

Faker Game Story Document

General Ideas

- One after another, the characters are played and later die within the metroidvania-like world
- Alternate paths with each character, differences in route affect later characters & enough differences affect ending
- Maybe small lore cutscenes between characters (except between Amy & Faker)
 - Like 10+ cutscenes, always picks a random one, you see different ones in different runs
- Explanation for the zones from different islands being connected is that Faker is tearing the world apart, they look more and more broken later on
- “Possible deaths” lead to the character’s story being cut short and skipping to the next one
- Important characters:
 - Faker (duh)
 - Tails/Lucas
 - Knuckles/Kyle
 - Eggman/Gary
 - Amy/Alice
 - Metal/Jake
 - Alex (backstory/lore only)
 - The Harbingers (backstory/lore only)
 - Sour
 - Max/”The Doll”
 - Tilen
 - hr2003
 - X (only small cameos)

How Alex works

- Part of Max’s lore
- Former soul in Metal’s vessel (green eyes instead of gray maybe?)
- Was a big problem for Faker back in the day, actually managed to survive fights
- Wrote a “diary” about his life in the game, pages of it can be found in the world

Diary Plot Points

- Life in the world (getting used to new body, dealing with Faker, guiding other lost souls)
- Researching the Black Sun
- A singular entry about the enigmatic X

- Researching the Harbingers
 - The hr2003 cutscene from his perspective if we do the cutscenes
- Maybe a connection to Green
 - Father-Son? Could be a cool motivation for Green
- Mentioning that Faker has his eyes on two kids called Kyle & Tom (maybe make a subtle reference to X here)

Lore Cutscene Ideas

- How Lucas, Kyle, Gary, Alice & Jake were pulled into the game (5 cutscenes in total)
- The story between Alex & Max
- Detective Derek Green looking into Tilen's cult (could easily be multiple cutscenes)
- Sour killing someone (maybe even one of the souls)
- Alex as Metal encountering hr2003
- The outside world being in general ruin after the souls are gone
 - An extra cutscene unlocked after the good ending: the harbingers are defeated and the world is healing

Notes

- On the whole ideas of Lackeys: maybe make it so that everyone directly killed by Faker is automatically one
 - I made it a bit wonky with him luring you into traps lmao
 - Meanwhile if you die due to his underlings or stage hazards, you won't be a lackey
- Things that need to be incorporated better
 - The souls (Lucas, Kyle, Gary, Jake, Alice)
 - Sonic CD & Little Planet as a whole lmao
 - Eggman's Super Emerald Plan, not sure how to work in him finding out that they can revive the dead
 - Eggman becoming Genesys (if we keep that idea)

Tails (Lucas)

(Green) Hill

- Starts with normal level (maybe straight up import Green Hill Act 1 or Emerald Hill Act 1)
- Second level is off, music breaks apart, very few badniks, a dead animal or two in places you speed by to make em easy to miss
 - Towards the end, there's more dead animals on the side and the music stops completely, atmosphere gets darker
- Instead of Eggman boss fight, the ground breaks apart, Tails falls into "Hill" and the real game begins

- Walk through Hill, adventure through underground and background hills
 - Solve puzzles, find dead animals n shit idfk
 - (Maybe find a diary page or two about Alex living in the world)
- Ends with encounter with Faker (looking like Sonic)
 - He tries to lead Tails into a trap (first possible actual death), but he can run away
- Goes on through level, it gets progressively more fucked up
- Faker appears again (true form but hidden by shadows, only glowing red eyes visible), when Tails runs into him he gets teleported away
- Note: do not show Faker transforming until later

Possible Death

- If Tails falls for the trap, he will be an enemy for the other characters, directly controlled by Faker
 - No major story role planned rn, just an additional enemy (that can fucking fly) to look out for

