

Sonic Riders Guide/FAQ

by final_lap

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This walkthrough was originally written for Sonic Riders on the GC, but the walkthrough is still applicable to the Xbox version of the game.

SONIC RIDERS

Instructions and FAQ/Guide for the videogame Sonic Riders, by final_lap
version 1.5

Last revised: July 1, 2006

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This guide was made with the Gamecube version of Sonic Riders. It can be
presumed that most of the information in this document is compatible with the
Xbox and Playstation 2 versions of the game, but that is not guaranteed.

Past updates to this guide:

- Rewritten for clarity and accuracy.
- Added Storm's Missions
- Added Wave's Missions
- Added 'Gear Listings' section

What this guide is missing:

- Course maps of Digital Dimension, Babylon Guardian, Sega Carnival, and Sega Illusion
- Jet's Missions for 'Mission Guide'
- general placement of robots in Egg Factory map

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[1] CONTROLLING YOUR GUY

How to play, and comprehensive explanations of game mechanics and many gimmicks including character types, turbulence, ramps, tricks, and air. This section covers many basic aspects of the game that for some reason are not explained in the game or instruction booklet.

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[3] MISSION GUIDE

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- _____ 3.0 - Explanation and Types of Missions
- _____ 3.1 - STORM'S MISSIONS, Gold Guide
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A listing of all the different Extreme Gears and a synopsis.

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[0] BASIC INFO

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- _____ 0.0 - Just what in the dickens is Sonic Riders?

Sonic Riders was released by Sega and Sonic Team in February 2006 for Gamecube, Xbox, and Playstation 2. It is a mascot-based racing videogame featuring Sonic the Hedgehog and other characters, with an emphasis on abusing shortcuts and riding the turbulence left behind by other racers. Characters race using 'Extreme Gear' which primarily take the form of high speed hover boards.

Sonic the Hedgehog and Sonic Riders are property of Sega.

- _____ 0.1 - Save Data

For the Gamecube version of the game, saving your Game Data takes only one block of space on the memory card. You can save multiple Game Data on one memory card, allowing other players who use the console to complete the game's challenges for themselves. Each Game Data is updated automatically as you complete races and unlock stuff.

You can jump from one Game Data to another by accessing the Options menu from the title screen.

Ghost data is saved seperately. On a single memory card, you can record and save one ghost for each course in Time Attack mode. Each ghost uses 14 blocks on a Gamecube memory card.

There are 16 courses in the game, so saving a Ghost for each course and saving Game Data would take a total of 225 blocks on a Gamecube memory card.

____ 0.2 - Game Modes: Free Race

Selected under 'Normal Race', Free Race pits you against computer controlled racers in single race on any of the courses you have available. Up to three other players can join you via split-screen. If three or four players are playing, there won't be any computer opponents.

____ 0.3 - Game Modes: Time Attack

Selected under 'Normal Race', Time Attack puts your character alone on any of the game's race course for the standard three laps. Upon completing a Time Attack, the game prompts you to save your Ghost.

Your best time record is saved automatically saved as part of the Game Data as normal.

The only difference between courses in Time Attack and the other modes is that in Time Attack, all the Item Capsules that give a random item are fixed to give +30 Air each time. If you are using The Crazy or Chaos Emerald, they give a certain amount of Rings instead.

NOTE: Ghosts are saved seperately from Game Data. Each ghost takes 14 blocks on a Gamecube memory card. You can only save one Ghost for each course. There are 16 courses in the game, so saving a Ghost for each course and saving Game Data would take 225 blocks total on a Gamecube memory card.

____ 0.4 - Game Modes: World Grand Prix

Selected under 'Normal Race', World Grand Prix consists of five races on different courses. You can choose the Heroes Cup, or the Babylon Cup as it becomes available. You get points from each race depending on your placing. (first gets 10 points, second gets 8, and so on) The winner of the Grand Prix is the one who has the most points at the end. Two people can play World Grand Prix with split-screen.

You may also get a Bronze, Silver, or Gold medal depending on how many points you have by the end. For each of the two Cups, a Gold medal may require a player to get a full 50 points. See the 'COURSE MAPS' section for help on winning all the races in each cup.

These gold medals need to be attained to unlock all the missions, characters, and gear hidden in the game.

The Heroes cup contains the courses Metal City, Splash Canyon, Egg Factory, Green Cave, and Sand Ruins. The Babylon cup contains Night Chase, Red Canyon, Ice Factory, White Cave, and Dark Desert.

You can also alter the Rule Settings for World Grand Prix as you can in some other modes. However, none of the settings seem like they would benefit you, so I would recommend leaving them.

(TIP: If you are having trouble getting the gold medals, I recommend reading over the information I gathered in the 'CONTROLLING YOUR GUY' section of this guide to make sure you know how to take advantage of all the game's gimmicks. After that, check out the course maps and walkthroughs to utilize the best shortcuts in each course.)

____ 0.5 - Game Modes: Story Mode

Story Mode runs you through the story of Sonic Riders told by cutscenes, broken apart by races. The races tend to have little to do with what's actually happening in the story, but even I don't mind. At first, the Heroes story is available, and completing it will unlock the Babylon story. Each race in this mode challenges you to finish within a certain place, usually 1st place.

Completing both Story Modes is the basis for the chain of unlockable modes, stages, characters, and Gear available in Sonic Riders.

Heroes story stages:

1. Metal City (Sonic)
2. Splash Canyon (Tails)
3. Egg Factory (Knuckles)
4. Green Cave (Tails)
5. Sand Ruins (Sonic)
6. Babylon Garden (Sonic)

Babylon story stages:

1. Night Chase (Jet)
2. Red Canyon (Wave)
3. Ice Factory (Storm)
4. White Cave (Jet)
5. Dark Desert (Jet)
6. Sky Road (Wave)
7. Babylon Guardian (Sonic)

____ 0.6 - Game Modes: Mission Mode

As it becomes available, you can try the challenges in Mission Mode.

Apparently, Sonic and friends get hacked a mission notebook from the Babylon Rogues and are so bored that they decide that they will beat them to each of their errands. When you unlock Mission Mode, Storm's missions are available, with Wave's missions earned later down the line. Complete them all to play Jet's missions.

Each mission generally asks you to perform a certain task within one lap in a specific course, using a given character and board. You would have to do the task, and then complete the lap. You are rated with a Bronze, Silver, or Gold medal upon completing each mission.

The types of missions include:

- Collect X pieces of junk. (rated by no. of junk collected)
- Grind X many times. (rated by no. of grinds)
- Go through X many Air Rings. (rated by no. of Air Rings)
- Knock down seven obstacles in succession. (rated by time it takes you to do that)
- Tag a robot before it reaches the end of the course. (rated by time it takes you to hit the robot)
- Complete one lap without using too much Air. (rated by amount in Air tank)
- Complete one lap under a certain time. (rated by time)
- Win a race. (rated by placing)
- Collect X many rings. (rated by no. of rings)
- Get X points from doing tricks. (rated by no. of points)

But no matter what the mission criteria is, you are also required to complete

the lap within a time limit.

Getting a Gold medal requires a good rating in whatever it is that type of mission rates you by. For example, in the ring collecting mission, it doesn't matter how fast you do it, just how many rings you collect. You can take as long as you want, just as long as you reach the finish line under the time limit.

Jet's missions are unique because most of them have Jet racing you, even when he isn't part of the mission. In those cases, you automatically fail if Jet crosses the finish line before you do. If that wasn't bad enough, Jet can even interfere in the junk collecting missions by taking junk for himself! Yea, no doubt about it, Jet's missions are CRAZY.

In some of the missions, an unusual item is hidden in them. It is a glowing purple box. Grabbing these items and completing the mission allows you to be able to unlock unique Extreme Gear through a menu in Mission Mode, the Treasure Menu.

___ 0.7 - Game Modes: Tag Mode

Tag Mode is a split-screen race in which two teams of two players each race across three laps. The players on the top two screens compete against the bottom two. For each person less than four playing, a computer controller racer takes the spot. Both racers on a team share the same Air meter.

Both racers on each team have a radio trailing them. The reception of the radios between each other is displayed over that team's Air meter with a colored symbol. Air refills slowly, and it refills faster depending on how close the two teammates are to each other.

If the teammates distance themselves too much, the lead teammate is zapped and stays zapped for a considerable amount of time.

As a weightless multiplayer extra, Tag Mode features "dumb-downed" versions of the game's race courses, in which /all/ shortcuts are sealed off, and character type abilities are disabled. Players are allowed only to choose the basic Gear.

___ 0.8 - Game Modes: Survival Mode

Choosing Survival Mode actually reveals two completely different contests. The Race Stage version is a competition for up to four players. The goal is to grab the Chaos Emerald and earn a point by carrying it through a gate. When a player runs through enough gates with the Emerald, that player wins.

In each course, gates are placed at certain points. A Chaos Emerald appears in one of them. The racer who grabs the Emerald is 'it'. This racer moves more slowly and his air is quickly depleted. Once the player runs out of air, that player is zapped and loses the Emerald, at which point the Emerald respawns at the next gate.

The other racers can attack the racer with the Emerald, stealing it from them.

As a weightless multiplayer extra, the Race Stage variant features "dumb-downed" version of the game's race courses, in which all shortcuts are sealed off, and character type abilities are disabled.

The other variant of Survival Mode is Battle Stage, which is a free-for-all

fight for up to four players. Rather than playing on the race courses, Battle Stage has three arena type courses to compete on.

The variety among the list of exclusive item pick-ups available in the stages are surprising. This is also the only mode in the game with its own unique stages. These facts make it not so easy for me to simply write this off as a forced, weightless multiplayer extra. But in any case, I am not covering this mode further. However, be sure to check out the Battle Mode stages by yourself in full screen glory. They are kind of cool.

____ 0.9 - Shop

In the Shop, you can buy more Extreme Gear using the Rings you were awarded from playing and completing races and challenges. Also, rings you have when you finish a race are added to your total count for the Shop. (NOTE: I don't think all game modes add to your Ring count. At the moment, I just know that 1-player Free Race and Grand Prix modes definitely do.)

At first, only boards are available in the Shop. Skates become available as you unlock Shadow the Hedgehog and the Darkness skates. To unlock skates, complete Heroes Story in Story Mode. Bikes become available as you unlock Dr. Eggman and the E-Rider bike. To unlock bikes, complete the Babylon Story in Story Mode.

Even more Extreme Gear will be available later as you complete more of the game.

Most of the attainable Gear in Sonic Riders is bought from the Shop. However, not all of the Gear in the game is accessed here. Some of it has to be unlocked by completing races or missions, or by 'repairing' Gear through the Treasure Menu in Mission Mode.

____ 0.10 - Extra and Options

Accessed from the title screen, Extra allows you to listen to the game's music and CG cutscenes you have seen already. You can also see your time records, and see all the Extreme Gear you've attained, cataloged by number.

When you view your records, press L/R to scroll through your records in each mode. (World GP, Free Race, and Time Attack modes) Only your best lap time and best overall time is displayed for each course. Using the control stick, you can select one your record to see what character and Gear was used.

From the options menu (also accessed from the title screen) on the Gamecube version of Sonic Riders, you can:

- Switch on or off the controller rumbling.
- Choose audio setting out of Stereo, Monaural, or Dolby Pro Logic II.
- Choose a language for the subtitles.
- Jump to another Game Data, or delete one.

____ 0.11 - Characters

These are the playable characters in the game. Every character is either a Speed, Flight, or Power type. Speed Type characters can grind on specific rails. Flight Type characters can use fly at designated Flight Ramps and Air Rings. Power Type characters can knock down small obstacles and certain walls.

SONIC THE HEDGEHOG

Sonic is an adventurer who loves competition, always looks out for his friends and never gives up. When his status as the fastest in the world is contended by the arrogant Babylon Rogues, he must once again show us that dreams can come true and that hedgehogs can fly.

- Type: SPEED
- Starting Gear: Blue Star
 - Extra Unique Gear: Blue Star II, and Chaos Emerald
- Lv.1 Attack Mode: no difference
 - Lv.2-3 Attack Mode: Spin Dash
- Available from the start
- Dash/Limit/Power/Cornering: 3/4/3/2

Other Technical Info: Sonic's spin dash attack seems to take less time than other attacks. Also, when Sonic is leveled up, he seems to equal Shadow in his boost length.

TAILS THE FOX (full name Miles "Tails" Prower)

Sonic's young friend can spin his two tails to fly like a helicopter, and happens to have a talent when it comes to machinery and computers. Tails is determined to help Sonic and Knuckles beat the Babylon Rogues by tweaking out their Extreme Gear.

- Type: FLIGHT
- Starting Gear: Yellow Tail
- Lv.1 Attack Mode: Holds an electrical cord
 - Lv.2 Attack Mode: Swings an electrical cord around him
 - Lv.3 Attack Mode: Holds an electrical cord
- Available from the start
- Dash/Limit/Power/Cornering: 4/3/2/3

Other Technical Info: Tails boosts over longer periods of time than normal. For this reason, he is apparently the best Flight-Type character in the game.

