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Anyone else, I might say yes. I must visit your site first. To see all I have contributed to Gamefaqs, visit this link:
<http://www.gamefaqs.com/features/recognition/47695.html>

2. Version History

Version 1.0 (08/11/06): A guide is born. And it's a boy!

Version 1.1 (09/28/06): Corrected an error in the introduction.

Version 1.5 (11/02/06): Added a new Challenges section.

Version 1.9 (12/08/06): Added new challenges, removed old info, and clarified the Missile Fever glitch.

Version 1.95 (03/07/07): Added one note.

Version 2.0 (03/21/07): Someone has beaten one of my boss times. Also, I added a couple more boss times.

Version 2.1 (05/11/07): Changed e-mail.

Version 2.2 (07/02/07): Fixed a few problems in the guide.

3. Rankings

This is a list of what you need to get for the ranks. Note that anything under a D-Rank is an E-Rank. The Last Way and Devil Doom do not rank you.

Level name	Mission	A-Rank	B-Rank	C-Rank	D-Rank
Westopolis	Hero	30000	25000	15000	5000
	Normal	32000	28000	20000	10000
	Dark	30000	25000	15000	5000
Digital Circuit	Hero	16000	12000	8000	4000
	Dark	10000	8000	5000	2000
Glyphic Canyon	Hero	26000	20000	15000	5000
	Normal	28000	22000	16000	8000
	Dark	24000	20000	12000	5000
Lethal Highway	Hero	22000	18000	12000	8000
	Dark	22000	18000	12000	8000
Black Bull	Hero	1:40	2:00	2:30	3:00
Cryptic Castle	Hero	18000	16000	12000	8000
	Normal	18000	16000	12000	8000
	Dark	14000	12000	8000	5000
Egg Breaker	Dark	2:00	2:30	3:00	3:30
Prison Island	Hero	22000	20000	15000	10000
	Normal	28000	26000	20000	10000
	Dark	28000	26000	20000	10000
Circus Park	Hero	26000	22000	16000	10000
	Normal	23000	20000	15000	10000
	Dark	30000	28000	20000	10000

Central City	Hero	18000	16000	14000	12000
	Dark	28000	26000	20000	12000
The Doom	Hero	4500	4000	3000	2000
	Normal	30000	27000	22000	10000
	Dark	28000	25000	20000	10000
Heavy Dog	Dark	1:50	2:30	3:00	3:30
Sky Troops	Hero	30000	25000	20000	8000
	Normal	25000	20000	15000	8000
	Dark	16000	12000	10000	5000
Mad Matrix	Hero	3000	2500	1500	500
	Normal	27000	24000	18000	10000
	Dark	4000	3500	2500	1000
Egg Breaker	Hero	3:20	4:00	4:30	5:00
Death Ruins	Hero	32000	29000	23000	10000
	Dark	35000	32000	25000	10000
Black Bull	P. Hero	2:00	2:30	3:00	3:30
The ARK	Normal	37000	34000	27000	10000
	Dark	36000	33000	26000	10000
Blue Falcon	P. Dark	1:50	2:30	3:00	3:30
Air Fleet	Hero	33000	28000	20000	10000
	Normal	20000	18000	12000	8000
	Dark	20000	18000	12000	8000
Iron Jungle	Hero	28000	24000	15000	10000
	Normal	30000	26000	20000	10000
	Dark	30000	25000	15000	10000
Egg Breaker	Neutral	0:45	1:00	1:30	2:00
Space Gadget	Hero	34000	31000	28000	25000
	Normal	26000	23000	15000	10000
	Dark	20000	17000	12000	10000
Lost Impact	Hero	16000	13000	10000	5000
	Normal	34000	31000	25000	15000
GUN Fortress	Hero	18000	13000	10000	5000
	Dark	20000	18000	12000	5000
Black Comet	Hero	18000	14000	10000	5000
	Dark	28000	24000	18000	8000
Lava Shelter	Hero	32000	25000	20000	15000
	Dark	26000	22000	18000	8000
Cosmic Fall	Hero	15000	12000	8000	4000
	Dark	24000	21000	15000	8000
Final Haunt	Hero	25000	22000	15000	8000
	Dark	18000	15000	10000	5000
Sonic & Diablon	All	4:00	4:30	5:00	6:00
Black Doom	All	2:00	3:00	4:00	4:30
Egg Dealer	All	3:20	4:00	5:00	6:00

4. Tips

-The bosses are not all that difficult, but A-Ranking them can be a hassle. If you can A-Rank Black Doom (Pure Dark), you can A-Rank the other 2 with ease. Pure Dark will be harder to A-Rank because the guns are much weaker.

