Games Sonic Cosmology



Tails says that there are infinite possibilities of space meaning that there could be infinite number of Sonics, based on that context we can assume that tails talking about infinite number of parallel universes

Sonic's universe

Sonic Prime

Before someone points it out, yes. Sonic prime is (unfortunately) canon to main universe and according to Ian Flynn "Prime takes place sometime after Advance 3"

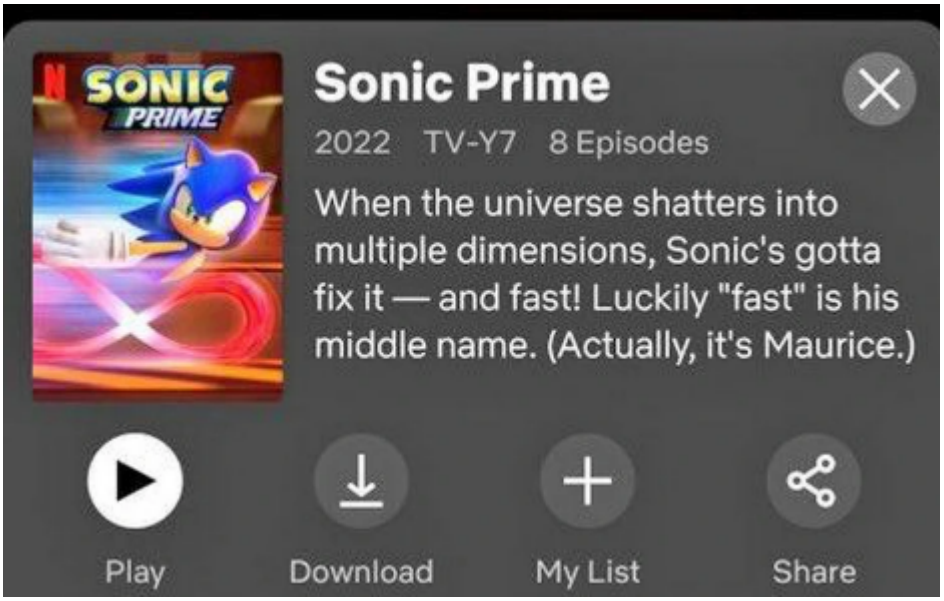
> Ian Flynn had clarified at the beginning of last year how *Sonic Prime* is canon and part of the same branch of the series as the video games, while the Sonic movies and Classic Sonic have their own branches. Flynn clarified the IDW comics and *Sonic Prime* are canon "to an extent" with details "in flux" at the time. Flynn stated he knew where *Sonic Prime* takes place in the timeline and intended to reveal where when the series ends.
>
> *Sonic Prime*'s third and final season has been released and Ian Flynn has revealed *Sonic Prime* takes place sometime after *Sonic Advance 3*. This announcement resulted in criticism from fans due to timeline inconsistencies which include:

Sonic Prime's Deven Mack and Logan McPherson Tease Sega Cameos, Shatterverse Variants, and More

By MARC DESCHAMPS - December 13, 2022 03:06 pm EST 0

This week, Sonic the Hedgehog fans will get a chance to check out *Sonic Prime*, an all-new animated series set in the same universe as the video games from Sega. It's a bold new take on the source material, and readers interested can check out our review right here. We also got a chance to talk with Sonic's new voice actor Deven Mack, as well as executive producer Logan McPherson. In an interview with ComicBook, the two offered a lot of interesting details about the show's development, and how this series differs from other takes on the property.

Prime showed us, that Sonic's universe by far exceeds Universal size when it was shattered by the Paradox Prism, creating in its place something of a sub-multiverse of main multiverse, Shatterverse, holding several universe sized dimensions (Shatter spaces)







Shatter spaces are shown to contain their own celestial bodies







The macrocosm is separated spatially by the void, which has infinite size statement, but it could be just flowery language so take it with grain of salt



2x01 4:35


NETFLIX
But when I reappeared, I was here.


NETFLIX
Stuck between the Shatter spaces.

5:50, 2x01





Interdimensional travel between Shatter spaces is only be possible via the space-time manipulating properties of the Paradox Prism's "Prism Energy", which enables teleportation/portal creation

Each Shatter Space has their own time dimension. When Sonic left one shatter space to another for 1 day, in shatter space he left it was actually weeks since he left. After realizing that, Sonic points out that time flows differently in each Shatter Space


I skip town for a day
and you cook up a revolution?


A day?
You've been gone weeks.