KNUCKLES THE ECHIDNA

Sonic tamed this loose fuse a long time ago and they've been allies ever since. Knuckles used to have a mystical duty to protect the Master Emerald on a floating island, but now nobody blinks when he tags along for each of Sonic's new adventures.

- Type: POWER
- Starting Gear: Red Rock
- Lv.1 Attack Mode: no difference
 - Lv.2-3 Attack Mode: Fists become bigger
- Available from the start
- Dash/Limit/Power/Cornering: 3/3/4/2

AMY ROSE

This outgoing lass is always keeping up with the latest fashion, just as she's always trying to keep up with Sonic! (I guess there's a little Amy in us all.) Wherever Sonic appears, she isn't that far behind and always manages to sneak herself in each Sonic release one way or another in her quest for her crush.

- Type: SPEED
- Starting Gear: Pink Rose
- Lv.1 Attack Mode: no difference
 - Lv.2-3 Attack Mode: Holds her famous "Piko" mallot
- Available from the start
- Dash/Limit/Power/Cornering: 3/4/3/2

JET THE HAWK

This easily agitated, arrogant 'thief by day, speed demon by night' has a way with handling Extreme Gear. He is the leader of the Babylon Rogues (himself, Wave, and Storm) and pilots a spiffy flying ship to go with his job, which he rightfully earns for his boarding skills and succulent love-making.

- Type: SPEED
- Starting Gear: Type-J
- Lv.1 Attack Mode: no difference
- Lv.2 Attack Mode: Jet spreads one of his 'wings'
- Lv.3 Attack Mode: Jet spreads both his 'wings'
- Available from the start
- Dash/Limit/Power/Cornering: 3/4/3/2

WAVE THE SWALLOW

Wave is the clever mechanic who designed the Extreme Gear used by the Babylon Rogues, and isn't afraid to use trickery and sabotage to win. She may seem annoying, however she is in fact a sensible and responsible ally, and may advise Jet on their missions, should he decide to listen.

- Type: FLIGHT
- Starting Gear: Type-W
- Lv.1 Attack Mode: no difference
- Lv.2 Attack Mode: Wave holds a wrench
- Lv.3 Attack Mode: Wave holds a bomb
- Available from the start
- Dash/Limit/Power/Cornering: 4/3/3/2

STORM THE ALBATROSS

Storm gets excited easily, jumps to conclusions, has a short attention span, is clumsy, and isn't too smart. However, he is skilled and very strong. Jet's the one who can keep him under control. Storm is loyal to Jet, and often refers to him as "boss".

- Type: POWER
- Starting Gear: Type-S
- Lv.1-3 Attack Mode: no difference
- Available from the start
- Dash/Limit/Power/Cornering: 3/3/4/2

CREAM THE RABBIT

Cream the Rabbit is a very young and innocent princess who is accompanied by a Chao named Cheese almost everywhere she goes. Well, he isn't around now, but appears in some of Cream's attacks. Anyway, I'm still wondering just WHEN is her bedtime??

- Type: FLIGHT
- Starting Gear: Smile
- Lv.1-3 Attack Mode: no difference
- Complete Hero Story to unlock Cream.
- Dash/Limit/Power/Cornering: 4/3/2/2

ROUGE THE BAT

Rouge is a sassy treasure hunter who used to work for the government as a spy, and has once conned Dr. Eggman and Shadow by pretending to be their ally. She's obsessed with jewels, and at one point she duelled with Knuckles over the Master Emerald.

- Type: FLIGHT
- Starting Gear: Temptation
- Lv.1-3 Attack Mode: no difference
- Complete Hero Story to unlock Rouge.

- Dash/Limit/Power/Cornering: 4/3/3/2

SHADOW THE HEDGEHOG

Shadow was created by a scientist to be the Ultimate Life Form, but the government forcefully shut down the research and sealed him in a capsule for fifty years. When Dr. Eggman recently awakened him, a deluded Shadow wasted no time being cool and blowing things up.

- Type: SPEED
- Starting Gear: Darkness (not exclusive to Shadow)
- Lv.1 Attack Mode: Stands upright holding a glowing orb
- Lv.2 Attack Mode: Forms a cloud of light in his hands
- Lv.3 Attack Mode: Stands upright holding a larger orb, with ELECTRONS
- Complete Hero Story to unlock Shadow.
- Dash/Limit/Power/Cornering: 3/4/3/2

Other Technical Info: Shadow boosts over longer periods of time than normal. For this reason, he is apparently the best Speed-Type character in the game. (with Sonic being a close second)

DR. EGGMAN (formerly Dr. Robotnik)

Dr. Eggman might have taken over the world a long time ago if weren't for Sonic the Hedgehog. The crazier his schemes get, the more thrilling the adventure for Sonic and his friends.

- Type: POWER
- Starting Board: E-Rider (not exclusive to Eggman)
- Lv.1 Attack Mode: Holds a megaphone
- Lv.2 Attack Mode: Holds a cartoon punching glove weapon
- Lv.3 Attack Mode: no difference
- Complete Babylon Rogues Story to unlock Dr. Eggman.
- Dash/Limit/Power/Cornering: 3/3/4/2

Other Technical Info: Dr. Eggman can't use boards or skates, only bike-type Extreme Gear.

E-10000 G

(I call him E-Green.) For one of many identical robots with little backstory, E-Green doesn't seem like a terribly exciting character. Anyway, it should be noted that his head looks like as if he was wearing a baseball cap backwards, indicating that he is STREET.

- Type: POWER
- Starting Board: E-gearG
- Lv.1-3 Attack Mode: no difference
- Rack up 20 hours of play time to unlock Green Robo.
- Dash/Limit/Power/Cornering: 3/3/3/2

Other Technical Info: E-Green can't ride bikes or skates, only board-type Extreme Gear.

E-10000 R

50 Hours?? Just for some dumb robot? For his sake, let's hope Sonic Riders is that good. I'm still unsure what's so special about this guy. Well, he /can/ take his own head off during a race. I guess that's kind of cool. Hehehe.

- Type: SPEED
- Starting Board: E-gearR
- Lv.1-2 Attack Mode: no difference
- Lv.3 Attack Mode: Holds his head over his shoulders.
- Rack up 50 hours of play time to unlock Red Robo.
- Dash/Limit/Power/Cornering: 3/4/3/2

Other Technical Info: E-Red can't ride bikes or skates, only board-type

Extreme Gear.

NIGHTS

Nights (also spelled 'NiGHTS' by many fans), a creature of the dream world, starred in a Sega Saturn game by the same name. Revered by fans as well as the game's creator, Nights is clearly not too good to serve the shameless role of a bonus playable character in a Sonic racing game.

- Type: FLIGHT
- Starting Board: Night Sky
- Lv.1-2 Attack Mode: no difference
- Lv.3 Attack Mode: Gear disappears and Nights flies
- Do all of Jet's, Wave's, and Storm's missions to unlock Nights.
- Dash/Limit/Power/Cornering: 3/4/3/2

AIAI

Aiai is a monkey who stars in the Super Monkey Ball series for Gamecube, arcade, and other systems, which are all about his two favorite things: Bananas, and being trapped in a ball. Aiai competes in Sonic Riders looking for more sharks to jump.

- Type: POWER
- Starting Board: BANANA
- Lv.1-3 Attack Mode: Gear disappears and Aiai runs inside his ball
- Do all of Jet's, Wave's, and Storm's missions to unlock Aiai.
- Dash/Limit/Power/Cornering: 3/4/3/2

Other Technical Info: Aiai boosts over longer periods of time than normal. For this reason, he is apparently the best Power-Type character in the game.

Ulala

Ulala starred in the Space Channel 5 games for Dreamcast and Playstation 2. With the story taking place in futuristic spacey world, she is a TV news reporter who dances and shoots aliens during broadcasts. What she's doing in Sonic Riders is anybody's guess.

- Type: SPEED
- Starting Board: Channel5
- Lv.1-3 Attack Mode: no difference
- Do all of Jet's, Wave's, and Storm's missions to unlock Ulala.
- Dash/Limit/Power/Cornering: 3/4/3/2

Other Technical Info: Ulala can't ride bike-type Extreme Gear, only skates and boards.

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[1] CONTROLLING YOUR GUY

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____ 1.0 - Learn to Play NOW

These are the basic control to get you started playing Sonic Riders. (This refers to the Gamecube controller. To find out what buttons do what on your PS2 or Xbox controller, use a little guesswork.)

Once off the starting line, characters in Sonic Riders roll along ALL BY THEMSELVES. You don't need to press forward on the Control Stick or hold any button or nothin'.

(Riding on your board consumes Air. Watch your Air meter on the bottom left of the screen. If you run out of Air, you'll have to continue on foot.)

Turn using the Control Stick.

By pressing L or R shoulder button (doesn't matter which) while turning, you will Slide, which allows you to turn more sharply. Sliding consumes a little Air.

Hitting Y or B gives you a Boost of speed. This takes a bite out of your Air meter.

Press and release the A button on a ramp to jump from it.

Use the Control Stick while in the air to perform tricks. Performing tricks and landing correctly gives you Air.

Speed-type characters can grind on certain rails. Press A to jump, and after jumping, press A to land on a grind. Sonic and Jet are Speed-type characters.

Flight-type characters can fly off certain ramps and go through Air Rings. Simply ride over these ramps to begin flying. Use the Control Stick to go through Air Rings to keep flying longer. Tails and Wave are Flight-type characters.

Power-type characters can smash through most obstacles just by riding through them. Doing this refills air. Knuckles and Storm are Power-type characters.

____ 1.1 - Pre-Race Countdown

Each game begins with all racers on foot behind the starting line. At this time you control your character with the Control Stick. (up/down to move, left/right to turn) A clock counts down from about five seconds, and when it hits zero, the race begins and everyone is allowed to pass the starting line. As each character crosses it, they will start riding their Extreme Gear.

Until the clock finishes counting down, racers aren't allowed to cross the starting line. If you do, you get zapped as a penalty, and everyone will pass you. While the clock counts down, a glowing green line spread across the width of the road moves from behind everyone to the front, reaching the starting line just as the clock hits zero. This is intended as a guide.

To get the most speed off the starting line, your aim is to cross it with a full running start right after the countdown finishes. The green line is extremely helpful, so use it. There are also markers placed on the ground indicating the distance between that and the starting line.

Your speed off the starting line isn't too important for a normal race but is probably something a Time Trial junkie might want to get the hang of.

Your character quickly accelerates into speeds much faster than the green line moves, so make sure you're a good distance away from it before charging the starting line. It's a good idea to back up as soon as the countdown begins, to give yourself more room to adjust your momentum in the case that you begin running too early.

Your entry across the starting line is rated based on how long it took you to cross it, and how fast you were moving. The top three ratings in order are

"Good", "Excellent", and "Unbelievable".

____ 1.2 - Movement and Turning

After crossing the starting line, each character is propelled forward by their Extreme Gear, whether it's a board, skates, bike, or whatever. You don't have to press forward or any button, characters in this game just roll along ALL BY THEMSELVES!

You can turn left or right by using the control stick.

NOTE: Normal turning in this game is very tight. It's basically used to adjust your position for the most part. Navigating actual turns on the course should be done with help from Sliding.

As you move forward, your character gradually accelerates to their maximum speed. Turning gradually reduces your speed at a slow rate.

Your turning ability depends on your speed. The slower you go, the better your cornering is.

____ 1.3 - Air Meter

Notice that at the bottom right of the screen there is a meter. This indicates your fuel, which is called 'Air'. Just riding along consumes Air at a slow rate. There are many ways to refill Air, but there are also some abilities that you need to take advantage of that consume a lot of Air.

You start the race with a full tank, but when you run out of Air, your Gear stops working. You are forced to continue on foot until you get more Air, directing your character with the control stick. Your character moves slowly in this state and you can't get more Air as easily.

When you are running low on Air, your meter becomes orange instead of blue, and will begin beeping. In this state, you don't have enough Air to boost. If you lose more Air, it will eventually turn red, and in this state, you begin to lose some speed. Run out, and you will have to continue on foot until you refill some Air.

In Sonic Riders, it is important to keep an eye on your Air meter and try to exploit as much of it as possible, at the same time aiming not to run out.

Besides riding, Sliding and Boosting consume Air. These are very important abilities. Sliding is necessary to navigate the course, and you need to Boost to win races.

These are actions that refill amounts of Air:

- Landing from a jump. (even more Air for each trick you did while jumping)
- Rotating the Control Stick during Automatic Trails
- Grinding (SPEED-Type characters)
- Flying (FLIGHT-Type characters)
- Busting through obstacles (POWER-Type characters)
- Getting Air from Item Capsules

____ 1.4 - Boosting

Hitting either B or Y will execute a Boost. Each Boost takes a chunk out of

your Air meter.

Boosting jumps your speed up for a short time, before gradually crawling back down to what it was before.

