

GAME LOGO IS FINISHED!



Sonic - The Accursed ROM is a Outcome Memories-type game that is focused on more obscure EXEs/Sonic-related characters, meaning no 2011X/Lord X/EXE or anything like that here, as the characters featured will be sorta stand-in's instead. Below, you'll find all the info needed for the time being, and I'll update this friggin' thing as I go here.

Before we begin, here's some trivia:

199X

- Sometimes isn't fond of killing
- Doesn't understand humans or genders
- Can be shy around certain people or things
- Even when he isn't fond of killing, he still laughs when it's over
- One of very few EXEs to actually run
- Around 3.32 billion 199X's exist
- His favorite number is 3
- He loves Infect like *God loves our planet*

HELCOR

- Hates pollution
- Afraid of injections and medicine
- Kills people out of survival instincts, not because he wants to
- Needs to consume human flesh

2025x

- Doesn't know how to peel an orange
- Used to be shipped with Serial Designation V from Murder Drones, but their canon GF is Rose the Dragon
- Has catlike attributes, such as the ability to purr and are scared of water, plus he chases laser pointers
- His ship names with Rose are RXse, RoseX, Ro25, and RosX
- Has four vessels (Sonic, Garfield, Sans, Noob)

- Jokingly obsessed with drinking beer and eating bath bombs (canon btw)
- Cuddly, but only to Rose and his siblings
- Can be serious, but tends to like being a stupid goofball
- Goes by 25x
- His in-universe 2011X/2017X/himself all only discovered Sonic the year they're named after
- Vessel is Modern Sonic instead of Classic
- His quills are usually asymmetrical

ShinX

- He is a soul "reborn"
- Doesn't believe he is a being worthy of worship but thinks he's God
- Cannot feel love or affection towards anything or anyone, *besides a special exception*
- Can control his world with his mind
- Also likes to run instead of fly most of the time
- His favorite number is 13
- He cannot taste anything, but still eats his favorite foods simply because he wants to
- Has become entirely sadist in nature, besides with his buddies
- Hates the repetitive nature of Sonic.exe games
- Is viewed by his EXE friends as somewhat of a Lord X-type character, even though he's inspired by 2011X.

Infect

- TBD

CPU-X

- Overly obsessed with NES ROM Sonic
- Believes NES ROM Sonic is the real one
- Hates all official Sonic games
- Behaves similarly to Sonic.OMT
- Friends with 199X, Sonic.NES, and ShinX
- Always uses the Sonic vessel
- Has a wife and two kids (NES ROM Princess Peach named Chaos, and XJ/Starline as the older brother and younger sister)

Elementality

- TBD

Let's get started with the doc, **SHALL WE?**

Developers:

XV-40 my beloved (Creator of 2025x)

SONIC.199X (Creator of...Sonic.199X)

Owen.Welch (Creator of ShinX)

Maizena2011 (Creator of HELCOR)

MortemXTheStarFallenArtist (Creator of Elementality)

MisterMSfan (Creator of Infect)

SuperSmashBoi (Creator of CPU-X)

Character Types:

2025x - Joke/meme take of 2011X

Sonic.199X - Retake of OG Sonic.exe

ShinX - Reimagining of 2011X

HELCOR - Crazy frenzied beast of an infection

Infect - TBD

Elementality - TBD

CPU-X - TBD

Differences from Outcome Memories:

- Will have Rings for the Survivors to pick up that will give them extra lives/allow them to tank hits
- Launches with 2 Executioners (Sonic.199X and ShinX) instead of 1 (2011X), as well as 6 maps instead of 4.
- Will feature a Juggernaut game mode where all Survivors are in their Super forms, making it harder for the Executioner(s)
- Will feature a "LOCK ONSLAUGHT" mode where two Executioners can be played together
- Will feature skins for characters intended to mimic one another (ShinX and 25x will have skins to look like one another, for example)
- Intro cutscenes for the Executioner(s) will play
- Outro cutscenes for the Survivors (if they win) will play
- Outro cutscenes for the Executioners will play (if they win)
- Knuckles will be able to glide by double-jumping, and will glide an infinite length of time instead of having a stamina bar.
- Will feature Item Boxes on all levels for both the Executioner and Survivors to use (will give Survivors abilities, but will also allow the Executioner a mode of transport from box-to-box)
- Rings regenerate
- Item Boxes regenerate