Hide and Seek

- Wakes up in dark cave, walks around, finds Faker (only glowing red eyes again), game of hide and seek begins
 - More gameplay than story, but maybe focus on sound here? Let most of the screen be dark and hide when you hear Faker
- Eventually gets out of the cave, turns out to be on Angel Island
- Once you come across Faker (faker form again), the screen goes dark for a sec and the island is suddenly on fire
- He starts hunting you, forcing you to outpace him
 - The longer you stay alive, the more of the island is set ablaze
 - Two "lives": get caught once you lose your tails, get caught twice and you're dead
 - Maybe once you can't avoid being caught, meaning you lose your tails either way
- If you survive (meant to be insanely hard, basically impossible first time through), the world breaks apart and you get teleported into a new, separated zone: Black Sun

Possible Deaths

- In the dark, if Faker finds you
 - Leads to island never being set on fire
- During the chase on the island
 - Leads to island only being partially on fire (how much exactly depending on how far you got)
 - Tails' charred corpse will be permanently findable on Angel Island from now on

??? (Black Sun)

- Actually not that much to see yet, zone name not even revealed
- Instead of being completely black, the screen is entirely gray & you just walk through
- Find diary entry mentioning the Black Sun, immediately Faker appears in his true form (not hidden by shadows) and the void that Tails is walking around in becomes visible
 - Maybe have a window that shows the Master Emerald visible in the background
- Tails is lit ablaze and dies before he can even say anything

Knuckles (Kyle)

Angel Island

- Start depends on Tails' run
 - If Angel Island is in flames, he starts normally
 - If it isn't, then he starts later, once the island starts falling
- Notices fire, goes to check what's happening
- If Tails died in Hide and Seek, he finds the corpse and is immediately alarmed
 - Makes him not trust Faker later
- If Tails died in Black Sun, this doesn't happen, but there's more fire and death traps on the island
- Keeps going through Angel Island, sees more gore and blood everywhere
 - Optionally meet Faker (fake form), if Knuckles didn't find Tails' corpse he trusts Faker and gets lured into a trap, needs to fight to survive and get out alive, Knuckles no longer trusts Faker
 - Later more optional encounters with Faker (true form, still in shadow), you always immediately need to run
- Out of nowhere, the ground is shaking and the island starts falling
 - This is where his story starts if it isn't on fire
- Realizes Master Emerald is unguarded, immediately runs off to Hidden Palace

Possible Death

- Again, if he dies in the trap, he will be an enemy for future characters
 - He can break walls, so be careful

Hidden Palace/Sky Sanctuary

- Enters Sky Sanctuary, finds Master Emerald, it seems corrupted
- The "security system" activates when Faker tries to get in (Faker form again)
 - If Knuckles already distrusts Faker (found Tails' corpse or escaped trap), then Faker breaks through the security measures

- Knux then grabs the Master Emerald and runs off, making Faker chase him, giving us the first full transformation of Faker into his true form
- If Knuckles doesn't distrust Faker, he just deactivates the security measures
- Faker walks up to the Master Emerald, touches it, then makes it shatter, then Knux runs away and Faker chases him
- If the Master Emerald is intact, the goal is just to get to safety
- If it is shattered, the goal is to collect all shards like in the Adventure games and reassemble it, then get to safety
- Knuckles eventually finds out that the islands/Little Planet from Sonic 1, 2, 3K and CD are converging while a second, black sun seems to be in the sky
- Using that knowledge, he runs off to the South & Westside Island bits, looking for abandoned Eggman bases he can hide in
- Death Egg is not around (as far as he knows), so the only option is Scrap Brain

Possible Death

- If Knuckles has to collect the Emerald Shards and dies before he does, they will remain in the world for someone else to collect them
 - Faker is not interested in the shards, so he won't pick em up, but he will make sure nobody else can get them

Scrap Brain

- Once he reaches the base, Knux inserts the Master Emerald as a power source for it, activating its dormant machinery
- As the lights turn on, Faker knows where he is, so he attacks the base
- Knuckles uses every last machine Eggman left behind to fend Faker off, solving puzzle after puzzle to activate everything
- Faker breaks through everything, getting ever closer
- Knuckles prepares a teleporter to get himself and the Emerald away
 - Maybe add a timer of how long you need to survive for the teleporter to be ready while Faker approaches you rapidly
- As Faker breaks down the door, Knux realizes it's either him or the Emerald
- Realizing he can't let Faker get it, he teleports the Emerald away and gets ready to fight him 1 on 1
 - Optional choice: if Knuckles teleports himself away, Faker just immediately appears and kills him, making him a slave, and also gets the Master Emerald
 - Don't be a coward lmao
- He jumps at Faker, ready to fight, but he only hits an afterimage
- Faker appears behind him, grabs him and bites his face off