Boosting is also how you initiate an attack in races. After boosting there is a period of time before you can Boost again. In this time, approaching an opponent will cause you to attack them. (I call this state 'Attack Mode')

The speed of your boost depends on the level of your character as well as your Gear. On an average Gear, Level 1 characters boost at about 200, and Level 3 characters can boost as fast as 250. Also, leveled up characters hold their boost speed longer.

Boosting will be the primary way you will exploit your Air. If you have more than half of your Air meter full, you should probably boost. If you are approaching an area where you will refill a significant portion of your Air meter, it's probably a good idea to boost right away.

NOTE: If you were in a boost, falling/landing from a drop in the road kills your boost. You return to normal speed and can boost again.

NOTE: Do not boost while Sliding! If you do, your boost is locked into whatever your speed was at the time. Very bad!

____ 1.5 - Braking

Press the L or R shoulder button (It does not matter which.) to brake. You can't be turning when you brake, or else you will Slide instead.

Braking is not often practical and can be ignored for the most part. Generally, it may be used to control your speed to help navigate into specific areas, after being knocked off course by an opponent or turbulence. (The best place in the game for braking that I know of is in Egg Factory, to help maintain a low enough speed to keep the rotating machines from hitting you off the course.)

NOTE: Holding down A (which is the Jump Button) slows you down so it /sort of/ can be used as a brake! The difference is it doesn't bring you to a complete stop, and releasing it causes you to Jump.

____ 1.6 - Sliding

While turning, press L or R shoulder button. (It does not matter which.) This will execute a Slide. While sliding you begin to turn very sharply. To release the Slide, simply let go of the L/R trigger.

(BEWARE: You have to be turning when you press L/R, or else you will brake instead. It's easy to forget and accidentally press L/R right before you begin to turn, which will mess you up. Be careful!)

While Sliding, your Air is consumed more rapidly than normal.

Sliding is the most important maneuver in Sonic Riders. You will need it to navigate not some, but PRETTY MUCH ALL of the turns in ALL the courses in this game if you don't want to hit walls or fall off. This is because normal turning is very tight.

The normal way to use Sliding is to simply Slide into a corner, and release the

Slide when you are ready to exit that turn. But Sliding doesn't have to be used just to handle corners -- it can also be used to complement your normal turning. Try gently tapping L/R trigger or just pressing it for short amounts of time. Using Sliding this way allows you to adjust your direction and position faster than you could by turning normally.

____ 1.7 - Slide-Boosting

Holding a Slide for about one and a half seconds gives you a boost of speed when you release the Slide. This does not make you go as fast as a normal Boost would, but it doesn't consume any extra Air. Players who want to push their game to the max might try to Slide-Boost whenever it's practical to do so.

The best way to hold a Slide long enough to Slide-Boost is to use the control stick to adjust how sharply you turn while Sliding.

(EXPERT ADVICE: Good players may try practicing Slide-Boosting on a straight road! This is useful when you want a small burst of speed without using as much Air as a normal Boost would.)

____ 1.8 - Advanced Sliding

Try using the control stick to change your angle during a slide.

As you can probably tell, continuing to press the control stick in the direction you were turning when you started the Slide causes you to turn very sharply.

However, centering the control stick during a Slide widens your turn.

And then, holding the control stick in the opposite direction causes you to practically stop turning altogether.

In other words, you can pretty much freely adjust the width of your turn during a Slide with the control stick. This makes it easy to hold a single Slide during longer or wider turns, instead of having to do multiple short Slides to avoid hitting the inside walls. This is very practical for Sliding more efficiently and easier in general. And, since you are holding Slides for longer periods of time, you can Slide-Boost more often. The only disadvantage is that by Sliding more constantly on turns, you consume more Air.

However, on some corners, you may be able to save a little time and Air by splitting up your Slides. I'll explain: After about half a second of Sliding in one direction, your character stops turning as much. Therefore, starting a new Slide completely will continue turning your character even faster. You gotta be quick with the shoulder button to take advantage of this. (Playstation users probably have it easier here, since their button is smaller.) Try experimenting with it once you get the hang of basic Sliding.

____ 1.9 - Jumping

Jumping is primarily used to jump from ramps. If you jump when not on a ramp, your character does a pathetic little hop and slows down.

Press and hold down the A button, then release it on a ramp to jump. Jumping this way can get you to distant or overhead items or platforms.

When you land, you refill some of your Air. During a jump, you can perform tricks which increase even more Air if you land correctly. The longer you hold down the jump button, the faster you can perform tricks in the air, allowing you to perform more tricks. To perform a trick, simply move the control stick in any direction while in a jump. Your character will spin in that direction and perform a trick. If you are upside down or in the middle of a trick when you hit the ground, that is landing incorrectly. (ouch) Landing incorrectly slows you down and only gives you a very small amount of Air. But if you land normally, you get more Air and are sent off at a speed depending on how many tricks you performed.

When you hold down the A button, you begin to slow down gradually, and the thrust of your Extreme Gear begins to fizz. When the thrust turns red, that indicates that you have charged the maximum amount. At that point you move very slowly. Charging your jump to the maximum is normally necessary to reach certain platforms and items. Careful timing is needed to charge your jump at the right time, so as to spend as little time in this state as possible.

NOTE: If you're not on a ramp, jumping just makes you do a little hop, like I said above. This move is sometimes practical. The most obvious use for it is to jump onto grind rails if you're playing with a Speed-Type character like Sonic or Jet.

____ 1.10 - Long Jump and High Jump

To reach the shortcuts from certain ramps, you will have to know how to properly perform long jumps and high jumps.

To do a long jump, you have to hold the jump button down, and charge your jump all the way. Then release the button at the edge of the ramp while holding forward.

To do a high jump, do the same thing, except hold backward instead of forward.

You will have to specifically perform either a high jump or a long jump to reach certain shortcuts.

NOTE: On some ramps, you may not have to charge your jump all the way, or not have to release the jump at the edge of the ramp, or not have to move the control stick, and STILL be able to reach the shortcut. This mainly concerns Time Trial junkies who want to find ways of cutting a second or two from their run.

____ 1.11 - Ramps

Ramps are the enablers for jumps, and may give you access to higher platforms and items. Many times, you have to use one to proceed on the course.

There are three kinds of Ramps. Mandatory ramps, optional ramps, and halfpipe sections.

1) Mandatory ramps are the most obvious. They are usually brightly colored and cover the entire width of the track. You can't go through without taking them. When you reach the edge of a mandatory ramp and haven't jumped, it will make you jump automatically. They are usually a main part of the course and take you across something to the next trail.

2) Optional ramps are ramps that only work if you jump from them yourself. You

will ride over them as if they weren't there unless you press the jump button. They are usually used to reach items or higher platforms. Optional ramps may be small, not easily noticeable, and may not even look like ramps. (For that reason, it may be difficult to tell exactly where these ramps begin and end, making it easy to press the jump button at the wrong time and missing them. Trail-and-error and memorization may be needed to master certain optional ramps.)

3) Halfpipe sections are only placed against the walls. Instead of pushing you forward when you jump from them, they bounce you off. If you don't jump from them yourself and ride off the edge, you jump automatically, kind of like a mandatory ramp. You may be able reach grind rails, Air Rings, and items from halfpipe sections. (Note: Grind rails are very easy to reach from halfpipe sections and can always be reached without jumping.)

Performing high jumps or long jumps off ramps may help or may be required to reach certain items and platforms.

(In the 'COURSE MAPS' section of this guide, I marked all ramps in the maps with R's.)

_____ 1.12 - Tricks (Stunts)

Once you're in the air from a ramp, you can perform tricks. Every time you press the control stick in a direction in the air, your character rotates in that direction and performs a trick at the same time.

The name of the trick scrolls across the top of the screen for each trick you perform. The amount of degrees you spin in the air is displayed on the bottom right.

The speed which you perform these tricks depends on how much you charged your jump. Not charging your jump at all will usually not allow you to perform more than one trick in the air, because it will be time to land before you can do another.

When you land, you get an amount of Air depending on the number and quality for your tricks when you land. You also are graded with a stylized letter, with 'X' and 'SS' being among the best grades. In certain missions in Mission Mode, you also get a point rating, which can be anywhere from 1-10 points.

The speed which you are sent off when you land is affected by how many tricks you performed. If you perform too few, you will have to accelerate a little back to your normal speed. Doing enough tricks will put you at your normal speed, or maybe even a little faster, before going back down to your normal speed.

However, if you land incorrectly, you get no points and less Air than if you would have performed no tricks at all. You also have to accelerate from a very low speed. Landing incorrectly is when you are upside down or in the middle of a trick when you reach the ground.

Performing a lot of tricks is pretty simple. You're actually able to do quite well at tricks just by rotating the stick. As long as you charged your jump, and keep moving in the air, and land correctly -- you're good to go.

Just keep in mind that you can start a vertical trick while doing a horizontal trick, and vice-versa. Merging tricks this way is as almost as good as doing two separate tricks, but it takes less time. (I say almost, because doing them

seperately is worth even more Air. If you have time while in a jump, seperate your tricks!) So, in other words, try to alternate between vertical and horizontal directions on the control stick.

Diagonals: A diagonal trick takes about as long as a vertical/horizontal trick combo, but usually doesn't refill as much Air. Not only that, you can't bail in the middle of it if you think you're too close to the ground. I don't do diagonal tricks on purpose anymore. I recommend avoiding them altogether.

The only part of the game where you really need to get the tricks down is in Mission Mode. No sweat, since even getting the /maximum amount/ of points on a single jump is actually pretty easy.

____ 1.13 - Automatic Trails

At one place in each course in the game, your character is pulled along a certain trail or gimmick automatically. I'll just call them Automatic Trails. During an Automatic Trail, an indicator will appear on screen that tells you to rotate your control stick. While that is on-screen, continually rotating your control stick in circles will refill your Air and slightly increase your speed on the trail.

Some Automatic Trails allow higher speeds than others. For example, rotating the stick in Babylon Garden allows you to increase your speed to high levels. On the other hand, rotating the stick in Green Cave barely seems to affect your speed at all. However, Air is refilled the same quickly on both of them and only depends on how fast you are rotating your stick.

Don't be fooled -- They look different, but all Automatic Trails work the same way. All you have to do is rotate the stick. Other than that, you're just watching.

Listed here are what the Automatic Trails are in some of the courses:

Metal City: rail lift
Night Chase: rail lift
Splash Canyon: river rapids
Red Canyon: river rapids
Egg Factory: rail lift
Ice Factory: rail lift
Green Cave: giant insect
White Cave: giant insect
Sand Ruins: crossbow charge
Dark Desert: the crazy room!!!!111

____ 1.14 - Tornado Trap

Pressing both L and R shoulder buttons at the same time causes your character to spin around and leave behind a small tornado. Opponents who come in contact with the tornado lose all their momentum and come to an almost complete stop.

This is a risky move, because using this attack slows you down and takes a bite out of your Air. However, it can be quite devastating. From 2-player races, I have observed that this attack interrupts your own turbulence trail and can affect opponents who were riding it. So, the ideal time to use it is when the racers behind you are riding your turbulence.

____ 1.15 - Item Capsules

Throughout the courses you may find Sonic Adventure style item capsules. If you aren't familiar with them, they basically look like capped bubbles. Normally, they are spread in a row across the width of the road. Item capsules have a card floating inside them indicating what they have. Capsules with a question mark "?" in them give you an item at random.

(NOTE: In Time Attack, all Item Capsules with question marks are replaced with ones that are fixed to give you +30 Air. If you are using The Crazy or Chaos Emerald, they are fixed to give a certain amount of Rings instead.)

Running over an item capsule gives you an item, and a card appears on screen to let you know which item you got. Destroyed item capsules respawn in the same place soon afterwards.

Here's a list of all the items you can get from Item Capsules:

- AIR: A card with a small tornado graphic indicates an Air refill. A number on the card indicates how much Air you got.
- RINGS: A card with a ring indicates a Ring pack. A number on the card indicates how many Rings you got.
- INVINCIBILITY: A card with with a glowing, rainbow-colored ball thing represents the Invincibility item. When you get them, you become SUPER for a short period of time in which your character glows and the music is interrupted for a new beat. During this time, you can't be attacked and can bust through obstacles without slowing down.
- MAGNET SHIELD: This is represented by an electrical looking circle. For a period of time after you get this, an electrical energy covers your character, attracting nearby Rings like a magnet.
- SPEED SHOE: A card with a Shoe represents the Speed Shoe item. This locks your speed at about 200 for a short period of time. The problem is, if you were going /faster/ than 200, the Speed Shoe SLOWS YOU DOWN! To make things worse is the fact that 200 is fast only if you don't know how to play.
- BOMB: When you get this, a large black cartoon bomb rolls down the course. The bomb hits racers ahead, knocking them off balance. (The bomb can hurt the person who threw it, so watch out.)
- SLOWDOWN: A card with a Shoe shackled to an Iron Ball represents this item. When you get this, your speed is considerably reduced for a short time. (If you don't count the Speed Shoe, this is the only negative item.)