- The way Executioners act will be lore-accuracy-focused
- Instead of being "downed", Survivors will die and their icon will appear in the closest Monitor they died next to, needing to be destroyed by a Survivor in order to revive them. They can be destroyed by the Executioner (probably momentarily, until it resets) to delay or prevent the Survivor from respawning. In LOCKED ONSLAUGHT, multiple monitors will have the ability to respawn the Survivor instead of just one, to make it easier for Survivors to actually revive their teammate.
- When a Survivor fully dies, they will either go into spectator mode, or prepare to be summoned for a specific Executioner's ability that requires a player to control someone.
- Music for the levels will directly come from the level they're based on in-game ((my idea))
- Chase themes for the characters will be designed to fit how they're supposed to act ((my idea))

Featured characters:

- Sonic.199X/199X (0.1)
- HELCOR (0.2)
- 2025x/25x (0.2)
- Shinigami X/ShinX (0.1)
- Infect (0.3)
- CPU-X (0.3)

Movesets:

- 199X

Monitor Launch - 25 DMG, Cooldown = 24

199X spawns in a monitor, picking it up before curling into a ball at light speeds before releasing all the energy into a throw

Charge - 20 DMG, Cooldown = 18

199X's destructive peelout, it's not a peelout peelout, but it's close, he charges a run up before blasting off, and when coming in contact with a survivor he grabs their head and scrapes it across the ground.

"SONIC" - 0 DMG, Cooldown = 12

We already know what this does(besides his abilities getting more sonic like, kinda attempting to blend in)

Illusions - 15 DMG, Cooldown = 24

Kinda like 2011X's Gods Trickery, if it made a ring you can only avoid with a stun or doing what the colours mean

(Blue/Run, Red/Stun, Orange/Run, Yellow/Nothing).

Jump - 10 DMG, Cooldown = 0.5 (Passive)

Roll - 10 DMG, Cooldown = 0.5 (Passive)

Monitor Swap - 0 DMG, Cooldown = 0.5 (Passive)

- HELCOR

Plague Spread - 14 DMG, Cooldown = 80

Helcor is going to start using a charge attack, similar to Noli's charge attack from Forsaken, you know how it is? If he hits someone two times, he parasitizes them.

Inner Cord - 14 DMG, Cooldown = 137

Helcor's organs will spread and grab the survivor kind of like strings, sucking a bit of life out of them and pulling the survivor in. The survivor who is closest to Helcor, or who cannot distance themselves from it, will be parasitized

Sick Binoculars - 14 DMG, Cooldown = 210

Helcor's left eye will become parasitic and emerge from Helcor's body, revealing the survivor's location, but only half of HELCOR vision will be blurred.

Deception Spread - 14 DMG, Cooldown = 265

HELCOR Will cause Hallucinations for survivors who are parasitized, with the hallucinations varying as copies from HELCOR and etc. The survivor Those who were deceived by the hallucinations will take damage, and their locations will be shown to Helcor. Also Helcor will gain speed boost and will also inflict more damage on survivors who are parasites.

For the survivors who are parasitized, they will go through two stages: 1. The first, HELCOR, will inflict more damage, but the second, HELCOR will inflict even more damage.

After Helcor kills a survivor, the survivor will turn into a zombie, which will become a minion that will help Helcor in the game.

If more than one survivor is healed from HELCOR, it will activate the final stage form where they will have the same abilities but more powerful, except for ability 3, and now instead of dealing normal damage with a punch, HELCOR He will use his gun to damage the survivor.

- 2025x

Basic punch - 5 DMG, Cooldown = 2

2025 punches

Basic kick - 10 DMG, Cooldown = 5

2025 kicks

Pounce - 25 DMG, Cooldown = 20 (hit)/15 (miss)

2025 pounces on the closest Survivor

Spindash - 25 DMG, Cooldown = 20 (hit)/25 (miss)

2025 spindashes toward the closest Survivor

Fly Dash - 0 DMG, Cooldown = 25

2025 flies quickly towards the closest Survivor

Jump - 0 DMG, Cooldown = 1

2025 jumps

Stomp - 15-17 DMG (depends on the Survivor), Cooldown = 7.5 (hit)/2.5 (miss)

2025 stomps, dealing damage to any Survivors nearby

Lock-On - 15 DMG, Cooldown = 5 (hit)/3 (miss)

2025 jumps and spindashes mid-air towards the closest Survivor

Sprint - 0 DMG, Cooldown depends on stamina

2025 runs instead of his usual walk, with a stamina bar

Knuckles Chuck - 75-120 DMG, Cooldown = 50

2025 shoots a flying cowardly Knuckles with fire that comes out of his hands.