Possible Death

- If Knux dies before the timer hits 0, Faker gets the Master Emerald, making him even more dangerous from now on

- More frequently appears on the island, tons of illusions everywhere, any potential slaves of his become stronger, etc

Eggman (Gary)

Crashed Death Egg

- Eggman sees Knuckles dying on screen (how exactly depends on how you died as him lol)
- If the Master Emerald was teleported to safety, Eggman's mission is to find it and use it as an energy source for a weapon meant to combat Faker (first major story divergence)
 - If it isn't, he starts looking for an alternative way to fight Faker (lmao good luck)

Route 1

- The Master Emerald is safe

Marble Zone

- Maybe structure this so that you hide from Faker and use a computer you take around in order to communicate with Metal Sonic
- Metal searches around for the Master Emerald in person while you try to locate to Emerald's signal
- Encounter with Faker: Eggman first mistakes him for Sonic, but then immediately realizes something is off
 - Since Eggman isn't fast enough to outrun Faker, he destroys parts of the Zone to block his path
 - Turns simple hide-and-seek game into an actual fight, maybe have a radar indicating when Faker's getting closer
- Goes through multiple zones to find the emerald, can optionally find Tails' corpse if he died during the chase
 - Eggman would then grab some tools off the corpse, improving on his emerald radar -> it's more accurate now
 - Also allows for some optional lore findings with the diary entries if we do those lol
- Eventually end up in Marble Zone, turns out to be where the emerald ended up due to the zone's connections to the ancient civilization of the islands
 - You either find it yourself or Metal finds it for you first, depends on whether you focused more on your radar or your communication with him
- Important find in the Zone: an ancient message that perfect control over the Super Emeralds allows reanimation of the dead, gives Eggman an idea for later
- Once it's found, Eggman tells Metal to meet him at Scrap Brain Zone
 - If it's Metal who found it for you, you now gotta race to Marble Zone to get it, else Faker will try to get it before you

Optional Deaths ig

- Faker lays traps again, don't get caught or Eggman will be a lackey in the other campaigns
- Don't die before getting the Emerald or you're fucked

Way To Scrap Brain

- Once you have the Master Emerald, Eggman is on his way to Scrap Brain, using the Master Emerald to power his Egg Mobile and other tech, making Faker leave him alone for now
- He actually survives his story, but comes back in Metal's

Route 2

- The Master Emerald is NOT safe

Marble Zone

- If it's split apart bc Knuckles failed to collect the shards, you can collect them and gain the Master Emerald that way, then immediately informing Metal and leaving for Scrap Brain (basically jumping back to Route 1, but no trip to Marble Zone, meaning no "Super Emeralds can revive the dead" info)
 - Good luck tho, Faker is now defending these shards as well as he can (potentially with Tails & Knuckles as his lackeys)
- If it's in Faker's possession, you're basically already fucked
 - He's much more powerful now, making that hide n seek game even more unfair (but not impossible)
 - Instead of trying to find the Emerald in every possible zone, he immediately goes to Marble Zone in the hope that he can find another ancient weapon that could help in the fight
- If Knuckles died before even reaching Sky Sanctuary, then the same happens, but Faker doesn't have the power boost
- All Eggman finds in Marble Zone is stories about the Titans that the Ancients built (woohoo, Sonic Frontiers integration), but he realizes that he has neither the time nor resources to build anything comparable, not that a singular Titan could even stop Faker
- Contacts Metal, tells him to meet him at Scrap Brain

Way To Scrap Brain

- Since Eggman doesn't have the Master Emerald as protection, that leaves him vulnerable to Faker
- He doesn't die on his way, but he keeps Faker distracted, making Metal's path a little easier

Metal (Jake)

Route 1

- The Master Emerald is safe (Eggman Route 1 succeeded or you collected the shards as Eggman on Route 2)