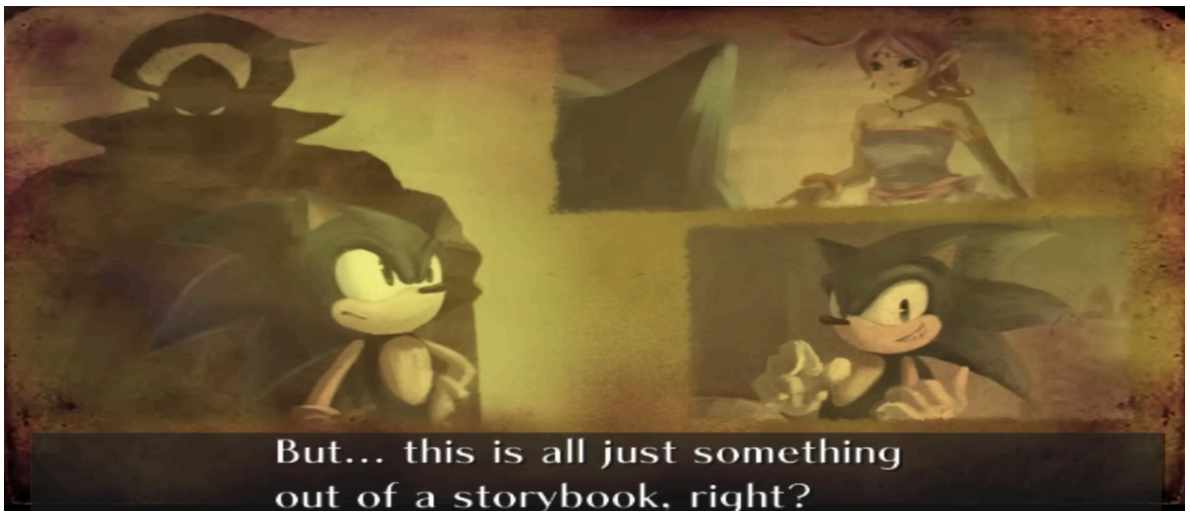

Weeks? Really?