-Egg Dealer is pretty random. You can't use the attacks the reels show, but if you stop the 3rd reel, you can turn Eggman's attack against him. Here are what the attacks are.

Pawn Fever- Only Eggman can get this. He makes 3 shielded Egg Pawns appear with Egg Spears. Don't let him get this.

Ring Fever- Only Shadow can get this. A bunch of rings will appear from the platform in the center. This is slow, but you will get it at least once during a run.

Bomb Fever- If Eggman gets this, he'll run around and drop bombs behind him. If Shadow gets this, Eggman will trip and drop a bomb on himself. When he falls, you can deal a bit of damage. It's worth the ring sacrifice.
Missile Fever- If Eggman gets this, he'll launch 4 missiles in the air and they will target you. Keep running and you'll avoid these with ease. If Shadow gets this, the missiles will target Eggman. There's something strange that occurs on your last life. At the start of your last life, Missile Fever targets Eggman. At first, I thought this was a glitch, but even now, I'm not too sure.
Shadow Fever- Only Shadow can get this. Get this and your Dark gauge will fill up. You can get in a few Chaos Blasts, but use them after you stop the reels.

-The key to A-Ranking levels with a Goal Ring is to finish it as fast as possible. If you can get a time bonus higher than what's needed for an A-Rank, rings won't matter (but still hold onto at least one). The perfect time bonus is finishing in 1:30 (netting you 50,000 points). The exception to this is the Normal mission of Space Gadget (the perfect time bonus there is 26,000 [finishing in a little over 5:00]).

-If you're struggling on The Doom (Hero), focus on getting the Heal Cannon (leveled up), as this makes it a lot easier.

-Don't worry about time for the Dark mission of Mad Matrix. How long did it take me the 1st time? The 1st time, it took me 12:49.60, and I got 8370 points. In fact, unless you die, you will get an A-Rank.

-The Hero mission, however, is a different story. It's more about speed and avoiding all Egg Pawns you can. Unlike the Dark mission, I D-Ranked this one my 1st time (only 1380 points in 10:00.56), so speed, rings, and avoiding Egg Pawns will determine your final score.

-When doing the Normal mission of The ARK, stay on the Black Volt. A lot of people that write guides on GameFAQs are stupid (no offense) to mention getting off.

-If you take the Hero path of Space Gadget and finish the Normal mission without an A-Rank, try going for the Dark path (avoiding the 1st defense unit), since there's several more rings there (I never did that because even during my 1st run, I A-Ranked it right away).

5. Challenges

These are just a few of my scores that would seem fake to you. Well, they aren't. They're 100% legit. If you can beat any of these, you could be good enough to be better than me.

Circus Park (Hero): 45150
Central City (Hero): 45010
The Doom (Hero): 36420
Mad Matrix (Dark): 26980
Mad Matrix (Hero): 25760
Death Ruins (Dark): 50340
The ARK (Normal): 39850
Space Gadget (Normal): 29340
Lava Shelter (Hero): 46190
Final Haunt (Dark): 34560
Final Haunt (Hero): 65810

| Boss times |

Here are boss times that seem unbelievable as well. Practice is key.

Black Bull (Hero): 38.08
Black Bull (Pure Hero): 14.51
Heavy Dog: 41.24
Blue Falcon: 54.71
Sonic & Diablon (Dark): 24.48
Egg Dealer (Neutral): 59.76
Egg Dealer (Hero): 59.58
Black Doom (Pure Dark): 45.29
Black Doom (Hero): 4.64

People that have beaten these that e-mailed me:
Jonas has beaten my Egg Dealer (Neutral) time with 59.73.

6. Conclusion

If you have any corrections or other tips, please e-mail me at
groudon_199{at}yahoo{dot}com. If it's not any of the above, I will ignore it.
Of course, if you beat any or all of my above scores, feel free to let me know.

Thanks to:

Prima Games, for making the guide 90% of this info is from.
The Sonic Center, the site that gave me good competition for this game.
Sonic Team, for putting together a different kind of Sonic game.

I rule at this game and I've written this guide. This is WHO I AM!

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