**Miles Prower: Project**

Welcome to one of many text documents discussing the Sonic fan game project titled “Miles Prower”, a game that centers around Miles “Tails” Prower. This document will outline the basic points of the game, mainly including gameplay features and the story plot.

**Gameplay Features**

As the Player Character Tails will have a flexible set of skills that will aid him in each act and stage of the game. There are 7 key skills that will be used in gameplay.

**Spindash:** A key staple in most Sonic games, Tails has the ability to curl up in a ball and rev up for a Spindash, taking off with amazing speed.

**Propeller Flight:** What Tails is best known for is to twist his two tails together and fly like a helicopter. His flight will be limited to a few seconds.

**Tail Swipe:** A nod to Sonic Adventure 1 and Sonic Advance 3, Tails will swing his namesakes at enemies to take them down.

**Bomb Throw:** A nod back at the Game Gear title Tails Adventure, Tails will once again throw bombs at enemies. His bomb-throwing motions will be similar to that of Bomberman (Bomberman Hero).

**Miles Shield:** A discus shield similar in structure to Captain America’s shield, Tails will use the Miles Shield to both defend himself and to attack.

**Homing Attack:** As seen in Modern Sonic games, Tails will lock on to an enemy and jump on top of it. This can be continued as a combo.

**Wall Jump:** A nod to Mighty the Armadillo in Knuckles Chaotix (or the game Super Mario 64), Tails will jump off walls with one foot parkour style.

**What *Won’t* be Included**

**No Automated Gameplay:** The player will not be carried through levels via automated sequences.

**No “Boost to Win” Formula:** While Hedge Physics includes Boost (Speed) Pads, they will not be in the game. Boosting is a Sonic staple, not a Tails staple.

**No Rail-Grinding:** Another form of automated gameplay. This is another Sonic staple, and not a Tails staple.

**No Elemental Shields:** The Miles Shield makes most Elemental Shield power-ups redundant, so these shields aren’t necessary.

**No Invincibility/Super Tails:** Tails will have to earn it to clear levels.

**General Missions (Each Zone)**

**Collect All Blue Spheres**

**Rescue All Flickies**

**Collect X Amount of Rings**

**Defeat X Amount of Enemies**

**Collect Memento**

**List of Zones**

**Poloy Forest:** The Battle Bird Armada have invaded Cocoa Island, having only one goal in mind; push the agenda of Project Unlimited. The beautiful environment of Poloy Forest is threatened, and Miles “Tails” Prower is there to defend it. A bold coalition of feathered fiends lead the Armada, and they hold the juicy information.

**Volcanic Tunnel:** Driving the Battle Birds back, Tails has obtained some info on Project Unlimited and follows the Armada inside the Volcanic Tunnel, a very hot alley of danger. While inside Tails discovers that the Armada are attempting to overload the volcano with timed explosives and engulf Cocoa Island in flames.

**Mount Polly:** Having stopped the explosive threat, Tails ascends up Mount Polly to chase down the higher-ranking members of the Armada. His climb to the top becomes unpleasant when he realizes the Armada are stealing a valuable source from the mountain. Another puzzle piece in Project Unlimited is discovered as aggression towards Tails increases.

**Station Square:** The forces of GUN have intercepted the Battle Bird Armada’s leads to the truth about about Project Unlimited. GUN and the Armada engage in a war in Station Square while Tails revisits his pleasant childhood memories. However, upon entering the city, Tails gets bombarded with disapproval by the people and is forced to deal with Shadow the Hedgehog.

**Blue Ridge Zone:** With the war between GUN and the Armada continuing, the case of Project Unlimited takes an unexpected turn. New evidence directs Tails to Blue Ridge Zone, which is now a winter tour resort utopia. Tails also meets a new enemy. What does Sonic the Hedgehog’s sudden disappearance, Project Unlimited and a dimensional breach all have in common?

**Quartz Quadrant:** Little Planet has suddenly reappeared while dimensional breaches become more apparent. Tails flies to Little Planet and lands in Quartz Quadrant after receiving more info about Project Unlimited’s origins. Little Planet is the main bridge to establishing control of Sonic’s world through Zero-One Energy. The only question is; Who’s running Project Unlimited?

**Crystal Climax Zone:** A sudden dimensional warp sends Tails to a place formerly known as Crystal Egg Zone. This zone retains its former look while also taking on the architecture of Ancient Rome. The seed of Project Unlimited reveals itself while Miles Prower must confront his troubled past. Secrets about Zero-One Energy are also revealed, and the whole truth comes out for all to see.

**Plot**

Dr. Eggman has been defeated for the final time, but following their biggest victory, Sonic the Hedgehog and his friends unexpectedly go their separate ways. 8 years into the future Sonic’s world has descended into utter chaos as Sonic has suddenly gone missing. New heroes attempting to emerge but failing, and new and returning villains attempting to fill Dr. Eggman’s void. The people of the world have grown restless and impatient, begging for a new hero to support.

Miles “Tails” Prower returned to Cocoa Island following the disbanding of his friends, and he has rebuilt his old familiar homeland (Tails Adventure) to make it look better than before. Now at the age of 16, being self-taught in hand-to-hand combat and improving his signature skills, Tails gets reacquainted with old enemies in the Battle Bird Armada, who are now equipped with this mysterious substance known as “Zero-One Energy”, and are concealing secrets of an operation called “Project Unlimited”.