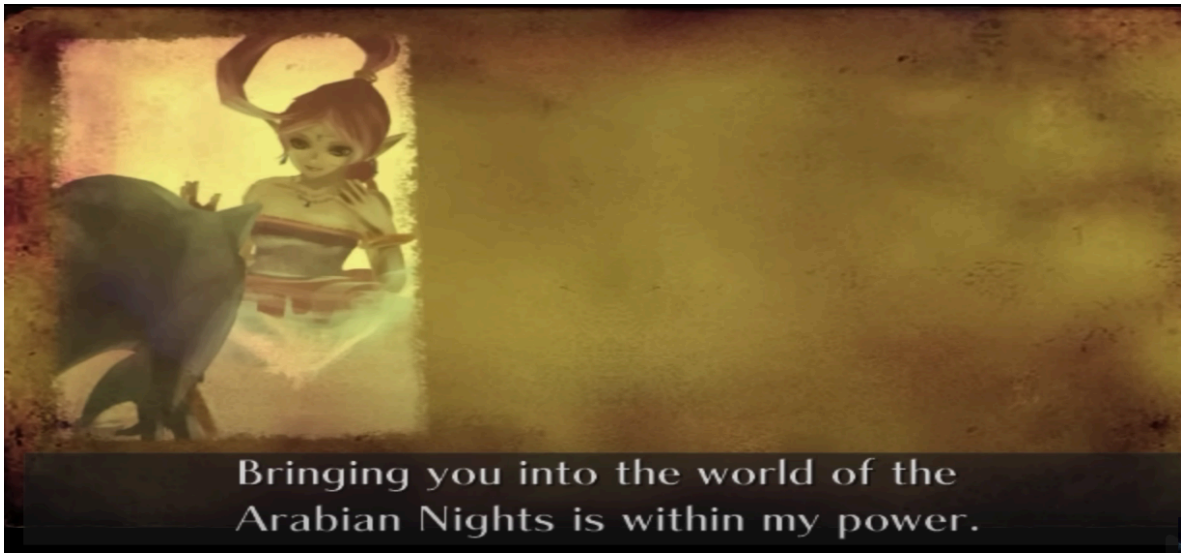
Arabian Nights

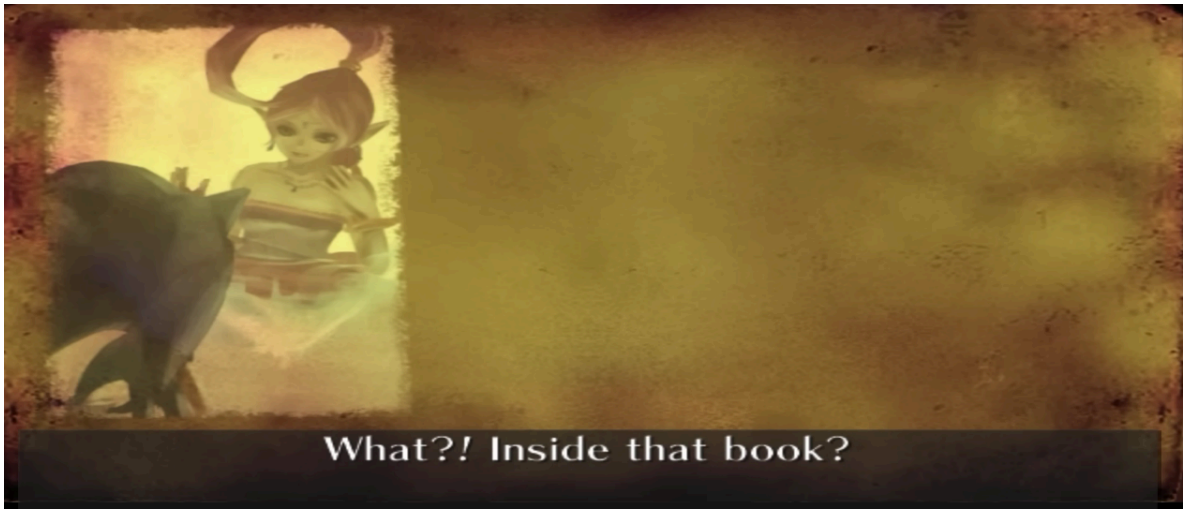


The World of Arabian Nights is a world made up of the stories of the Arabian Nights that take place in a actual book in Sonic's world


But... this is all just something
out of a storybook, right?

[...]

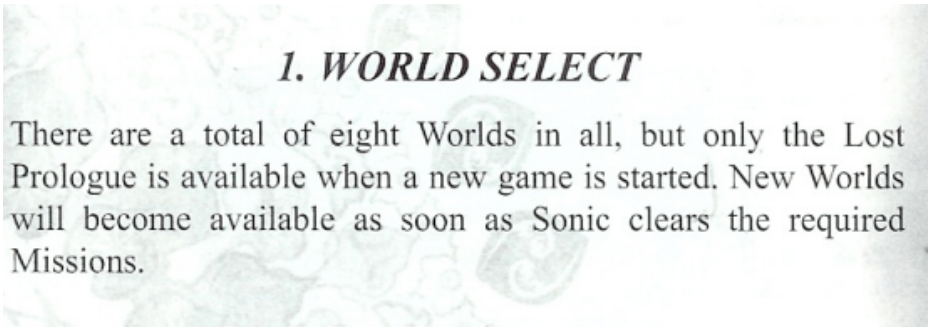

Bringing you into the world of the
Arabian Nights is within my power.


What?! Inside that book?



Sonic’s universe contains Arabian Nights inside of it. Now let's start with scaling it

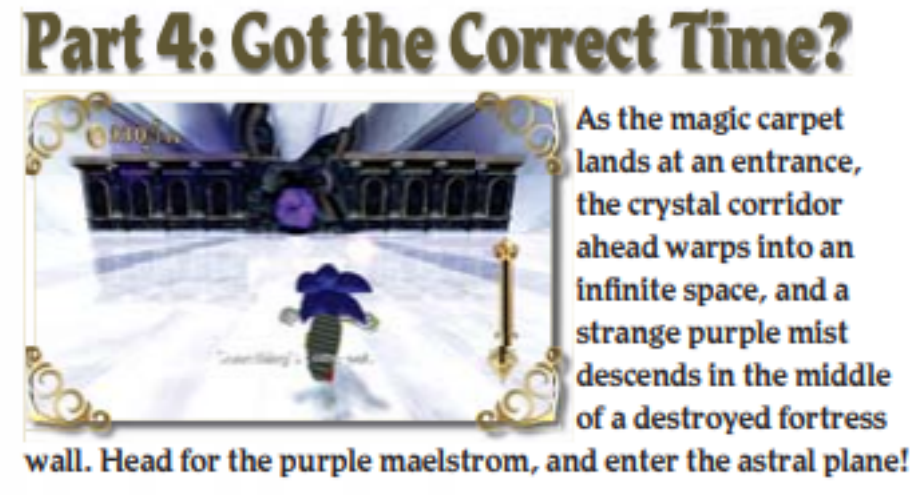
There are 8 worlds (from playable/those we know about)



1. WORLD SELECT

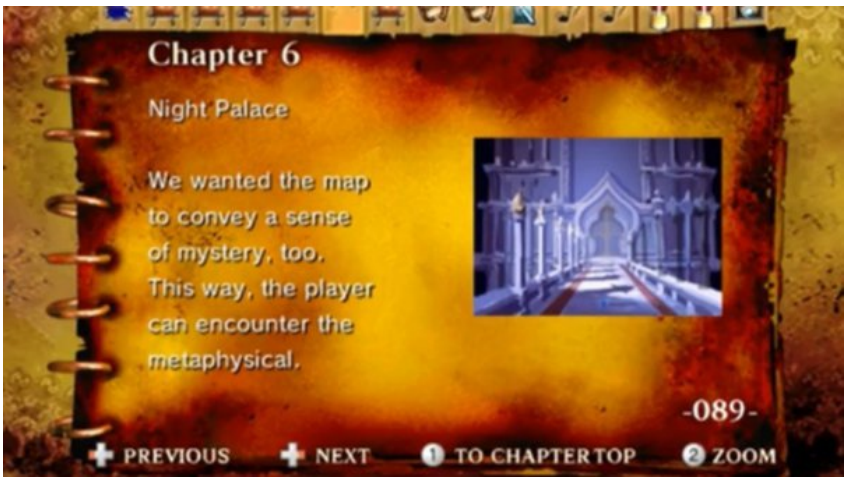
There are a total of eight Worlds in all, but only the Lost Prologue is available when a new game is started. New Worlds will become available as soon as Sonic clears the required Missions.