Invincibility, Magnet Shield, Shoe, Bomb, and Slowdown items are only attained through random item capsules. (Capsules with a question mark in them) Normal item capsules always give either Rings or Air in a fixed amount.

Besides normal item capsules, most of the courses have at least one Item Capsule that's larger than the others, and it's yellow. I'll call these Yellow Item Capsules. A Yellow capsule always contains either 100 Rings (yay!) or full Air tank refill (meh!) ... Yellow item capsules don't respawn.

(NOTE: After running over an item capsule, you can't get another one for about 2 seconds. This applies even to Yellow capsules. If you touch one in this time, it will just disappear and nothing else will happen.)

(In the 'COURSE MAPS' section of this guide, I marked Item Capsules with o's)

____ 1.16 - Yellow Item Capsules (100 Ring Item)

Each course has at least one Yellow Item Capsule. They are larger than normal Item Capsules, and are colored yellow. Unlike normal items, Yellow Item

Capsules do not respawn once a racer gets it.

Yellow Item Capsules always either contain 100 Rings, or Air Max which instantly refills all of your air. Getting the 100 Ring Item is one of the best ways to do well in Sonic Riders, since it's the fastest way to level up.

Locations of the 100 Ring Items in the courses:

- Metal City -

This one is near the start of the course, on the higher level. There is a small sign floating above the road. Jump into the left side of it and you will grind into the 100 Ring Item.

- Splash Canyon -

This appears in the first lake, on the right side behind a waterfall.

- Egg Factory -

Placed on the left side of the path of the rotating machinery. (Slow down to avoid getting pushed off the course.)

- Green Cave

Flight-type characters will have to fly under the 2nd Air Ring to reach the stem that leads to it. You can also reach it by doing a trick off turbulence on the right stem.

- Sand Ruins -

In the end of the desert area, and on top of the structure where the Flight shortcut ends. Non-Flight characters can reach it by doing a high jump from the piece of ruin that falls into the sand from the left.

- Night Chase -

This appears after the intersection and can be reached by the halfpipe section on the right side.

- Red Canyon -

At the end of the course, in the lake, on the left side, in plain sight.

- Ice Factory -

Look in the same place as in Egg Factory. It's near the machines, except they are not rotating this time.

- White Cave -

Flight-type uses the ramp at an unusual angle to reach the stem with the Item on it. It is also possible to reach the stem by jumping from behind the Flight Ramp.

- Dark Desert -

On the first right hairpin, use the turbulence to break through the ceiling.

- Babylon Garden -

On the left side, use a ramp to jump over the gap that was blown off and grab the Item in the air.

- Sky Road -

On lap 2, a part of the course is blown off. Use the ramp before the gap to reach the Item above it. (The ramp is placed right after double turns and is very annoying to get.)

- Babylon Guardian -

N/A. (No 100 Ring Item in this course.)

- Digital Dimension -

In the 'heaven' part, hug left to see it before a Flight Ramp.

(In the 'COURSE MAPS' section of this guide, I marked Yellow Item Capsules with either a '3' for 100 Rings, or 'Y' for Air Max.)

____ 1.17 - Rings and Leveling Up

Besides being able to get Rings from Item Capsules, individual Rings are spread across each of the courses, normally in rows. Rings respawn just like normal Item Capsules.

Collecting Rings allows you to level up, which increases your abilities for the remainder of the race.

Collecting 30 Rings upgrades your character to Level 2. (Lv2)

Collecting 60 Rings upgrades your character to Level 3, (Lv3) which is the highest level.

See the top left of the screen to see how many Rings you have and your current level.

When you level up, your character sparkles and a short jingle plays. Your Air tank is filled to max at that instant. (This means leveling up can also be used as a way to refill air quickly.)

Leveling up is EXCELLENT! For each higher level, your boost speed is increased. Your attacks are also more devastating. The dramatic increase in boost speed is the reason that leveling up is so vital to doing well in Sonic Riders. Average gear boost at a speed of 200, but when you level up to Lv2 they boost at 230. Level up to Lv3, and you will go 250 when you boost.

Getting attacked or falling off the course will bring you back to Lv1. So be careful!

AIR TANK: When you level up, your Air tank increases, however, you consume Air more rapidly and Boosting consumes more Air. Despite this, leveling up is a big advantage because it's easy to refill Air quickly.

NOTE: Many characters at higher levels appear differently when they are in 'Attack mode'. For example, Sonic enters into a good ol' fashioned spin dash, and Jet spreads his 'wings'. Besides simply looking cool, this is a useful indicator to see if your character is in Attack Mode or not.

_____ 1.18 - Attacking

When you Boost, your character is ready to attack for a few seconds until you are able to Boost again. Let's call this 'attack mode'. While in this state, simply approaching the side of an opponent may initiate an attack.

The intensity of the attack depends on whether you are Lv.1, Lv.2, or Lv.3. While at Lv.1, attacking an opponent slows them down, steals Air from them, and makes them lose their Rings. (In other words, attacking LEVELS DOWN!) At higher levels the attack may also paralyze the character for a few seconds.

Each character has their own attacks -- Knuckles may throw a punch, Jet slaps you with his wing, and so on. But this is just eye candy. All character's attacks have the same effect as far as I can tell, and that effect is dependent only on their level.

The attacker and the racer being attacked can't move for a second or two. Both racers have to wait until the attack animation is played out before they regain control again. For this reason, I don't recommend attacking in complex parts of the course.

DOUBLE TROUBLE: Since boosting puts a racer in 'attack mode' for such a lengthy span of time, it's often that two or more attack-mode racers come in contact with each other. When that happens, I don't know how the game decides who gets hit.

To avoid your attack from backfiring, I recommend keeping side-distance from other racers, and to attack only from behind.

_____ 1.19 - Turbulence System

At many times, racers create turbulence behind them. Turbulence in this game takes the form of a halfpipe shaped road made of wind. You can mount an opponent's turbulence from behind where it begins, or by falling into it from above, or by pushing in forcefully from the side. While riding turbulence, you are automatically sent along it at a steady speed, and you're able to increase your speed on it with tricks and bobbing.

Turbulence is not always formed in the same shape of the route the racer who created it took. In some parts of courses, turbulence is formed in the same position every time, and is created after a racer passes that area. (For example, the lead racer takes a certain hairpin turn on the inside. But the turbulence on that hairpin turn is always formed near the outside edge.)

In some areas, turbulence never happens. In other areas, it happens very often. And, in some areas, two turbulence trails can happen at the same time.

To a trailing racer, turbulence can be an excellent way to catch up to the lead, but it can also be a nuisance when you don't want to use it. The lead racer or racers can interrupt their turbulence by jumping from a ramp, flying, or grinding. It's also possible to make your turbulence lead off the course. (For example, in Egg Factory, Flight-Type characters turn right and ride off a Flight Ramp. Everyone riding that turbulence will follow it in the same path and fall off the course.) There are definitely at least a couple of places where you can sabotage your own turbulence this way.

In the courses Babylon Garden and Sky Road, at a specific place there exists permanent turbulence. These are part of the course and are not created by racers, and will not disappear. These turbulence trails are much wider than normal turbulence, and movement on them is much stiffer.

_____ 1.20 - Riding Turbulence

You can increase your speed on turbulence by two ways. The first way is bobbing. By riding left and right across the center of the turbulence, you can increase your speed up to a certain level.

The second way is to perform tricks. To perform a trick from turbulence, you first have to look for red arrows to appear along the edge of the turbulence trail. When you see them, riding to the edge will cause your character to jump up and perform a trick. You don't move as fast when you jump this way, but when you land, you refill some Air and your speed on the turbulence trail is increased. (By doing tricks, you can reach higher speeds on turbulence trails than you could by bobbing. However, you can't go faster than a certain speed on turbulence, so doing too many tricks is a waste.)

Red arrows usually appear on turbulence whenever it turns. The arrows will appear on the outside of the turn. Arrows may also appear on both sides of the turbulence when the trail moves up or down. Arrows always appear below areas that can be reached by doing a trick from turbulence.

When you reach the end of the turbulence, your character will dismount gently, and gradually return to normal rolling speed. If you reach the racer who was

creating the turbulence this way, often your character will push that racer out of the way.

You can dismount turbulence manually by pressing both L and R shoulder buttons at the same time. Your character will spin around and get off the turbulence, and will return to rolling speed. For a few seconds after you dismount turbulence this way, you can't ride turbulence again and will be able to move through all turbulence trails as if they weren't there. (Note: When you do this, your character looks like as if he/she was creating a Tornado trap, but really isn't, so you're not losing Air.)

In a few specific areas, there are rooms/platforms that can be reached by doing tricks off turbulence. When your character leaps to do a trick in these places, he/she will go through the ceiling and land in a new place.

____ 1.21 - Grind Rails (SPEED-Type)

Speed-Type characters are able to grind on rails. Sonic, Jet, and Amy are Speed-Type characters.

Grind rails will appear as floating rails. The beginning of the rail will be lit in a blue light. The end of the rail will have a red light.

To land on a grind rail, you first have to jump. Then, after jumping, tap the jump button again in the air, and your character land on the grind rail. You then begin to grind automatically along the rail at a specific speed. You can jump from the rail at any time by hitting the jump button. While grinding, your Air is being refilled.

(You can press the jump button any time in the air -- It doesn't have to be right when you touch the rail. As long as you press it in the air, before you reach the rail, you will land on the rail automatically.) If you didn't press the jump button in the air, your character will fall through a grind rail as if it wasn't there.

Besides jumping onto grind rails from the ground, many rails are also reached by ramps or simply by falling onto them. Simply hitting the jump button in the air will cause you to start grinding along a rail when you fall onto it.

While on a grind rail, your character moves at a specific speed along it, depending on which rail it is. One rail may take you along it at 180 speed, and another may be set to take you at 240. The rate that your Air is refilled depends on how fast you are moving on the grind rail.

In many cases, grind rails are placed next to each other in sequence. You are able to jump from one rail to the next. Keep an eye out for the red light which indicates the end of a rail, as well as the blue light which indicates the start of a new rail. In many cases, not landing the next rail will cause you fall off the course.

(In the 'COURSE MAPS' section of this guide, I marked all grind rails in the maps with lowercase g's, with the beginning of the rail marked with a capital G.)

____ 1.22 - Flight Ramps and Air Rings (FLIGHT-Type)

Flight-Type characters are affected by Flight Ramps and Air Rings. Tails and Wave are Flight-Type characters.

Flight Ramps are ramps marked with a yellow pattern on them. They're not like the other ramps in the game, because nothing happens when you jump from them. However, riding over them as a Flight-Type character will cause you to fly off of them. While flying, your Air is increased very quickly.

While flying, you are being automatically propelled forward in the air. Pressing down causes you to go up, and pressing up causes you to go down. You can turn left and right.

Usually, large floating rings are placed after a Flight Ramp. I prefer to call these Air Rings. Going through an Air Ring pushes you in that direction. Air Rings are always set up in sequence to be a shortcut, or to take you to a shortcut or an item. Only in a few specific cases is it practical to stray from the path of Air Rings. You usually have to steer your character a little to make it through the Air Rings.

After flying for a period of time without going through an Air Ring, your character slows down and begins to fall.

Some Air Rings have to be accessed without using a Flight Ramp. These are reached from a ramp or halfpipe section. Going through an Air Ring causes you to begin flying.

(In the 'COURSE MAPS' section of this guide, I marked all Flight Ramps in the maps with F's. I marked the paths that the Air Rings lead with a's, with the first Air Ring of that path marked with a capital A.)

____ 1.23 - Breakable Obstacles (POWER-Type)

Power-Type characters can break through certain obstacles without losing speed. Knuckles and Storm are Power-Type characters.

This is the simplest character-type ability to use. Simply go through an obstacle, and your character will smash through it, and regain some Air. Smashing through multiple obstacles in succession refills even more Air than it would if you smashed things one by one.

The only downside to this ability is that when you're approaching a bunch of obstacles, it may be hard to see where you're going. Practice and course memorization can negate this drawback.

Not everything on the track can be affected by Power-Type's ability, but most small obstacles and designated barricades can.

Some of the obstacles you can destroy and the courses they're in:

- cars, trucks (in Metal City and Night Chase)
- barrels, signs (in Splash Canyon and Red Canyon)
- robots, cans (in Egg Factory and Ice Factory)
- signs, grapes (in Green Cave and White Cave)
- statues, stones (in Sand Ruins and Dark Desert)
- pillars, rubble (in Babylon Garden and Sky Road)

(In the 'COURSE MAPS' section of this guide, I marked all smash-able obstacles in the maps with B's.)

____ 1.24 - Out of Air and On Foot

When you run out of Air, your character dismounts their Extreme Gear and begins running on foot, just like in the countdown before the race. When this happens, you have to control your character just like in the countdown, so you have to press forward to keep moving. You remain in this state until you refill any amount of Air.