Going on this new bold adventure Tails will have to rediscover his true potential as a hero while overcoming many forms of adversity, traveling on a lonely “Road to Redemption”.

**Cast of Characters in the Story**

**Miles “Tails” Prower (Main Hero/Player Character)**

Former sidekick and main hero of this story, Tails takes on the daunting challenge of finding out the truth behind “Project Unlimited” while repairing damaged relationships with not only his friends but also the people of Sonic’s world. The player will see the story through Tails’ point of view as he will occasionally narrate some scenes. Taking on the theme of “Believe In Myself Again”, Tails faces an uphill battle containing many threats.

**Speedy (Villain – Grand Battle Kukku)**

Taking over the reigns of his father as the new Grand Battle Kukku, Speedy leads the Battle Bird Armada in their invasion of Cocoa Island, to fix a mistake committed many years ago. Ruthless and calculated, Speedy rules with an iron fist and attempts to take over Tails’ homeland with the help of “Zero-One Energy”. Having stolen Dr. Eggman’s documents on “Project Unlimited”, there’s no telling how far Speedy will go!

**Bean the Dynamite (Villain)**

The “Comedy Act” of the villains in this story, Bean is more about cracking jokes and creating silly scenes than to acting as a serious threat. One of Speedy’s hired hands in his new coalition, Bean is given the task of taking over Poloy Forest, Tails’ stomping grounds. Bean also loves to throw bombs for kicks and thrills! That’s awesome, right?

**Jet the Hawk (Villain – Babylon Rogue)**

The leader of the Babylon Rogues and Sonic’s arch rival in the Sonic Riders series, Jet agreed to align with Speedy after his homeland of the Babylon Gardens was destroyed by rapid Zero-One Energy laser attacks. Working along with Wave the Swallow, Jet is motivated by greed (millions of rings) and the opportunity to improve his prestige as a Babylonian. Taking over Cocoa Island would be a good achievement in Jet’s eyes.

**Wave the Swallow (Villain – Babylon Rogue)**

Being a mechanical genius just like Tails, Wave helps Jet in improving the Babylonian name and legacy. Using her brilliant mind Wave creates traps inside the Volcanic Tunnel to slow Tails down while also creating an intimidating mech robot that uses Zero-One Energy as a weapon. Her hatred of Tails remains after many years, and fueled by a multi-million ring contract from Speedy, Wave intends to take credit for her new creations.

**Professor Pickle (Friend)**

The Alfred to Tails’ Batman in this story, Professor Pickle serves as a calming presence, guiding Tails through the tangled web of logic in “Project Unlimited” in Station Square. Approaching the final years of his life, the old professor reminds Tails of how important a person’s legacy is to that person’s followers. Like a caring grandpa to a growing grandchild, Pickle teaches Tails a few more valuable life lessons.

**Shadow the Hedgehog (Anti-Hero – GUN Agent)**

The best Anti-Hero around, Shadow reprises his role of GUN Agent, patrolling the Downtown areas of Station Square, a city that has become decimated ruins. While he doesn’t antagonize any of the remaining citizens, Shadow remains firm in following the GUN handbook, enforcing the law whenever necessary. Shadow has some knowledge on “Project Unlimited”… knowledge he won’t freely share!

**Rhetoric the Raven (Villain – Battle Bird Spy)**

An up and coming new villain, Rhetoric serves as the Battle Bird Armada’s Head of Intelligence, Speedy’s #1 spy. Seeing himself as an intellectual just like Tails, Rhetoric loves reading and writing poems similar to Edgar Allan Poe’s style. A giver and taker of critical information, Rhetoric has his own personal agenda to fulfill while he helps Speedy. This bird has a way with words. (Reference: The Fox and the Raven fable)

**Amy Rose (Controlled Villain\*/Friend)**

\*The unfortunate victim of control by villainous forces. After the disbanding of Sonic’s friends Amy returned to Little Planet to rebuild a struggling civilization. However, her mission was cut short due to overwhelming manipulation of “Project Unlimited”, and now she rules Little Planet with an iron fist. The question is; Does Amy know what she’s doing, or is she being forced to perform villainous acts?

**Sonic the Hedgehog (cameo appearances only)**

Though rarely appearing, Sonic the Hedgehog’s legacy and actions prove to be extremely pivotal points in this story, and his absence as a main hero plays a part in Tails’ growth as his own hero. Most of the motivation behind the actions of the story’s villains directs back to Sonic’s legacy. Not long after he and his friends disbanded, Sonic suddenly went missing. His current whereabouts are unknown.

**Knuckles the Echidna (cameo appearances only)**

Mainly appearing in Blue Ridge Zone, Knuckles handled Sonic’s disbanding of friends the best. He returned to Angel Island to guard the Master Emerald, but occasionally has taken vacations for himself. When briefly reuniting with Tails, Knuckles is honest and to the point about what has happened in 8 years, and what needs to be done in the future. Knuckles acts as a “second Big Brother figure” to Tails.