One of them is the Night Palace, described as infinite in size and has an astral plane. Its also metaphysical



Part 4: Got the Correct Time?

As the magic carpet lands at an entrance, the crystal corridor ahead warps into an infinite space, and a strange purple mist descends in the middle of a destroyed fortress wall. Head for the purple maelstrom, and enter the astral plane!



Said astral plane is actually Night Palace's time component which allows Sonic to [travel between different time](#) points within said plane by [touching the hourglasses](#).

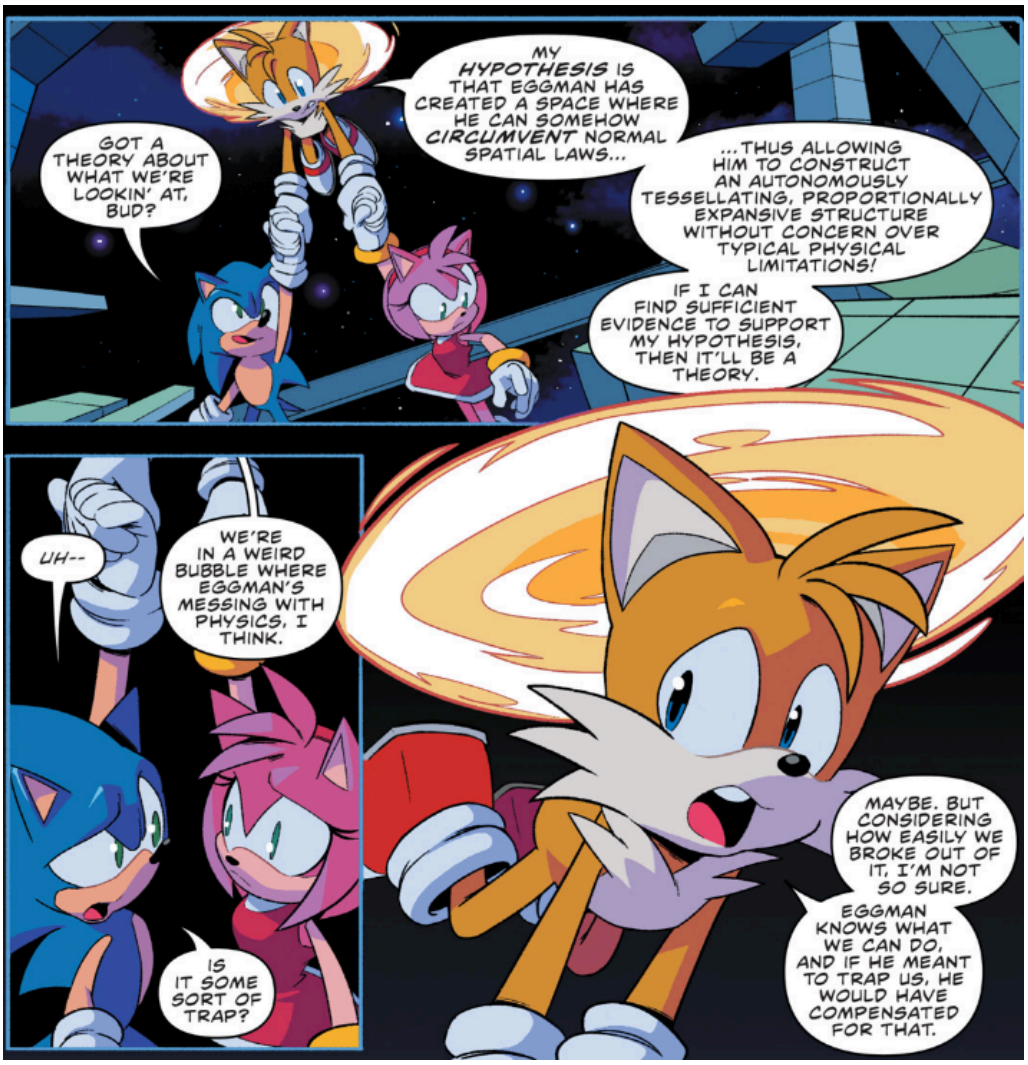


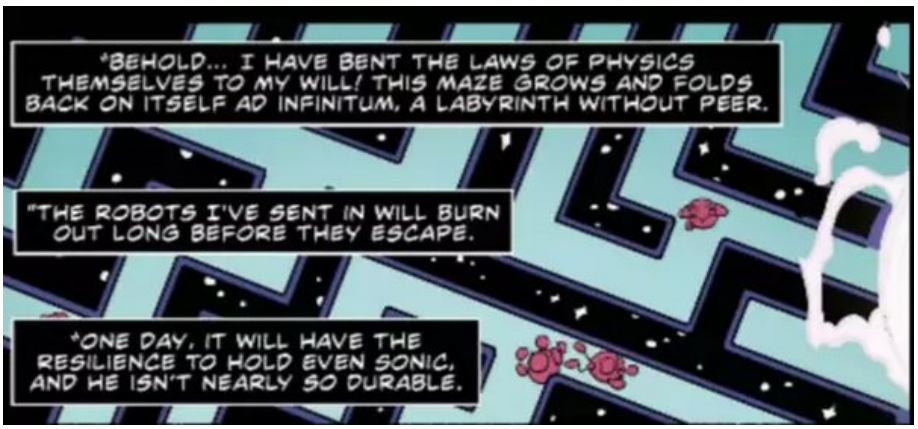
The entirety of Arabian Nights far surpasses Night Palace alone. Night Palace is just one of its eight worlds, and Erazor