Your character accelerates slowly in this state, and can only run as fast as 150. However, if your character was moving fast when he/she ran out of air, your character will retain some of that speed, but quickly slows back down to 150. Your cornering suffers too, because you can't Slide.

Running out of Air isn't devastating, and there are plenty of ways to get back some Air even in this state. The most obvious method is to go to an Air Pit. When an Air Pit is near you when you are out of Air, an arrow actually appears on-screen to point you in its general direction.

You can still refill Air in other ways as normal, so Air Pits aren't necessary. Going over a mandatory ramp, a halfpipe section, or an Automatic Trail refills Air as normal and gets you back on your Gear. Also, Power-Type characters can refill some air just by running into an obstacle, just like always. You can also refill air by getting Air from an item capsule, and getting enough Rings to level up.

While out of Air you can mount turbulence and ride it just as if you had Air. You can perform tricks from turbulence to refill Air.

Some things you can and can't do when out of Air:

- You can't jump manually. On mandatory ramps, however, you will jump automatically when you reach the edge.
- You /can/ go through Air Rings and land grind rails. (Normally it's not possible to reach them without jumping, although in certain places there are ways of reaching them regardless.)
- You aren't affected by Flight Ramps. (aww!)

At times when you are out of air, some things like bumping into a wall or falling will cause your character to get back on his/her Extreme Gear for a short time. This is a result of lazy animators. (In this game, there are no animations for characters getting bumped while not on their Gear. Good work Sega!) You are still out of Air, so don't be confused.

____ 1.25 - Choosing your Character and Gear

Each character is either a Speed, Flight, or Power type. Speed-Type characters can use grind rails. Flight-Type characters can use Flight Ramps and Air Rings. Power-Type characters can break through obstacles.

In addition, each character is rated in Dash, Limit, Power, and Cornering. The rating appears as a number of stars. For the most part, it appears the ratings are misleading. I won't cover them further. I strongly recommend ignoring them. (Many players have avoided the strongest characters in the game because they went by the ratings, and not the abilities that the characters actually have that are unlisted.)

With that in mind, I'll go over the noteworthy, confirmed differences between the characters:

- Sonic, Jet, Amy, Shadow, E-10000R, and Ulala are Speed-Type characters.
- Tails, Wave, Cream, Rouge, and Nights are Flight-Type characters.

- Knuckles, Storm, Eggman, E-10000G, and AiAi are Power-Type characters.
- Eggman can only ride bikes.
- E-Green and E-Red can only ride boards.
- Ulala can't ride bikes.
- Every character comes with their own starting Gear that only they can use, except for Shadow and Eggman.
- Sonic is the only character with more than one exclusive Gear. Besides his starting Gear, Blue Star, he also has Blue Star II, and Chaos Emerald.
- Sonic's spin dash attack seems take up less time than the attacks of other characters.
- Some characters have higher max rolling speeds than others. Another FAQ writer, WtR_Flash, has confirmed the maximum rolling speeds for all of the characters. (Note: Boost speed is the same regardless of your character. Your boost speed depends only on what Gear you use.)
- Tails, Shadow, and AiAi boost for a longer period of time than all the other characters. For this reason, these three are quite apparently the BEST CHARACTERS IN THE GAME. (When Sonic is leveled up, his boost length seems to be on par with Shadow's. I haven't confirmed if any other characters are like this. But at level 1, there's no doubt that Shadow, AiAi, and Tails have the advantage.)

After selecting a character, you then choose an Extreme Gear to use. Extreme Gear's stats are merged with your characters and can alter your maximum rolling speed, cornering, and so on. Besides that, some Extreme Gear can affect boost speed, air consumption, add character abilities, even TAKE AWAY your ability to do certain maneuvers. There is a vast selection of Gear with different abilities. Some examples of Gear:

"Destroyer" - This Gear grants Power-Type abilities to Speed-Type and Flight-Type characters, allowing them to smash through obstacles.

"Air Tank" - This Gear has a larger Air tank, but has a lower boost speed.

"Trap Gear" - Using this, you can drop Tornadoes without using Air, but you can't boost.

To learn about the effect of all the Extreme Gear in the game, see the 'GEAR LISTINGS' part of this guide.

____ 1.26 - Dash Plates

Dash Plates are those gray plates. Ride over them for a boost of speed. They push you forward in the direction they are pointing at a certain speed, depending on which Dash Plate it is. (for example, one Dash Plate may be set to 200, while another at 180) After about a half second, you regain control of your character and then, your speed gradually crawls back to normal.

The secret: if you are going faster than the speed of the dash plates, then running over them will actually /slow you down/. (what a rip off) Advanced players may want to avoid dash plates at certain places for this reason.

(In the 'COURSE MAPS' section of this guide, I marked all dash plates in the maps with D's.)

____ 1.27 - Air Pits

Air Pits are those orange things. Can't miss 'em. If you are out of Air, an indicator appears on screen if you are near an Air Pit, with an arrow pointing you in its general direction.

When you run or ride over an Air Pit, you come to a complete stop as your Air is quickly being refilled. You can dismount an Air Pit at any time by pressing the jump button, or wait until you refill your entire tank and dismount automatically. You don't have to accelerate from an Air Pit, because it pushes you off at rolling speed.

If you know what you're doing, you will generally never need to use an Air Pit. But, never underestimate them! Remember, they refill Air pretty quickly, push you off at a good speed, and you can get off at any time by pressing the jump button.

(NOTE: Air Pits take longer to refill your Air if you are leveled up, because your Air tank is larger.)

(In the 'COURSE MAPS' section of this guide, I marked all Air Pits in the maps with P's.)

____ 1.28 - The Clock

No real strategy here but I wanted to address this:

In all modes of play in Sonic Riders, the top center of the screen will have a clock counting how much time has passed in the race. It's a pretty useful thing to have in Mission Mode and Time Attack, but in split screen races it is a real nuisance. That annoying clock is in the same place, even in multiplayer.

In 3 and 4 player split screen races, the top two players will share the burden of the clock. But it's not such a big deal then.

In two player split screen, the top player has his view ahead obscured by the clock. It's quite an embarrassing downfall of multiplayer mode. If you must play 2-player, I recommend making sure that the more experienced player uses the top screen out of good sportsmanship, or try to use any other method to make it fair. (Maybe take turns, or give it to the loser of the last race, or make it so you can't pick stronger characters or gear unless you use the top screen, etc.)

Prepare for the clock, before it prepares for YOU.

=====

[2] COURSE MAPS

=====

____ 2.0 - Explanation and Map Legend

Here I placed ASCII representations of courses featured in Story and Grand Prix modes, and advice for each of the three character types Speed, Flight, and Power. (I will refer to them by those names. Example "Power should use this shortcut.") These are representative maps, which means they are not totally to scale, so you may have to use a little imagination. However, they will include placement of boost plates, items, and many other course features. I made these with the presumption that you have played these courses before. The purpose of the maps is to present all of the paths and items available in each area.

For each course, I will cover the entire course seperated into 2-6 or maybe

more sections. Many parts of the course are multi-tiered and may contain several roads directly on top of another. In these cases, I represent each level separately, and mark which ones are the higher and which are lower, and where they lead and from where they start.

I marked course features like items and ramps with characters. Here is a list of what each character represent:

'START' 'END' or 'FINISH' - Starting/finish line
'o' or 'ooo' - Item capsules
'RAMP' or 'R' - a Ramp (any type)
'D' - Dash plates
'B' - an obstacle or robot that Power can destroy
'X' - an obstacle that can't be destroyed
'G' - start of a grind rail (blue-lit rail)
'ggg' - Grind rail
'F' - Flight Ramp
'A' - beginning of an Air Ring path
'aaa' - Air Ring path
'3' - Yellow Item Capsule containing 100 Rings (yay!)
'Y' - Yellow Item Capsule containing Air (booo!)
'e' - In Egg Factory, these mark the path which the rotating machinery goes around
'^' 'v' '<' '>' - I put them on the maps to tell what direction you race in, and therefore which direction to read the map. (I may place other words or indicators on the map that will be self-explanatory or explained in the walkthrough.)

Further explanation of my method for mapping grinds and Air Ring paths:

A simple grind may look like this:

```
    gggg
Gggggg  g   gggg
        gggg
```

The capital G notes where the grind rail begins. Here is what a double rail might look like:

```
    gggg          ggg
Gggggg  g   gggg  Gggg
        gggg
```

In that case, you would have to quickly jump from the end of one rail to make it to the next. Otherwise, you'd fall off the first rail. I confirm these instances in the walkthrough for that section of the course.

```
Gggggggggggggg          Gggggggggggggggg
                        -OR-          Gggggggggg
        Ggggggggg
```

That represents a two rails with the second starting alongside the first. You have more time to jump to the second rail than you do in the last example. I confirm these instances in the walkthrough for that section of the course.

```
      |          |
Ggggggg|          |gggg
      |          |
```

That represents a grind rail going under a piece of the track and continuing on

the other side.

All these are representations of grind rails, and so I wont actually shape them in the same directions they go in the course. I will only try to put their starting and end points in the right place, because as I figure it, that's all that matters.

I did Air Ring paths much in the same way. I won't mark the Air Rings, only the first Air Ring with an 'A' and then smaller a's going along to the point where the Air Ring path ends. In some cases, however, you can deviate from where the Air Rings lead for practical results. If I catch these instances, I might mark where the alternate route leads with a single small 'a', like this:

```
          a
F Aaaa
      a
      aaa
```

That lone 'a' means you can abandon the flight path and land there. When these show up, I may go into detail about it in the walkthrough.

Well I hope that didn't take too much of your time. 8|

First course:
Metal City

____ 2.1 - METAL CITY

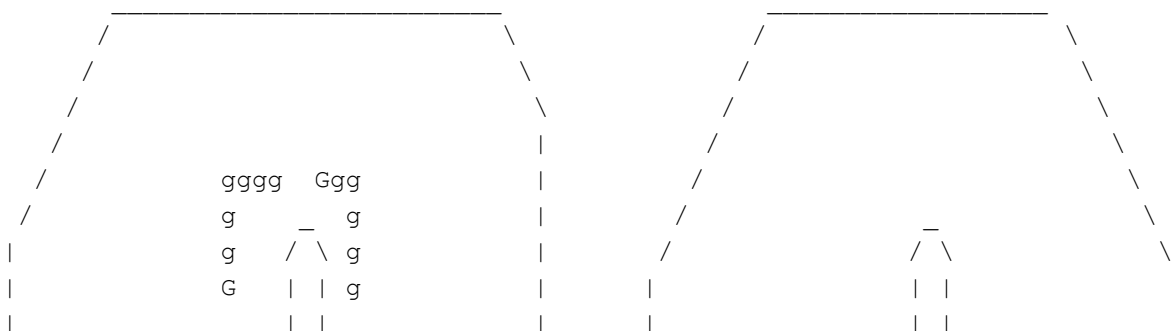
It's recommended to boost wisely in this wide open course. You should also to take the higher level from the ramp at the end of the course, in order to skip the Automatic Trail and save time. Definitely go for the 100 Ring Item at the start of the course, on the higher level.

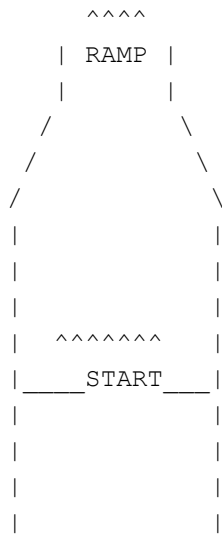
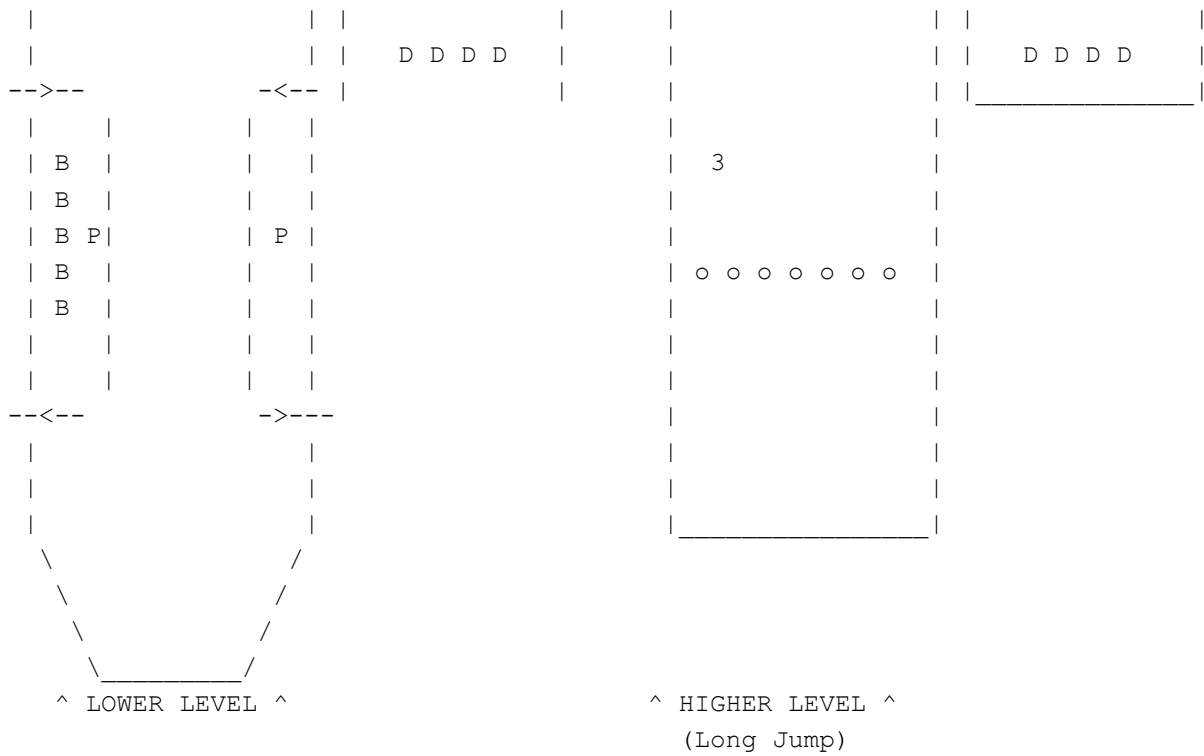
Power: Power has the advantage in Metal City. Power has a steady supply of cars and trucks to bash for most of the course, whereas Speed and Flight have to deal with avoiding them. Power should take the road on the road at the intersection, going through the truck trailer.