Cutscene

- Shows Metal racing towards Scrap Brain
 - If he's the one to find the Master Emerald, he's carrying it from Marble Zone
 - If Eggman found it, he's starting at a random location and trying to not get killed by Faker

Scrap Brain

- Breaks into base, going through the path Faker broke through
- Tries to find the central control room for the base
 - Should Eggman have collected the shards to get the emerald, the machinery is active and you gotta stay safe (no Emerald, but Faker's corrupted energy instead ig lol)
 - Should you carry the Emerald, you have more enemies created by Faker, but also the ability for a screen nuke to hold em off
 - If Eggman just collected the Emerald (no shards), neither happens
- Get to control room, wait for Eggman to catch up
 - If you have the Emerald, you gotta activate the machinery to keep Eggman safe and fight Faker off
 - If he has it, he's safe, dw lol
- Meet up, give Metal some upgrades to fight better, look at corruption in Emerald
 - Eggman would also probably tell Metal about the plan with the Super Emeralds here
- ground breaks, fall into labyrinth

Labyrinth Section

- Basically just make this a fight
- Guide Eggman through zone to safety
- When Faker comes in to attack, you gotta grab the Emerald and fight him off
- Eventually, you end up at a place strongly influenced by the amalgamation of the world
- All the mythical places of the islands converge, making the Emerald resonate the closer you get to that spot
- Eggman tries to use his machinery to un-corrupt the Emerald, only moderate success
- Faker keeps attacking and Metal has to fend him off, only to see Eggman fail to fix it
- Eventually, he gives up on machinery and touches it, using his body as a conduit

- Almost immediately, the corruption goes over into Eggman himself as he's physically hurt by it
- Faker comes in and kills Eggman for good (but the corruption is gone now gg)
- Metal, realizing he's gotta be fast, rushes to the Emerald
 - He gets it, but so does Faker
 - When Metal tries to Chaos Control away, Faker redirects that to Black Sun

Black Sun

- Should Tails have gotten to this level, it's already revealed
- If not, Metal finds himself in a monotone gray area, only for Faker to appear
- He stays calm, still having the Master Emerald with him
- Faker prepares to attack, but suddenly the world shakes
- A massive rift opens in the background, two glowing red eyes appearing behind it
 - First X cameo holy shit
- End of Metal's story, over to Amy

Route 2

- The Master Emerald is not safe (Eggman Route 2 happens)

Cutscene

- Metal's racing to Scrap Brain, Eggman calls in telling him to prepare the lab (hoo boy he has an idea)

Scrap Brain

- The machinery is powered up AND corrupted, making this obstacle course a lot more deadly
 - Btw if you get killed by a corrupted machine, you and Eggman become Faker's lackeys for the final campaign lol
- End up in lab, prepare until Eggman comes in
 - Optional: maybe have a segment where you play him making his way through the same path as Metal?
- Once they meet, Eggman immediately starts trying to modify and power up Metal with moderate success
 - He is stronger & faster, could maybe get a few good hits in, but still no match for Faker
- Ground breaks, fall into labyrinth

Labyrinth Section

- Basically the same as Route 1, except no end goal with Emerald, just try to survive
- Eventually cornered, you gotta face Faker directly
- "Fight" ends up more as a beatdown, Metal can only protect Eggman for a few minutes

- Eggman gets killed, Metal gets broken badly
- Still holding on, he tries to escape, but Faker teleports him into the Black Sun level to stop him

Black Sun

- Same start as Route 1 lol
- Instead of confident, Metal is on the ground, broken and beaten, but still alive
- Faker gets ready to kill, world shakes, X appears, yadda yadda yadda
- Amy time

Route 3

- Eggman is dead

Cutscene

- Actively hunted by Faker, Metal runs away, ending up at Scrap Brain
- No plan and no Eggman tho, so good fucking luck

Scrap Brain

- Faker either just fights you on his own (still with underlings n shit) or with the base's machinery
 - The latter only happens if the Emerald isn't shattered
- Just area-wide "battle" (beatdown) until you're broken
- No upgrades -> little to no chance to survive
- Gotta get away in time, then you can enter an elevator
- Whoops, Faker got the elevator, you're dead now whoops (and a lackey!)
- Over to Amy lol