Knuckles BANZAI - 150-200 DMG, Cooldown = 65

2025 BANZAI's a flying cowardly Knuckles.

Sonic - 0 DMG, Cooldown = 120

2025 shifts into his Sonic form very grotesquely, as described in his page. 2025 can only stay in his Sonic form for a little while, as it hurts to do. This form has the same abilities as the survivor Sonic, with the addition of 2025's Stomp and Pounce.

Place-Swap - 0 DMG, Cooldown = 20

2025 swaps places with the closest Executioner or Survivor.

Among Us Vent - 0 DMG, Cooldown = 25

2025 leaves a checkpoint that he can teleport to instantly in a match, with a single use like venting in Among Us.

Rage-O-Meter - 0 DMG, Passive

Slowly increases if 2025 gets stunned.

Legally Distinct Temper Tantrum Mode - Damage increase, speed increase, cooldowns are shortened. 95 - 470 in length, depending on how high the Rage-O-Meter is. Cooldown = 500 to 1,550. (*HOW LONG IS BRO'S MATCH GONNA BE?!?!?!?*)

- ShinX

MIMIC - 25 DMG, Cooldown = 0

Switches to Faker form, reducing his damage and making him less of a threat but allowing him to blend in. If X kills a Survivor in this state, he says one of these lines instead of his true lines:

Miles - Shoulda flew better, 'lil buddy!

K.T.E. - Nice try, Knux! Better luck next time!

Eggman - I expected better from ya, Egghead!

Sonic - I found you and got you, faker!

Metal Sonic - Shoulda known you were worse, rust-bucket.

Mighty - C'mon Mighty! I thought you would'a done better than that!

Ray - No more flying for you, Ray!

Amy - Should've realized you and me will never be, Ames.

ATTACK - 45 DMG, Cooldown = 1

Slashes his arms forward or opens his mouth to let an inner hand punch the target.

TELEPORTATION - 0 DMG, Cooldown = 30

Teleports to the closest Survivor, with a 2-second endlag.

GODFATHER - 45 DMG (X), 15 (COPIES), Cooldown = 120

Spawns 2 copies of himself to chase Survivors as well as him. Requires 2 Survivors to be dead.

TRICKERY - 40 DMG, Cooldown = 45

Spawns 3 illusions of himself, and the Survivor has to choose which one is the real him. Get it wrong, X slashes them, dealing slightly less damage than normal.

NO RUNNING - 45 DMG, Cooldown = 180

X's direct equivalent to 2011X's Rage Mode in Outcome Memories, only slightly different in nature from it, where he flies after Survivors with an increase in move speed, with his moveset being entirely changed. He is also locked onto Survivors he chases, meaning all the player has to do is use abilities.

X also can't be stunned.

NO RUNNING MOVESET:

REACH - 40 DMG, Cooldown = 20

X reaches forward to try and reach the target. If grabbed, he smashes them to the ground, but allows them 3 seconds to get back up if they survive. If missed, he falls all the way back to the start of his chase sequence.

SLOW POKE - 45 DMG, Passive

This is used if X catches a target, smashing them into the ground. If they are too low on health to survive it, he instead grabs them and does his kill animation instead.

FACE GOD - 15 DMG, Cooldown = 30

X appears in front of the target, throwing them in slow motion. They begin a little fist-fight where both sides have to press specific buttons/keys, and if X wins, he grabs the target and chokes them, dealing 3 damage per second for 5 seconds. If the Survivor wins, they stun X for 8 seconds and X loses his lock-on.

TIME WARP - 0 DMG, Cooldown = 25

X slows time for all Survivors, but the clock and his reality remain the same. X can press a number or keybind in general to switch targets, teleporting to them and starting the chase sequence if he is "bored" chasing the previous Survivor. The ability lasts 7 seconds, and if X doesn't choose in time, he loses his lock-on for the previous target until he can use the ability again.

SPECIALTY GRAB - 25 DMG, Passive

If a Survivor tries to stun X, he releases an inner hand from his mouth and grabs them, dealing 5 damage per second for 5 seconds. If he uses Slow Poke on the main target, he can damage 2 targets at once with both of his passives. If more than one Survivor attempts to stun him at the same time, he grabs the target that is lower on health.

Kill Lines

- 199X

(Miles) YOU TRIED YOUR BEST, BUT TODAY WASN'T YOUR DAY, MILES.

(K.T.E.) I THOUGHT YOU WERE TOUGH, YOUR ANCESTORS WOULD BE DISAPPOINTED.