Flight: Flight should go through the Air Rings both times in this course. The first path of Air Rings has a item in it with some rings. A nice bonus! The second Air Ring path is at the intersection.

Speed: Speed may not even want to bother with the grind rail on the lower level and stay on the higher level instead. But Speed should definitely try to take the rail off the halfpipe section at the intersection.

Here's the first section. As with most of the maps here, they are read from the bottom, going up, and then whatever directions the road goes.





Off the starting line, you go downhill and onto a ramp. Doing a long jump off the ramp can gain you access to the higher level. Otherwise, you land on the road directly beneath it. Both routes take a right hairpin turn before entering the next section.

In the lower level, cars are moving out of tunnels from the side. These cars turn toward you, keep going straight and eventually turn back to the side and off the course. On the very left of the road there are even more cars, but these are parked. Power has a lot of work to do, but Speed and Flight are forced to stay in the center of the track.

Meanwhile, up in the higher level, it's smooth sailing with nothing but a row of items. After the hairpin, there are dash plates, and the highway ends, dropping you off back at the lower level and in the next section.

To get the 100 Ring Item, jump and hit the small sign floating in the air to the left of it. (A trail of rings is placed before it as a guide.) It only works if you hit the left side of the sign. Your character will grind off the sign and into the item.

(Note: It's actually possible to get from the lower level to the higher level


```

|           |
|   a       |
|   a       |
|   a       |
|   o       |
|   a       |
|   a       |
|   A       |
|           |
|   ^       |
|   F       |
|   L       |
|   Y       |
|           |
|           |
| /         |
| /         |
| P         |
|           |
|           |
|   D_D_D_D |
| |   D D D D |
| |(Higher Level)|
| ^^^^^^^^^

```

The first thing you'll come to is the Flight Ramp marked in advance with yellow markings on the road. Flight should take it and grab the Ring +30 item floating in one of the Air Rings on the way, if Flight isn't already leveled up. (You may have to ascend a little to reach it, or else you may fly under it.) Speed and Power should boost up the next hill.

The road ends with an really thin optional ramp. If you want to go on it, you will have to release the jump button right at the edge. Anyway, after that you fall to a lower road. Cars come on the right lane from behind you and continue going into the right tunnel, all the way to the intersection, before turning to either side. At the intersection, more cars constantly move across left and right.

Power should take the right tunnel and smash any cars. Then Power should continue hugging the right path, through the truck to a little shortcut with even more parked cars in it, before meeting up with the main road again. Before the intersection, Speed should ride off the halfpipe section on the left to grind across the street. Flight should get to the Air Ring on the right the same way. The grind and the Air Rings jet Speed and Flight across the intesection.

(GAMBLER RUN: The only 'safe' method of crossing the intersection without using any character-type abilities, is to jump across it using the halfpipe section. Other than that, you can use skill/timing to avoid the passing cars, or just rely on dumb luck and hope you don't get hit.)

After the last hairpin, past the Ring items, you approach a large Ramp. Do a high jump to get to the higher level. On the higher level, a second ramp takes you straight back to the finish line. On the lower level, you take a dumb Automatic Trail instead, which takes more time.

Next:
 Splash Canyon.

At the beginning of Splash Canyon, there are enough Ring items to support multiple players and level everyone up to Lv.2 or Lv.3. You can either get the respawning 30 Ring items (sweet!) on top of the bridge after the first left turn, or grab the 100 Ring Item (sweet!) to the right side, behind the waterfall. The latter is much easier to get, but don't forget: It doesn't respawn. Try to hold that Lv.3 for the entire race. If you do, winning should be easy.

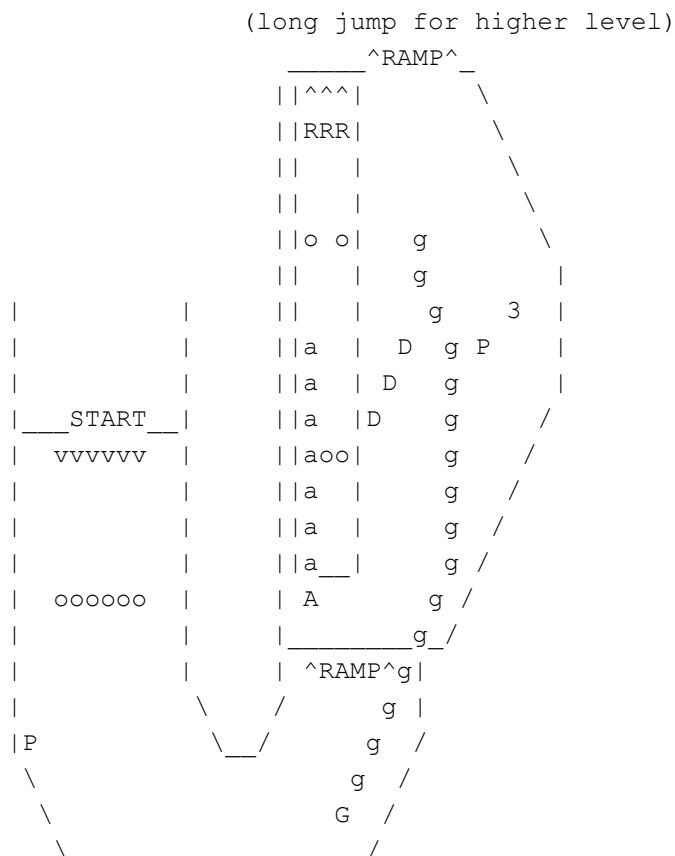
Getting some fast rings at the start of the race is definitely recommended. Besides that, you should take all your character-type shortcuts and do a high jump on the last ramp in order to land the rainbow.

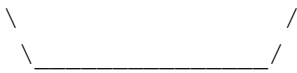
Power: Power has the best shortcut in the course because it's the most direct route. Other than that, don't be shy of the crystals in the cave.

Speed: Speed should avoid the first rail until later. You gotta get rings first, and that rail goes past the rings in the lake area. The second rail is the slowest shortcut in the course, but is still worthwhile.

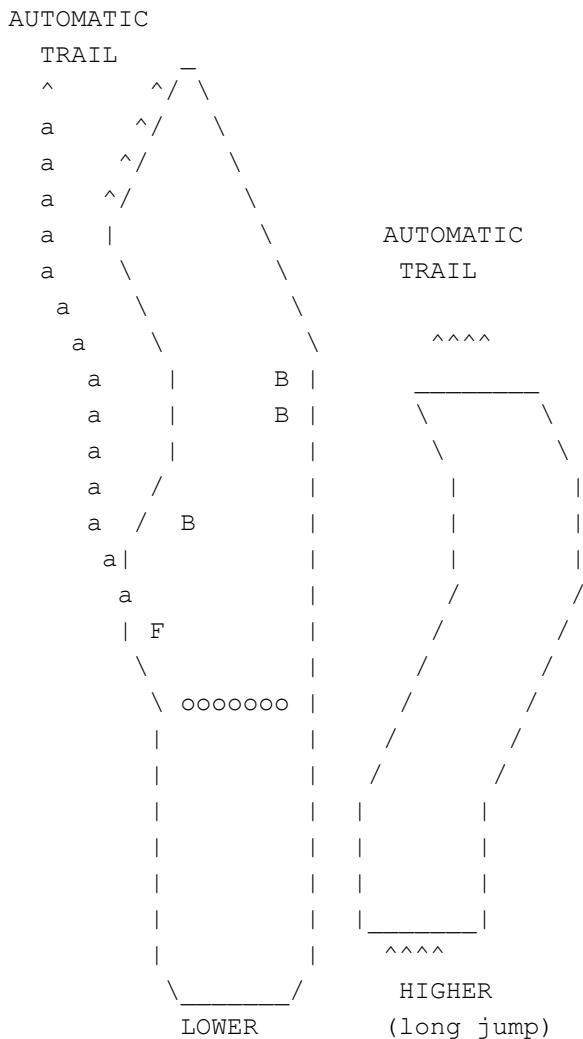
Flight: There is a strangely placed Air Ring before the bridge in the lake area, which is pretty pointless since any character can reach that bridge without it. (However, it can be for Time-Attackers scrounging for as much Air as they can.) Anyway, Flight should take the Flight-Ramp after the river rapids. The Flight Ramp behind the waterfall can be ignored.

Below is the first section. (Read from 'START' going down.) You go straight into a wide left turn into a blind ramp. You can go through the trouble of doing a precise long jump off the left side of the ramp to make it to the bridge. (Flight can hit the Air Rings off the ramp which takes you farther up the bridge, BUT, you also land at the start of the bridge by taking the first Air Ring, but skipping the second Air Ring, which is good if you want an extra ring item.) A grind rail appears on that first left turn, and Speed should always take it once he/she has leveled up.





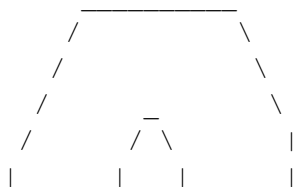
Doing a long jump properly off of either ramp gets you to a higher level.
 Below, I put the lower level on the left, with the higher level on the right.
 (Read from the bottom of the map, going up.)

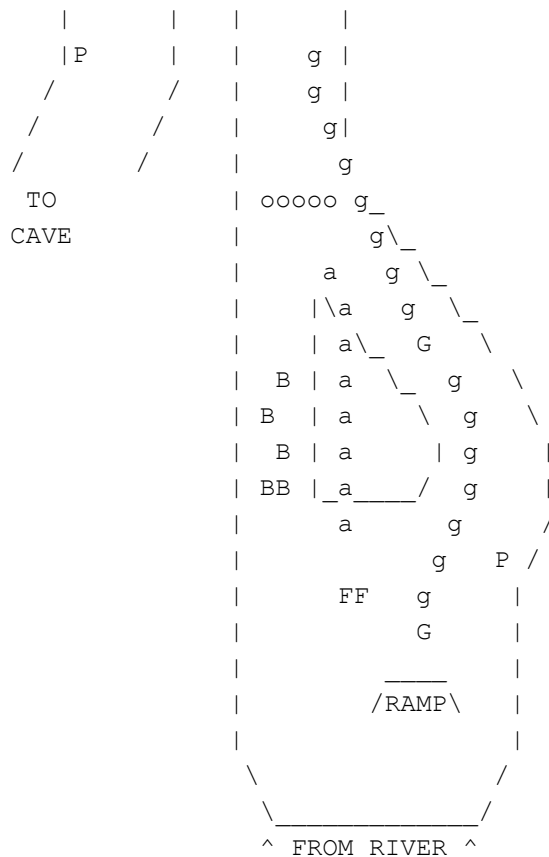


Lower level: Random barrels exist here for Power's amusement. A Flight Ramp is hidden behind the waterfall on the left. The Air Rings jet you halfway up the river rapids. (The rapids are the Automatic Trail of this course.) The Flight Ramp seems too slow to be worthwhile.

Higher level: There is nothing here but some rings. This brisk downhill bridge ends early taking you to an early section of the rapids, sending you fast on your way to the next section. (The higher level is effective, but if you are boosting at a high enough speed at the lower level when you land on the rapids, you can retain some of that speed on the river rapids, allowing you to move across them faster than you could from the higher level.)

Coming out of the rapids, you land in a lake with shortcuts for each character type in plain view. (Read map from bottom, going up.)





Speed should use the thing sticking out of the water as a ramp to land the rail. From that rail, jump to the next one.