Amy (Alice)

- Life system exclusively for her, GG

Special Stage (3 lives)

- Basically the start of Sally.exe lol, Faker (in his fake form ofc) tricks her into jumping into a special stage ring
- How the Special Stage works
 - Normal Goal: teleported out, Faker stands before Amy (true form) and rips her head open
 - Glitched, green Goal: brought into new section

- Chaos Emerald (after like 5+ sections): code breaks, you clip out of the stage (but keep the Emerald)
- Once out in safety, Faker starts chasing her
- You can hold him off with glitched objects, but he will eventually kill you

Starlight Zone (2 lives)

- The Black Sun reforms her body, slightly different now
- Appear in Starlight Zone, it's different & more dangerous, get to the end for KINDANDFAIR
- Btw add a missable Chaos Emerald here (either through Special Stage Ring or just hidden in the world)

KINDANDFAIR

- Cream's level from Sally.exe lol
- Walk to right, don't get too accelerated
- Ends in spikes
 - Fail to stop and die here
 - Stop in time and you can go back and get an Emerald (through a Special Stage)
- If you get the Emerald, Faker won't chase you again, he'll sic his lackeys on you (or just regular enemies if he has none)
 - Another certain death lol

Doubt (1 life)

- Back in Hill
- Everything's on fire, the world's ruined, the Black Sun in the background is fucking massive Jesus Christ
 - Add another missable Emerald in the world btw (no special stage)
- Amy's just depressed now
- Walks through, eventually she sees a dead animal on a tree and hangs herself with its intestines
- Final death, right?
- Nah

(0 lives)

- Misty atmosphere, no idea where we are
- Amy tries to get through and survive
- Eventually meets Faker, obscured by fog
 - She believes for a sec that it's Sonic due to identical silhouette
- Faker transforms and the fog settles, holy shit it's Black Sun

- Although it's no longer separate from the overworld, as the Black Sun now stands proud in Sonic's world
- X is causing mayhem in the background, but Faker is focused on
- Faker gets ready to attack the helpless Amy and

Route 1

- Metal is dead
- Faker kills Amy
- Game Over, let's get to Faker's story / the ending

Route 2

- Metal is alive
- Metal comes in for the save and Amy gets to survive
- X's chaos becomes too much, Faker is enraged (don't show X directly btw, let it be "ambiguous" who's doing that shit)
- He looks at Amy and Metal, realizing X is the bigger issue on
- He leaves them be, arrogantly believing they can't do anything against him, and flies off to fight X
- Amy and Metal now have to come up with a plan
- Meanwhile Faker & X fight in the background, ripping the world apart

Route 2.1

- No Master Emerald and no Chaos Emeralds
- Okay nah they're fucked lmao
- They can try to survive as long as they want, but eventually they both die as collateral in the fight between demons
- Neither Faker nor X even realize that they're dead, whoops
- Game Over, over to Faker's story / the ending

Route 2.2

- Only Master Emerald & no Chaos Emeralds OR only 4 previous Chaos Emeralds & no Master Emerald
- The Super Emerald plan isn't possible
- Plan B, Metal wants to use the Master Emerald/Chaos Emeralds to go Super
- If you only have the Chaos Emeralds, you gotta go around the Metroidvania world and get the last 3 (check Route 2.3)
 - After you have em, it's the same as with the Master Emerald
- If you only have the Master Emerald, you gotta try to catch up with Faker to fight him

- Metal uses the Emeralds to go Super and tries to fight Faker
- X, insulted at his weakness, stops him and destroys him
- Amy, shocked, stands still, leading to Faker appearing behind her and ripping her head apart
- Game Over, Faker time

Route 2.2.5

- If you collected the 4 Chaos Emeralds and only don't have the Master Emerald bc it's shattered, this is your last shot to get it
- Wait, wouldn't that lead to Route 3 with Metal, meaning Amy would die because Metal can't save her?
- Eh, maybe add the possibility for Metal to survive if you don't get beaten up too much
- Metal has no power-ups and Eggman's Super Emerald plan ain't known
- They still try to get the Emeralds (again, check Route 2.3) to hope for a shot to beat Faker (good luck lol)
- They get the Emeralds but Metal cannot go Super, he's too broken for that (+ no upgrades rip)
- Metal tries to compensate with a powered-up Metal Overlord form
- Catch up to Faker & X, same result as Route 2.2
- Game Over

