



Heckin' Snoop World: The Story

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'Twas the night before
Halloween, and all through the
Mushroom Kingdom, not a creature
was stirring – not even a Mouser.
On Mobius, Sanic has fallen asleep,
only to be awakened with a sense
of dread. Sanic makes his way to
the mirror, and to his dismay,
finds that he has warped into his
1990s nemesis' world: Mario World.
After much pacing and shock,
Sanic decides that this has to be a
dream, much like that weird not-
Mario game, Super Mario 2.
Unfortunately, Sanic is mistaken.
He must take on this new challenge
and complete this task by dawn,

November 1st. Help Sanic save his dignity and reclaim his place at the top of the video (see: vid'ya) game empire! The rub? It's also Halloween in the Mushroom Kingdom, and ghouls are amok (amok amok).

Throughout his journey, Sanic will encounter Mario's foes old and new: namely, Mario's old pal Kamek. You see, it seems that Kamek is responsible for the spell that Sanic has fallen victim to. Kamek has also used his magic to bring back some of Mario's past enemies as well. Rumor has it that Bowsette and an "outsider" ordered the attack on Sanic...

This journey is for the bold – have ye what it takes? I hope you enjoy the hack, and I welcome all feedback! Let's save the Mushroom Kingdom and free Sanic!





Our Story Begins in Yoshi's Mansion – If You So Dare to Enter. Here, Yoshi Has Left A Final Message for Sanic...

Sanic must then enter Elm Street Cemetery to search for answers – but beware! Many strange things are afoot at the Circle K – all kinds of monsters inhabit the graveyard, and reality has warped itself.

The weirdness intensifies as Sanic finds himself in 1990s–esque portrait room and the smell of the sea. Dr. Vink's Lagoon is an unforgiving adventure into the haunted, deep waters of Mario's world. Sanic will need precision and patience to survive this nightmare. Torpedo...dogs?



Kamek first shows himself in Sanic's first sense of déjà vu (via Mario?) – courtesy of Crystal Lake Tours. Move like you're on Ninja Warrior and you'll move on to the next chapter of the story...

Sanic then finds himself stuck somewhere between dimensions and the haunted Bell Witch Caverns of Tennessee. By this point in time, all the folklore has made its way into Sanic's mind, and he's nervous. Comfort him and escape the cavern in one piece!

A familiar desert and spooky pyramid...but is it the desert of Mario's memory or Sanic's? The faint memory of it taking all 10 minutes to complete this



course confirms Sanic has his sanity intact. Pharoah's Buzzcut is an adventure into Sandopolis – though things have changed to a scarier atmosphere for our hero. Proceed with caution (and keep your hands and feet in the ride and at all times)!

Upon entering the warp zone to exit Sandopolis, Sanic is transported back to his "reality" – and he sees a house in the distant fog, across the Eel Marsh causeway. A gate that states "Ramley's Mansion" hangs nearby, rusted and creaking metallically in the brisk, cool breeze. Sanic cautiously enters the mansion...and must fight to survive the horrors within...

Watcher's Woods. There's no other way to describe it. These woods are familiar, and in the words of Fred Gwynne: "You kids don't wanna go into them there woods!" You won't be looking for three whistles here, but Sanic knows a threat looms in the fog.

By this point in our journey, Sanic is quite the weary traveler. He finds himself in yet another magical reality: The Halloween Party. This party is a jovial trip into the past, complete with foes that will stop at nothing to end Sanic's quest. The spirits that haunt this party are looking for a new member to party with them...forever – be on guard!



Memoria. Sanic finds himself in more inexplicably familiar surroundings...but there's no sign of...well, anyone. It's beginning to look like Kamek may not be behind all of this madness after all. You'll be in for a surprise, as it appears that a foe from long ago has returned to haunt Sanic's dreams. Extinguish the threat to advance!

It seems that Sanic has a thing for nature and all things spooky. Perhaps we should call Ray's Occult? Spook Central is a testing adventure through the crisp dusk that only comes with an October night...

Something strange has happened to Elm Street Cemetery. You might even say, it is now a nightmare. Sanic



must make his way through this warped world to continue his journey. But, proceed with caution – things are not what they seem. Precision and patience are your friends.

Upon surviving the graveyard encounter in the equivalent of Silent Hill's Nowhere, Sanic approaches a dilapidated shipwreck. Welcome to Fright Night...for real. This old vessel has plenty of tricks and treats, and a familiar foe guarding the treasures therein. Mario's trek ends at a map and a note pointing him to the final castle...

The final battle. The last hurrah. Fight of fights. Whatever you want to call it, Sanic has entered the Thunderdome – the final journey. It's time to find out who's really behind all of this madness. With Kamek in a disguise and nothing more than a pawn, the plot thickens...who is behind the mask? All shall be revealed.

Next stop.....Halloween (for real)! Fin.

Thanks so much for playing,
and Happy Halloween 2022
(2025)! 😊

'Til next time my spooky friends....

- Koopenstein (Yeto).