was able to control it without needing the power of the World Rings. In contrast, Erazor required multiple World Rings to significantly affect the entirety of Arabian Nights. Furthermore, Night Palace's existence is dependent on the continued existence of Arabian Nights as a whole. It's a realm that can be altered without affecting the entire Arabian Nights.

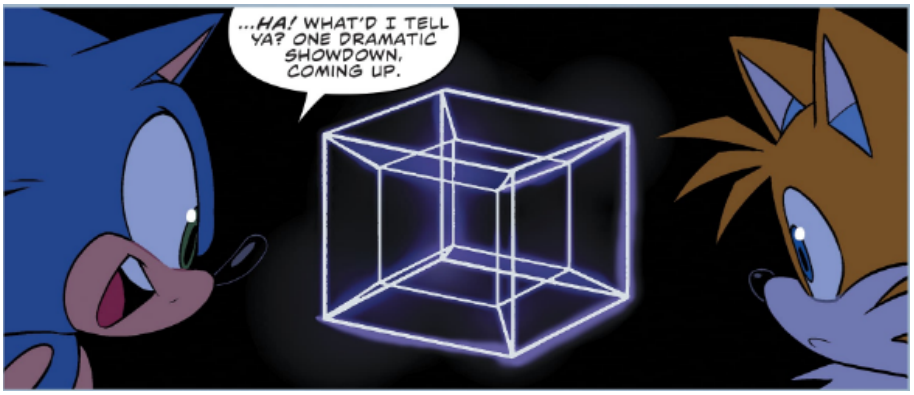
Eggman's Maze

In IDW Sonic issue 38, Sonic team are trapped inside Eggman's tower. It's a world that folds on itself and expands ad Infinitum. It also [warps the spatial laws](#) and the [laws of physics](#) to

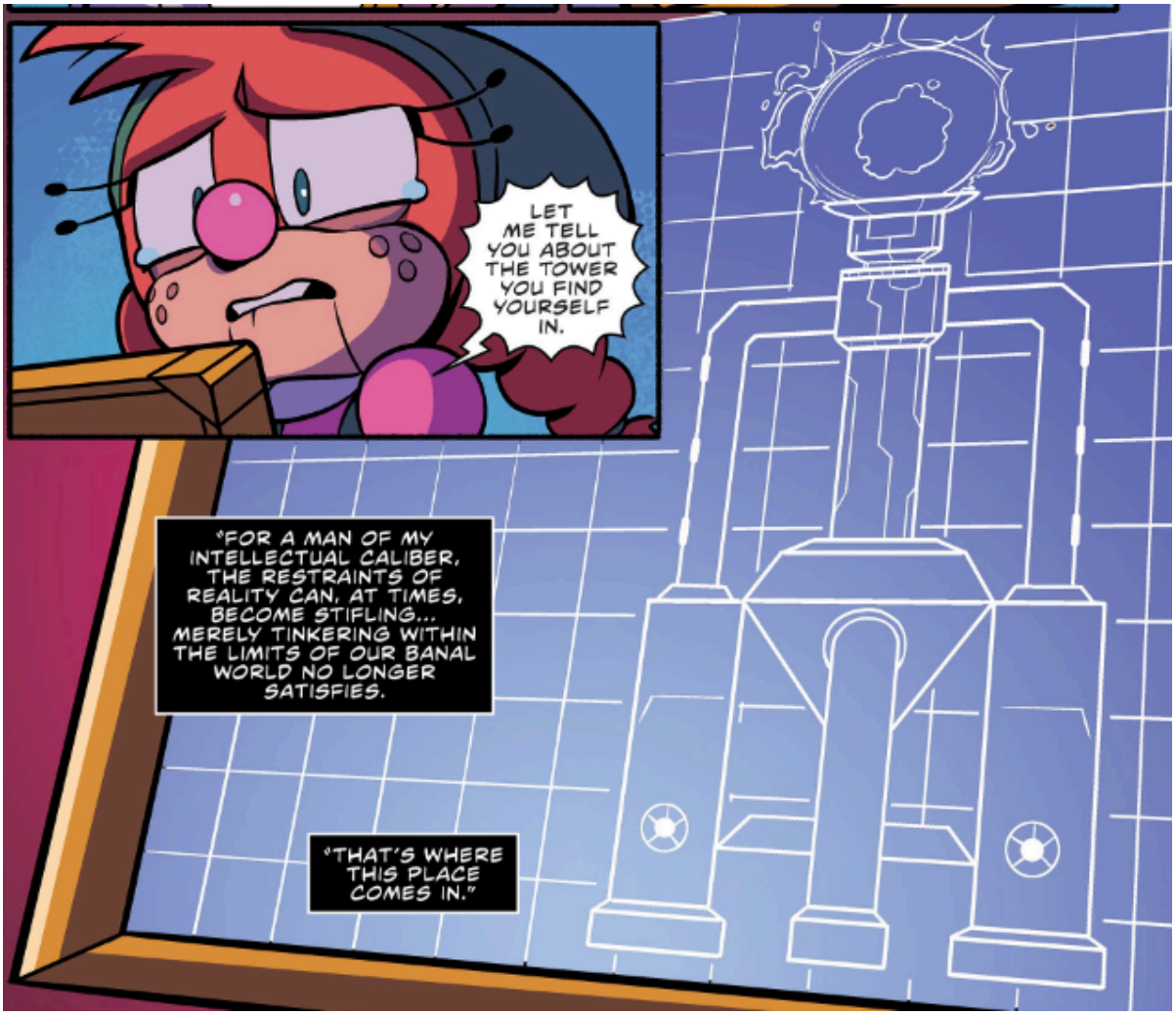
do this. On top of all of this it [contains a tesseract] making it (possibly) infinite 4-dimensional space