Route 2.3

- Master Emerald & all 4 Chaos Emeralds collectible so far
- Metal tells Amy about Eggman's Super Emerald plan
- Next objective: get the last 3 Chaos Emeralds
 - Metal collects one, Amy the second, then both work together to get the third
 - Maybe make em small puzzles instead of Special Stages
 - You could switch between Metal & Amy to get through those puzzles
- While you go through the world, Faker and X are fighting in the background (you still don't get to see X tho teehee)
- The Emeralds are guarded by Eggman, Knuckles and Tails
 - Meaning Eggman vs Metal, Knuckles vs Amy and Tails vs Metal & Amy
 - Btw this happens regardless of if they're Faker's lackeys or not, all that changes is their design
 - If they're Faker's lackeys, they have special new designs (something like the concept sketches I did lol)
 - If they aren't, give them their classic Sonic.exe designs (ohohoho foreshadowing?)
- With emerald you get, there's a cutscene for each of the dead 3 characters depending on whether they're Faker's lackey or not
- Eggman

- Lackey: Faker appears, chuckling and saying “Nice try, you fool”, then rips him into tiny pieces
- No Lackey: shadowy figure (X) appears, says “What a novel idea...” and rips his organs out
- Knuckles
 - Lackey: body starts falling apart limb by limb, small critter enemies come by to eat his corpse
 - No Lackey: X appears again, says “Kyle... What an interesting victim... I’ll keep you in mind.” and tears him apart
- Tails
 - Lackey: suddenly starts burning even further until only ash is left
 - No Lackey: X appears, puts a hand on his head, crushes it
 - Maybe let him say smth like “ignorance doesn’t get you far” since Tails is Lucas lol
 - If Tails got to the Black Sun level, just have him chuckle menacingly
- After they have all Emeralds, they go off to Angel Island to power up the Chaos Emeralds
- Faker has them on his radar now though, so he’ll try to follow and kill them, but is still caught up in fighting X
 - Solution: bring the fight to Angel Island
- He gets more aggressive and so does X in retaliation (HAH)
- They start actively destroying the amalgamated island
- Once Metal & Amy reach Angel Island, you see the rest of the island sinking in the background
- X and Faker start fighting where they are, so now they gotta dodge that shit while still trying to get to the Master Emerald shrine
- Metal puts in the Master Emerald, Amy puts in the Chaos Emeralds
 - Angel Island doesn’t start flying, still fucked over by the amalgamation & Black Sun
- Metal jumps on the Master Emerald and starts using the upgrades Eggman gave him to control the Chaos Energy around them
 - Maybe let that upgraded form have slight visual similarities to the Frontiers Titans? idk
- Slowly but surely, each Chaos Emerald turns into a Super Emerald
- Faker and X are getting closer, so be careful
 - Amy’s gotta somehow hold em off while Metal focuses
 - Maybe have a timer while she runs around outside to distract them
 - If she dies before the end of the timer, play a cutscene of Faker breaking into the shrine and killing Metal
- Once the timer hits zero, all Chaos Emeralds have turned into Super Emeralds
- Immediately, Metal does what he can to control their power
- New timer for survival, now you gotta wait for the souls of Eggman/Gary, Knuckles/Kyle & Tails/Lucas to reach Metal

- Once they do that, the chase is over and Metal uses the Super Emeralds to revive the dead souls
- Holy shit surprise, Sonic is also there now?
 - Add short flashback to show that Sonic found himself in Black Sun long before the events of the game while trying to befriend Faker, only for the latter to immediately kill him, explaining where the hell he was
- Metal is now broken from the Chaos Energy overload, but Sonic can take over from here
 - Have Eggman look after Metal, I think that'd be cool
- Sonic can tell that the people in front of him aren't his friends, but instead real people's souls inside them
 - He decides to help them out anyway, hoping to get them back into their own world
- Sorta Game Over, jumping to the non-canon good ending now

