'll often interject with recommendations to try a dish from that restaurant. If the restaurant location near you is shut down, you grieve for it like you would a dearly departed friend. Try not to give yourself heart disease.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Sega points as you spent. They don't like you and want to defeat you.

Hell Hath No Fury: You now have a jilted lover (species up to you) who will follow you anywhere in order to take revenge. Wherever you go, they'll find a way eventually. It won't be lethal but it definitely won't be pleasant either. The depth of their passion makes them unable to be reasoned with until most of the jump's duration has passed. They receive a build that lets them purchase things from this document using half as many Sega points as you spent.

Eggman: Robotnik will be after you, as he now believes you're a key to ultimate power much like the Master Emerald. Whether or not that's true, he'll mainly try to capture you at first, but he will eventually escalate to deadly measures if his attempts aren't successful.

Sonic the Hedgehog 2 Battle & Knuckles: Offers 600 points. Wait, what? This was supposed to happen later, but it seems the timetable was bumped up. Shadow the Hedgehog breaks out of his containment the instant you arrive in the jump. Not only does he hate mankind, he's also been programmed with a burning hatred of you specifically and will try to kill you once he finally finds you. He wouldn't mind allying himself with other antagonistic forces like Robotnik if it meant getting closer to his goal of eliminating you and humanity. Despite all this, he can be convinced but it will be a long, difficult road. Straight up mind alteration will have no effect, and social perks seem to have a lessened effect on him. He has a build that consists of:

- Funny Animal (Hedgehog)**
 - You're Never Going to Get My Power**
 - Three Purchases of **Do I Look Like I Need Your Power?** and significant skill in using chaos energy
 - Unstoppable**
 - Gotta Go Fast**
 - Enriched by the Heart**
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Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?