Its worth adding that Eggman created it specifically to go beyond limits of normal world, which supports it being beyond 3-dimensional size



Hypertimeline

What is hyper timeline - (based on VSBW faq) A hyper timeline is an overarching timeline that encompasses multiple regular timelines/time dimensions. It represents a higher-dimensional time structure where the flow of time can differ from conventional

timelines, accommodating multiple time axes and unique temporal directions. Now let's take a look at arguments suggesting existence of another time dimension

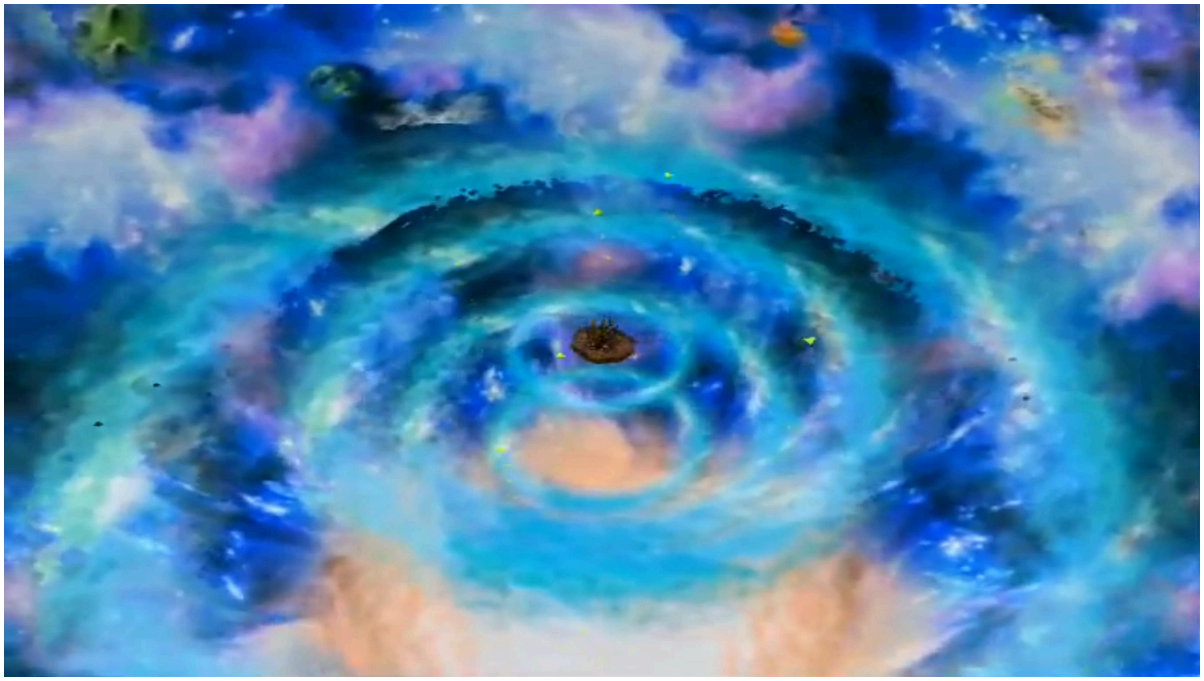
Sonic Generations
The Time Eater is unleashed "on all of spacetime," suggesting its effect spans across all timelines and dimensions.
White Space is a dimension where time does not exist, indicating a distinct time dimension outside of the regular one.
The End of Time is described as an infinite tunnel and operates as a "stream" where time flows differently.Time Eater's ability to manipulate Sonic's multiverse, restoring previous versions of timelines, suggests the use of a new direction of time separate from the regular past and future.