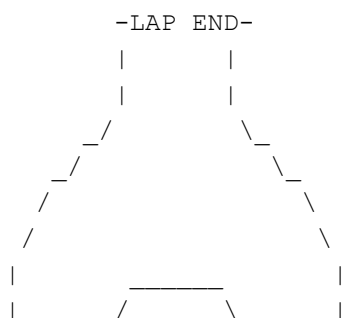
Flight should use the Flight Ramp to jet over to the next clearing.

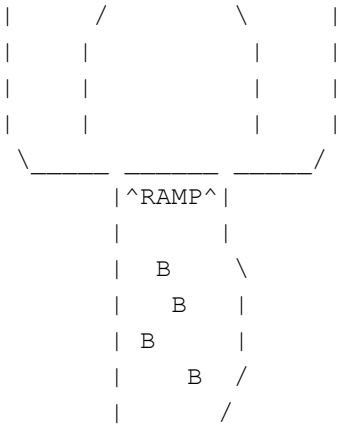
Power is the best here, and simply gets to take the most direct route.

Watch out on that hairpin turn -- It's easy to notice that turbulence acts very funny in this particular turn, even in Red Canyon. It becomes very thin, and because of that, you won't be able to stop your character from doing a trick from it when it swings left. Not only that, the turn is so sharp that doing a trick may cause your character to attempt to jump the rock on the inside of the turn, but usually you'll just hit a wall. At times, your character recovers facing the wrong way on the track, so you'll be sent jetting the wrong way! Ha ha ha!! I recommend getting out of turbulence in this area and going through the turn normally. Seriously. :]

!! TECH: Flight can fly over this entire section! From the Flight ramp, lean left to avoid the second Air Ring. If you gently lean left from that point on, you can fly left of the hairpin and land facing the entrance to the cave. An amazing shortcut!

After that, you go into the cave and toward the end of the course. (Read this map from the bottom, going up)





Inside the cave are a bunch of crystals. I didn't keep track of their exact locations. All I know is that it's easy to avoid them all by staying right. Power should knock through them instead.

Off the Ramp, you fall to a reef below, before crossing the water back to the finish. If you do a high jump off the ramp, you will land on a high speed RAINBOW over the reef. It will lead you down to the water, refreshed and with a new lease on life.

The rainbow pushes you ahead at a speed of 230. Do not boost on the rainbow, it won't affect your speed and will just be a waste of Air.

Next:
Egg Factory

___ 2.3 - EGG FACTORY

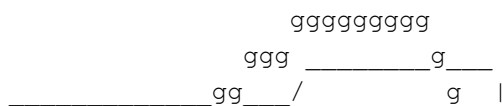
The best shortcuts in Egg Factory can be used by anyone. You should stick to the higher level at the start, hug the inside of turns, and go left at the split where the generator is. You may have to slow down a lot to get the 100 Ring Item without falling, but it's totally worth it, as it usually is.

Power has the convenience of not having to worry about any of the robots scattered across the stage in certain rooms. It also has a well hidden shortcut behind one of the walls. That shortcut doesn't seem as fast as the left split but it's easy and safe, so less confident players would definitely want to use it.

Flight should use both the Air Ring paths: the one near the start, and the one from the Flight Ramp placed after the fan.

Speed's grind rails are only decent in this course and they will probably be used to refill Air, and not so much as actual shortcuts. You can land the one near the start of the course, and then there is another one from the halfpipe section in the lava room. The rail from the lava room leads to another rail, but it's recommended to ignore it and get off right there, in the generator area.

I present the first part of the course along with the road that leads to it. In other words, here is the beginning and end of the course at the same time. (Read from the starting line, going up.) NOTE: I did not mark the placement of robots in the maps for this course.



```

|           g o           g |
|           o           g |
|           o           g |
|           o aa D       g |
|           a_D          g |
|          /_a |         g |
|         \_ a |         G |
|           R aaaaaA     |
|           R          |_____| | |
|_____ /            ||RRRRRRRRR||
|                    |DD   DD|
|                    |
|                    |
|                    |
|                    |
|                    |
|                    |
|                    |
|                    |
| ooooooo |
|_____|

```

```

^ |RAMP|^
/ \
/ \
|   |           (from Power)
|   |           Shortcut or
|   |           Automatic
|_____|          Trail)
|^ START ^|   __vvvv__
|   |   |   | |
|_____| |   |
||   ||   |
|   | \_/ |
|_____| |
/ \
|_____|

```

Off the starting line, you go downhill into a mandatory ramp. There are no shortcuts from this ramp. When you land, you'll go through a row of items and come up FAST on some robots. (gah!) Dash plates are placed directly before an optional ramp. Speed and Flight can use the ramp to gain access to a rail or an Air Ring which jets them a short distance. (Speed may choose to ignore the rail.) Otherwise, just go normally and try to get those dash plates inside the left turn. Watch out for a couple more robots in this room.

After the hairpin, do a long jump off the ramp to access the strictly better higher level in the next part of the course. Here are the higher and lower levels side by side. (Start at the bottom.)

```

LOWER
|_____|
| P      |
|        |
|        D |
|        D _____ |
|        |   |   |
|        |   |   |
|        |   | DDDDD |
|_____|
HIGHER
|_____|

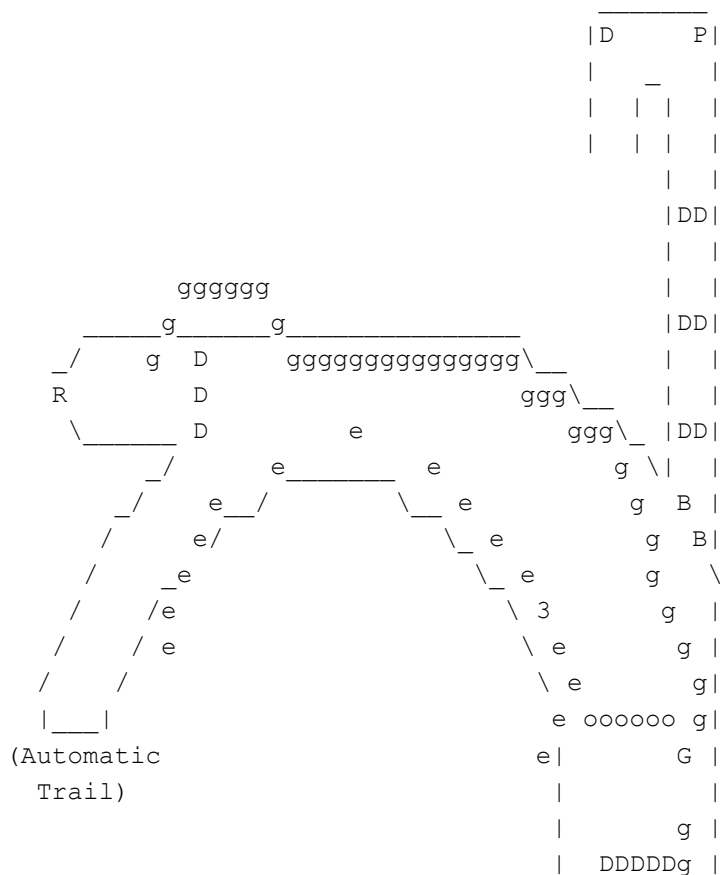
```


course, you can always just pass the side by riding at the base of the halfpipe section.

Power could choose to ignore it all and hug left to a little hidden hallway, before making a sharp left turn.

Right after the lava, Speed can use the halfpipe section on the right side of the lava room to gain access to a grind rail. This rail goes all the way around the next turn and ends after some Dash plates, right before another rail. You can land the second rail from the first, or drop off there. It's actually a good idea to drop off, because the second rail takes you to an unhappy part of the course.

Here's the next section, starting with the dash plates and rail from the end of the last section. You begin from the bottom right of the map approaching a wide left turn, going around a HUGE generator.



After those Dash plates, you see that huge generator featured in the pre-race shots. That machine rotates smaller-yet-still-huge egg like things around most of this turn, hitting racers who get too close to the inside. Getting hit by them may cause you to fall off the inside of the turn, which isn't protected by barriers.

(NOTE: If you are moving slowly or at a complete stop, the egg-things don't push you if you get hit by them, instead you just get nudged a little.)

The e's on the map mark the path of the machinery.

The inside of the turn is guarding a 100 Ring Item which is right after the normal Items. You have to go through the path of rotating machines to reach it, so it's risky, but you can get this without falling with some practice. You may have to slow down a lot to reduce the chances of you falling off, but it's worth it. 100 Rings win, every time. (TECH: My preferred way to get the 100 Rings is to move straight into the path of the moving machines. As you approach



(I should point out that the grind path I laid out here for the second rail is not the actual way that rail goes in the course. The beginning and end of the rail is in the right place on this map, but the rail in the game actually stays on the road as it spirals, not off the track like in the map.)

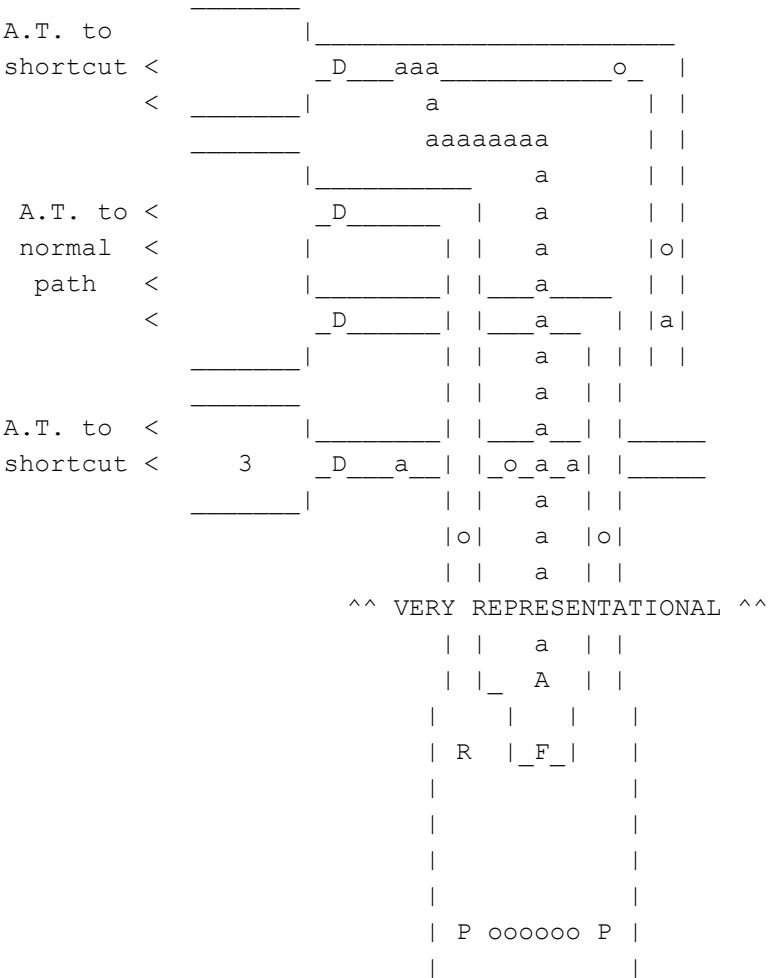
Speed should take the grind rail and jump to the second one from the first.

(COOL NOTE: The neat thing about that grind rail is that you can land the second one without jumping! Simply hit the jump button /as soon/ as you fall off the first grind, and you'll connect the second one like magic! Practice it a little. It's so fast and cool! yaaay)

Flight and Power will have to Slide around the entire spiral turn. (This is a good place to practice Slide-boosting.)

When the course evens out, note the sign on the right side of the road with arrows painted on it, before the hairpin turn. Power needs to ram through it, to go through a weird and short Automatic Trail that takes it around the hairpin at a high speed. Yes, there are Dash Plates here, but it's still an A.T. so be sure to rotate that joystick for the extra Air. (NOTE: Be sure to point your character into that wall and not just turn into it, or else you'll bounce off it. You know, kind of like a rock skipping off water. Or a space shuttle vs. the atmosphere. You know what I mean!)

Speed and Flight will have to Slide around that hairpin turn, into the next section. Here's the next section, starting with the Dash plates from the last section. (Read from the bottom, going up.) Here is where it starts to get CRAZY. Check this out:



```

      |           |
      |           |
      /\  D D D D  /
      /  /|           |
  (from      ^ ^ ^
  A.T.)      (from last section)

```

The first section is pretty straightforward. Speed and Power will have to take either of the two stems on the side to progress. For some reason, the left stem has a ramp placed before it that mostly serves to slow you down if you don't avoid it. For this reason I prefer to go right. The right stem also allows you to access a higher stem by doing a trick off turbulence.

(Once the stems begin, then it gets complicated. I tried to map it as best I could... in 2D... and in ASCII. Needless to say, this particular map only loosely represents the positions of everything in the actual game, but I think it does a good job showing everything hidden in this area.)