(EGGMAN) WOW, GUESS YOUR BRAINS DIDN'T OUTWEIGH THE BRAWNS THIS TIME, EGGHEAD!

(Sonic) GONE ONCE MORE, TRY KEEPING UP NEXT TIME.

(Metal Sonic) SCRAPPED BUCKET OF BOLTS, DON'T WORRY, YOU'LL BE REBUILT EVENTUALLY.

(Mighty) SUCH A DISAPPOINTMENT, THAT SQUIRREL'S MADE A MISTAKE ON LOOKING UP TO YOU, NOW HE'LL LOOK DOWN INSTEAD. [[chuckles]]

(Ray) THEY NEVER SEE ENOUGH OF YOU, DO THEY RAY?

(Amy) RELYING ON THAT RODENT DIDN'T GET YOU ANYWHERE, DID IT?

- HELCOR

(Miles) Spread, spread is my word.

(K.T.E.) Sometimes it depends more on muscle in the brain than the arm.

(EGGMAN) Humanity is foolish to think it can manipulate nature with its machines.

(Sonic) You were my little bait for the fools.

(Metal Sonic) You'll never understand how your pollution affected me, and now I'm going to return the favor.

(Mighty) Don't be foolish; your treatment against the plague really isn't the best remedy against it.

(Ray) You believed in my deception. And now there's no going back.

(Amy) Welcome to my side, my politics, my love, my ego, about my world.

- 2025x

(Miles) "OH, ALAN... YOU ALWAYS WERE A GULLIBLE ONE."/ "WANT TO TRY AGAIN, (player name)?"

(K.T.E.) "SEEMS I CAN BOX BETTER THAN YOU CAN, EH DAVE?"/ "C'MON, (player name)! FIGHT ME LIKE A REAL MAN... OR WOMAN... OR NEITHER."

(EGGMAN) "MASTER PLAN COULDN'T HELP YA THIS TIME, EH PAUL?"/ "SEE YOU IN HELL, EGGSHIT!"

(Sonic) "SO PATHETIC, EVEN FOR A VESSEL. LUCKILY, MY POWERS MAKE UP FOR HOW WEAK YOUR BODY IS NATURALLY!"/ "Even in this form, I'm better than ya."

(Metal Sonic) "HUE HUE HUE HUE..."/ "You may know everything I'm gonna do, but I know everything you're gonna do! Strange, ain't it?"

(Mighty) "WHO ARE YOU AGAIN?-"

(Ray) "WHO ARE YOU AGAIN?-"

(Amy) "BLINDED BY LOVE, EH? SORRY, PAL! I'M TAKEN (AND SHE'S MUCH BETTER THAN YOU ARE!)/""You blind, stupid, fucking bootlicker."

- ShinX

(Miles) "DESPITE YOUR BEST ATTEMPTS, YOU STILL CRUMBLLED. MAYBE FLY BETTER NEXT TIME!"

"GOTCHA!"

"I BET YOU DON'T EVEN OWN AN AIR FRYER!"

"I AM GOD! AHAHAHAHAHAH!"

"LOOKS LIKE YOU WERE JUST TOO SLOW... WANNA TRY AGAIN?"

"I'M GONNA COOK YOU ALIVE AND SERVE YOU TO ROSE!"

- ShinX

"GOT YOU ONCE, NOW JUST WAIT UNTIL YOU'RE GONE AGAIN!"

"DON'T THINK BEING DOWNED GIVES YOU A CHANCE AT VICTORY!"

"YOU'LL BE DOWN FOR REAL NEXT TIME. JUST YOU WAIT..."

"NEXT TIME, GETTING BACK UP WON'T BE AN OPTION."

"BEST TAKE THIS AS A WARNING...*FOR NOW...*"

"YOU'LL BE BACK, ONLY TO MEET THE SAME FATE..." (maybe)

"TOO SLOW, JUST LIKE THE REST WILL BE IN DUE TIME." (maybe)

"WANT TO TRY AGAIN?" (maybe)

- Elementality

TBD

- CPU-X

TBD

- Infect

TBD

Survivors/Victims

- MILES
- K.T.E.
- EGGMAN
- Sonic
- Metal Sonic
- Mighty
- Ray
- Amy

Zones, in order

1. Green Hill
2. The Depths
3. Crumbled Marble
4. Broken Light
5. Forgotten Garden

6. Scrapped Hope

Post-release

7. Ruined Palace (0.2)
8. Fading Hill (0.2)
9. Fallen Angel (0.3)
10. Stardust Speedway (0.3)
11. Hidden Cave (0.3)
12. Collision Chaos (0.3???)