Sonic the Hedgehog 06
The birth of Solaris fractured reality, affecting both Sonic's and Silver's universes, indicating a disruption in the regular flow of time. The correction of the shattered timelines after Solaris' erasure implies a restoration of the original timeline, highlighting the existence of multiple time dimensions.

Sonic Prime
Sonic's universe is shattered into 5 separate universes with different time flows, suggesting multiple time dimensions. The creation of an additional Shatterspace to restore Sonic's reality implies the existence of extra time dimensions

Adding to that Night Palace with its own time dimension, we can confirm the existence of a higher time dimension encompassing all other time dimensions, providing a higher level of qualitative superiority. Therefore we can assume Sonic's universe to be 6D, 4 spatial dimensions + 2 time dimensions

Maginaryworld



Moments after awakening after they had just fallen asleep, Lumina reveals to the gang that they're in Maginaryworld ("a world that assembles the dreams of those in all other dimensions", as per her own words). This is thanks to the Precioustone, the gem that created Maginaryworld and "makes dreams come true".

As Maginaryworld contains dreams from people from all dimensions, considering infinite possibilities of space, we can assume that there's an infinite number of dreams.Dreams within Maginaryworld, depicted as separate universes, consistently showcase starry skies and celestial bodies.

Individual dreams do have their own temporal component, as seen by the number of dreams in Sonic Shuffle that have unique minigames with time limits. Some of these unique minigames, beyond in-game time do help demonstrate that there is a passage of time beyond just the in-game timer. And comparing dreams with each other, different dreams very clearly take place at different times of day. So, this shows that in Maginaryworld, different dreams have their own flow of time which applies consistency for each dream to be Low 2-C in size

4th dimension is one of the dimensions that appears in the game, couple times described as fourth dimensional space. Since it also has a flow of time, including the temporal component we can assume Maginaryworld as a whole to be 5d.

What pushes Maginaryworld's tier is its nature which makes every dream become true. Which makes "extra-dimensional dreams" (just a quick name for the purpose of this scale) come true. Those are basically dreams that reach size beyond standard dreams. Such as Eggman's Dream EggmanLand that transcends dimensions (which depending on how we treat that, could be at least 7D since sonics universe alone can reach 6D), his dream of

maze trapping Sonic and many other ambitions of different characters that include something bigger than normal dreams

Cyberspace



Cyberspace is a digital dimension, created by ancients to store their hopes, memories, and dreams, confirmed by Tails. This isn't a metaphor either, as Cyberspace actually takes the memory data from those who access it, and expands and reworks Cyberspace to display that memory data across its terrain, like it did with Sonic

Proof that Cyberspace can contain actual dreams are Eggman's alternate worlds he created with use of Phantom Ruby, which is supposed to be on par with Chaos emeralds that were used to create Cyberspace. Those alternate worlds were described as Eggman's dreams, which he often idealized

Otherworld Comedy, Story act 12

> But all of the alternate worlds of Eggman's dreams are instantly drowned out by the brilliance of Super Sonic.
>
> "Give it up, Eggman! So much for your stupid 'otherworld conquest' thing!"
> "Stuff it! You're eradicating all my dreams!"

"Indeed, if you defeat me, the otherworldification will disappear, along with these delightful worlds! But is that really what you want?"
"?!"

"What did I do wrong? Aren't all those alternate worlds innocent? What right do you have to wipe out those happy worlds?"

Cyberspace is composed of unquantifiable/defying quantification, countless data which implies it being infinite in size. It contains data from Dodon Kingdom, the United Federations mainframe, and EggNet from which the last 2 are dimensions, described as an information highway system, where all kinds of information from earth come and go through. United Federation mainframe has a questionable infinite size statement, Black Doom states that there's infinite darkness below.

But Cyberspace itself is also a dream on its own, as it represents the collective wish of the Ancients to not have their history lost forever. And as stated in Shuffle, wishes also count as dreams. The realm itself is even referred to as the "Digital Dream" in the Japanese version, further symbolizing the entire realm is a dream, and not just components within it. This applies to both Cyberspace in the past and present, as shown by Eggman in a side story. We also see this with the four Ancient Titan pilots, which have conversations with Sonic in real time, showing that several Ancients are still dreaming and thinking in the modern day.