Optional Deaths

- This is the last hurrah, you can die fucking everywhere
- Deathtraps all around, this is insanely unfair
- If Metal dies you can go on as Amy and vice versa, but you won't be able to finish Route 2.3 and get the good ending
 - Tails' Emerald requires both of them, keep that in mind

Faker/EXE (Basically Ending Cutscene)

- Note on the "canon ending": there isn't a set one
- It's only set that the good ending isn't canon, the actual canon one can be anything
- X and Faker pause their fight
- X finally reveals himself from the shadows, laughing at Faker
- X: "You've made quite the mess. I've been watching you."
- Faker: "Not surprising."
- X: "Truth be told, you've inspired me. Trapping your victims in the vessels of Sonic's friends. I should do that too."
- Faker: "You won't be able to once I'm done with you."
- X, chuckling: "I thought you were smart enough not to threaten me. My power is compromised in this world, yet you struggled against me. If you wish to even remotely match my true strength..."
- X: "... you'd need an army."
- X vanishes into a rift
- Faker, chuckling: "I already do, you fool."
- Faker starts walking through the ruined world, reflecting on what happened during the game (use this for the credits lol)
- Show major moments from each campaign including how the respective character died

- All those that are now his lackeys (and that he didn't kill in the Emerald Hunt in _____) slowly appear and walk with him
 - If every character ends up as a lackey, he chuckles and says "Wouldn't want it any other way"
 - If Eggman absorbed the corruption, he's not a normal lackey, but instead appears as Genesys
- At the end of the walk (and credits), he stops and opens a rift and goes through it, his army following him
- Faker: "The game is on, X." (only X namedrop btw)

Sonic the Hedgehog (Non-Canon Good Ending)

- Only happens if you go through Amy's Route 2.3 without dying
- Sonic grabs the Super Emeralds (no transformation yet tho) and runs through Angel Island, trying to find Faker, X and Amy
 - The others follow suit (although Metal is getting carried by the Egg Mobile while Eggman fixes him)
- He finds them very quickly as neither Faker nor X is quiet while chasing Amy down (make sure to grab rings along the way tho)
- Once he catches up, he transforms and jumps into the fight, giving both demons a decent amount of damage
- Faker is surprised to see Sonic alive and kinda stunned
- X meanwhile realizes the shit Faker just got himself into (and sorta respects Hyper Sonic's strength)
 - X: "This is your battle. We'll continue this some other day."
 - Then he vanishes into a rift lol
- While Hyper Sonic helps Amy up and heals her wounds with Chaos Energy (or something like that) Faker gets angry
- Faker: "You dare to come back to life and defy me!?"
- Instead of a snarky remark, Sonic just gets up
- Sonic: "I gave you my hand and you ripped it off. Now you destroy these beautiful islands and kill innocent people."
- Sonic, smirking: "So yeah, I'm defying you. What are you gonna do about it?"
- Faker attacks, but Hyper Sonic stops him
- The other characters step to the side as Sonic & Faker get ready to fight
- They charge at each other, boss fight time
- Y'all gotta make this fight kino lmao, maybe make it go all over the damn island in high speed
- Maybe finish it by beating Faker into the Black Sun, killing him and making it start its self-destruction process
- After the fight, Hyper Sonic flies back towards the human souls

- They talk a bit, then he flies back around to restore the islands with the Super Emeralds (like the good ending in Sonic 1, GG)
- Then the Black Sun properly finishes destroying itself, letting all the souls inside free
- Back with the gang, a rift back to the real world opens
- All free souls get sucked inside and we see them getting slowly separated from their vessels
- Even if they're unsure how the outside world looks right now (keep in mind, the harbingers are out there), they'll face it
 - Note: maybe don't show what the real world looks like and keep it ambiguous
- As they leave, Sonic and his friends are reunited
- As the credits roll, we see Sonic, Tails, Knuckles and Amy walk through the restored islands
 - Eggman is meanwhile fixing up Metal Sonic
- After the credits, we get a shot of Sonic jumping towards the camera like in the classic games