Cyberspace is a realm with a distinct overarching time flow, separate from Sonic's world, with The End (and Sage) confirming it exists in a different dimensional plane and has been trapped there since "time immemorial" showing that time does pass for the realm as a whole. Despite its vast scope, with multiple realms each having its own time flow, changes in one realm don't affect the wider timeline of Cyberspace, making it even larger than realm with "infinite darkness" making it at least 4D in size

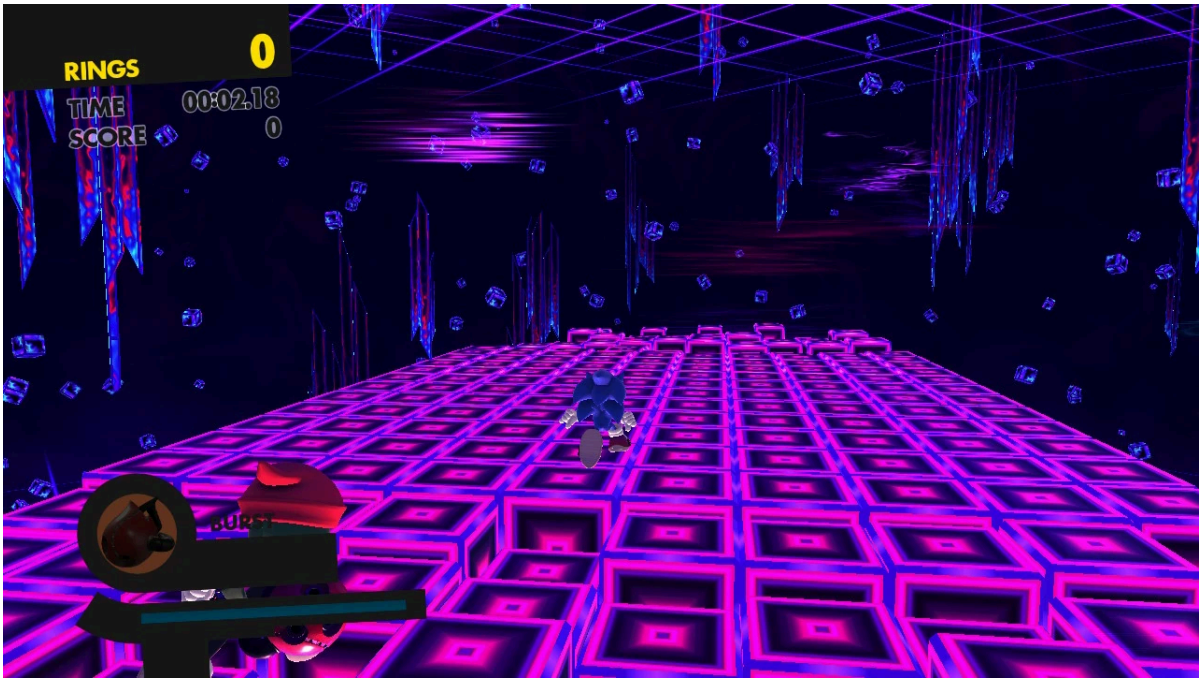
Cyberspace incorporates the memories and dreams of those who enter, including Eggman's. In IDW, Eggman wished for his maze to trap Sonic permanently, which became a dream when it didn't come true. So, Eggman's maze is a dream world inside Cyberspace, making the realm 4-D spatially. Additionally, its unquantifiable data and ability to absorb data from across the universe give it universal size. Adding a temporal component, makes Cyberspace a 5D realm.

White Space



White Space is an infinite realm between dimensions, stated to hold universes such as Crisis City from 06. White Space should be highest structure in cosmology, as it was unaffected by Time Eater's erasure, is atemporal and aspatial but at the same time contains pieces of cosmology within it which means it must have different/superior nature to the rest of cosmology, existing outside of its time and space. Therefore White Space should be +1D above everything mentioned earlier

Null Space



Phantom Ruby created Null Space, described as world of nothingness, closed off from every dimension which already heavily suggests it being dimensionless (0d). Moreover, the null space, described as a realm of "nothingness," eludes scientific definition, as Eitaro Toyoda insists it is beyond scientific reach proving that Scientific Approaches do not apply when defining the nature of Null Space. That would include things like space,time etc. making the realm aspatial and atemporal

The Null Space is also said to be a "endless void", proving that it is infinite in "size" (Size not in the spatial way, since proven before, Null Space is independent from the normal space, making this a kind of "supersize", with a nature different from the spatial size. Null Space, despite being 0d, contains 3d objects such as cubes or red "tornados??" (possibly outer tho🤑)

Conclusion

Games Sonic cosmology scales from 6D lowballed to 9D-10D highballed , with 8D being reasonable midball. Even if u dont buy maze being actually 4D, Sonic's universe should be atleast 5D via hyper timeline argument. White Space=>Null Space>>the rest. The hierarchy goes like this:

-Normal dreams 4D
-Sonic Universe 6D
-Cyberspace 5D-8D
-Extradimensional dreams 5D-7D
-Maginaryworld 7D-8D
-Null Space 8D

-White Space 8D-9D

Credits to JJSliderman from VSBW, most of args used here were found on his thread about Sonic cosmology. Shoutout to goats Angelzewolf and Wise (ClownChronicles445 on yt) for helping me with sum of the stuff here.

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