Flight can just embarrass everyone else and take the Flight Ramp in the middle to gain access to an impressive shortcut.

But beyond that, Flight can ignore the later Air Rings and take a different path to access a secret fourth stem, that has access to a 100 Ring Item. To get to that one, take the first Air Ring off the Flight Ramp, but try to descend to avoid the second Air Ring and land on the nearby stem. If you are led to a 100 Ring Item, you know you landed on the right one. (Time Attack Tech: This stem actually seems to be the fastest out of all four, even after you get the 100 Ring Item.)

(Non-Flight characters can get the 100 Ring Item by doing a trick from turbulence, from the stem on the right side.)

If you practice flying around in that area, you can land farther up on the stems. Going under the second Air Ring can gain access to any of the landing points I marked on the map on the 'a'. It doesn't seem worth the trouble, but for some reason there are items further back on those stems. (This course was clearly designed by devious people!)

Depending on which stem you took, you will be dropped off in different places after the Automatic Trail. The normal stems lead to the normal path, whereas Flight's stem and the 100 Ring Item stem lead to a shorter path.

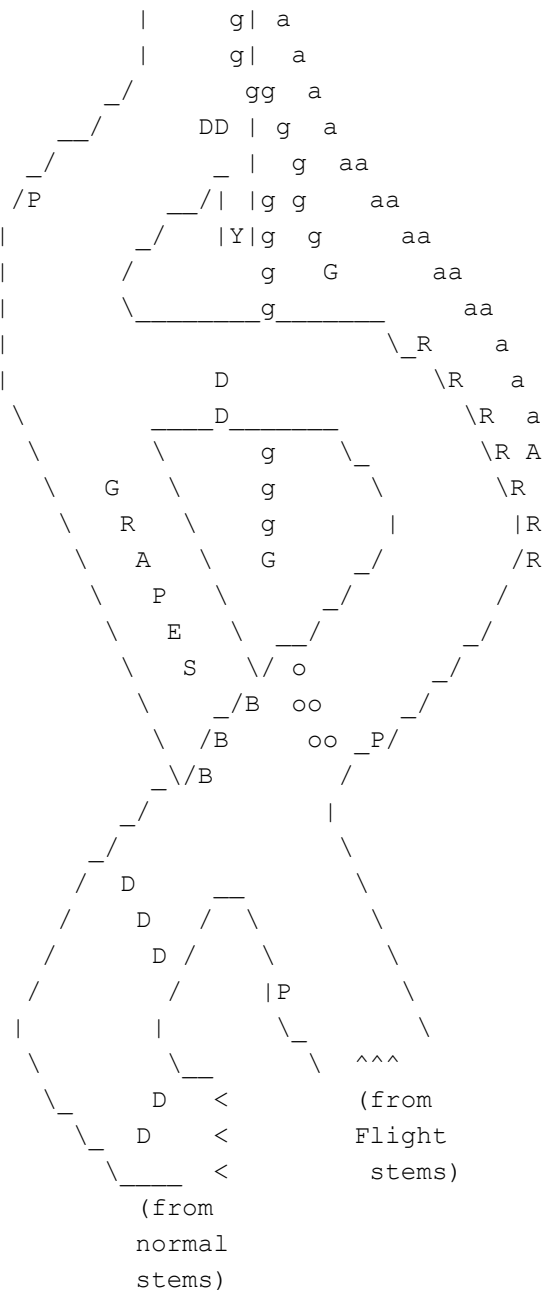
NOTE: The Automatic Trail in this course doesn't give you much of an opportunity to increase your speed. You're pretty much locked at 146, and spinning the stick can make it alternate from 146 to 148 barely a difference at all. For that reason, you can choose to stop rotating the stick on this part once you already filled your Air. (EXTRA NOTE: I've seen myself go up to 150 on this part, somehow.)

Here's the next section. (Read from the bottom, going up.)

```

      (high jump
      to reach webs)
      ^ ^  ^ ^
      RAMP
      |     |
      |     |
      |     |
      |     a
      |     |a

```



The two paths quickly meet up. On the left there will be another painted wall just like the one before, and once again Power can break through. Beyond it is the grape zone, which is full of obstacles that Power can smash. Just like last time, remember to point into that wall. It's a bit harder here since you're normally coming from a right turn.

Just beyond it, way down in the pit on the left, there is a TOP SECRET GRIND. It's out of sight unless you deliberately look for it, and impossible to land consistently without blatant memorization of its location and quite a bit of practice. Although, if you can hit that rail at will, you are a grind ninja!

From the secret rail, you can land the second rail without jumping. I prefer to ignore it, it seems plenty fast enough to just land back on the road.

The second rail can be mounted from the course as normal. This is good for Speed players who aren't ambitious enough to get the secret one.

Anyway, there is a halfpipe section going up along the right side of the left turn. Flight can gain access to an Air Ring, to ensure its dominance in this course.

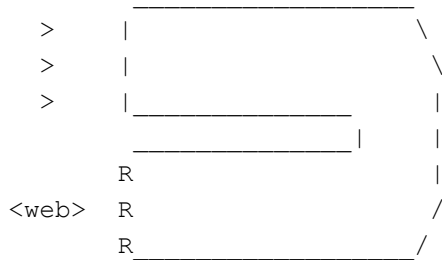
(Note: There is an unusual stem branching out from the last turn with an Air Max item on it. It can be reached by going off the edge of the normal track

over to it. Power should be able to get it easily coming out of the grape zone since he/she would be at the right angle.)

Doing a high jump off the ramp will get you straight to the spider webs above, which take you back to the finish line after a dramatic leap over the jungle's canopy. Otherwise, you have to go through an additional part of the course, which I like to call the Hairpin of Shame.

Either way, you fall and land in front of the finish line.

Hairpin of Shame:



Next:

Sand Ruins

____ 2.5 - SAND RUINS

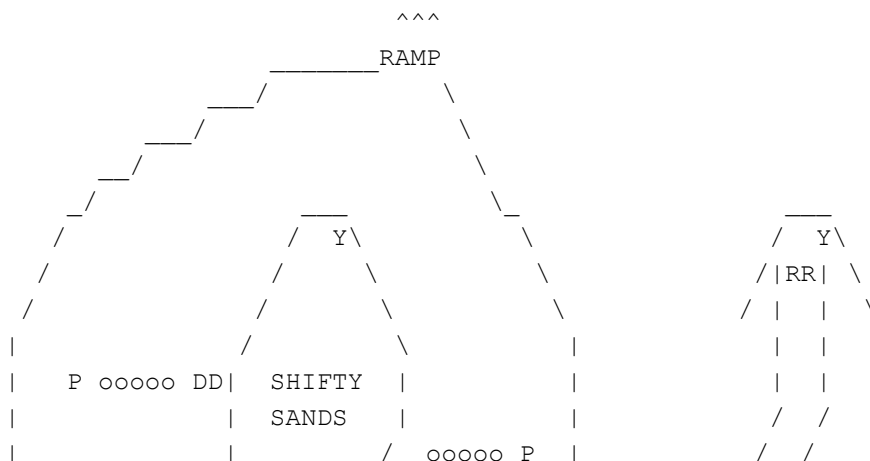
Flight: Flight has it the best in this course, since the Flight Ramp takes it right into the platform with the 100 Ring Item on it. Flight can take the Air Rings in the cave as well. Really, Flight's shortcuts cover a lot of distance in Sand Ruins.

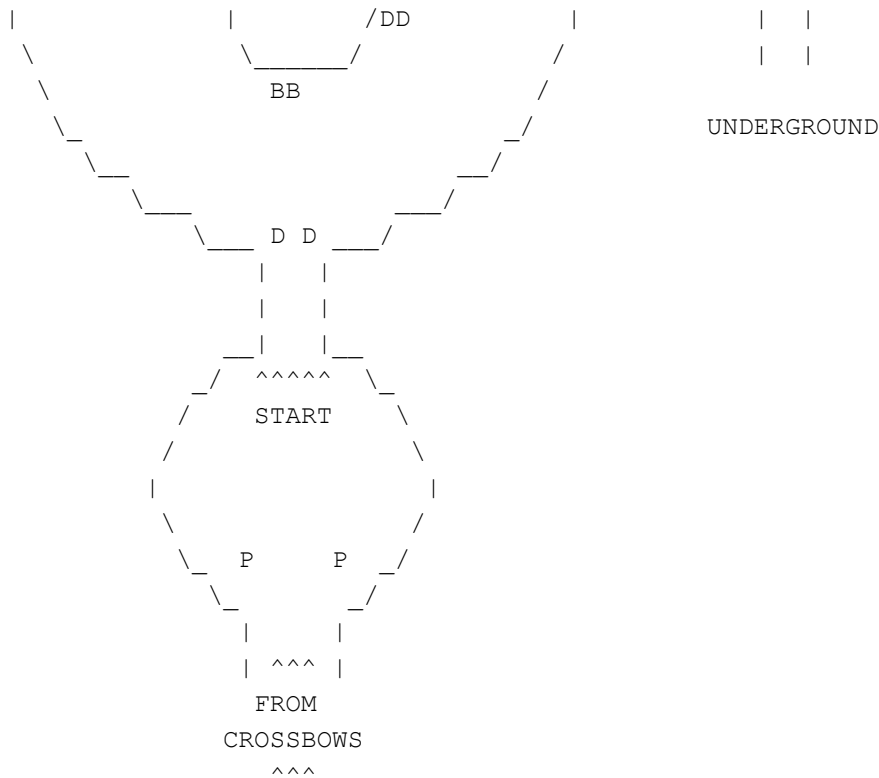
Speed: Speed should totally ignore the grind rails in the desert and take the dash plates instead, or simply boost. In the cave, however, the first two rails are worth taking, but ignore the third.

Power: Power /seems/ underpowered in this course, and barely even has a shortcut. The underground tunnel in the desert is too slow, and other than that, all there is besides that is a couple of dumb statues in the cave. At least Power doesn't have to concentrate too much in this course. In any case, that seems all there is to Power.

Speed and Power can get the 100 Ring Item on the platform in the desert, but they will have to do a well-timed high jump from a small piece of ruin.

Here's the first section. (Read from the bottom, going up.)

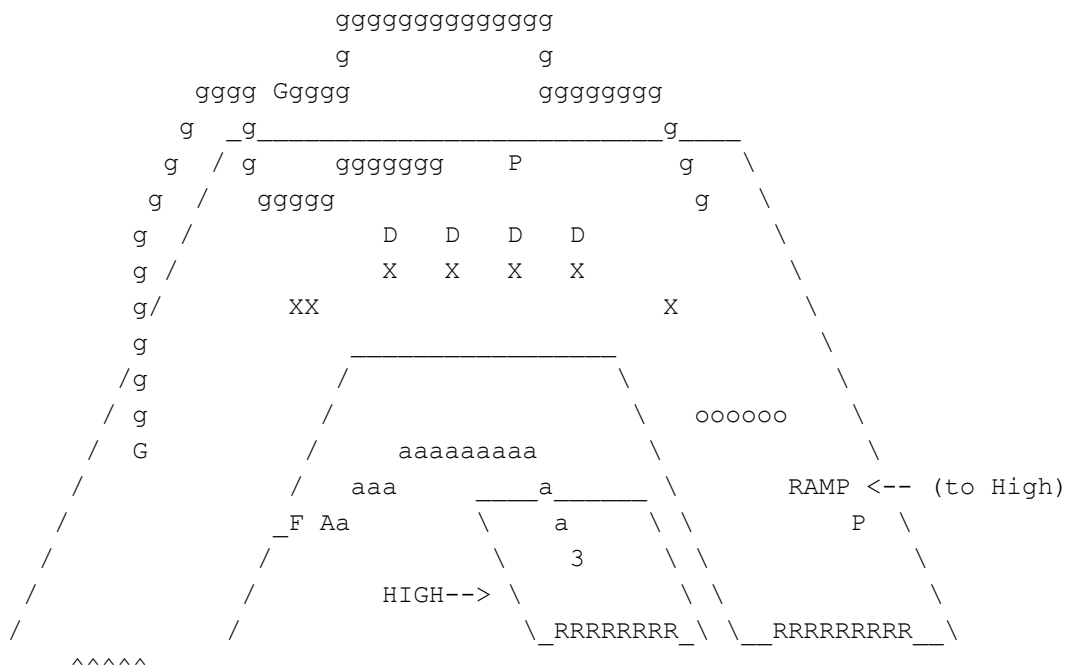


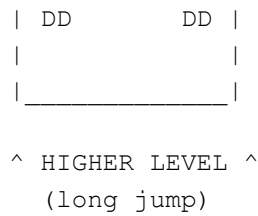
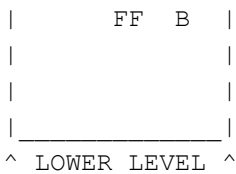


Out of the coliseum, you enter a wide desert area with a mound of shifting sands in the center. (The shifting sands make you go veery slow, so you're supposed to go around either side.) Power can break through the slab in front of the mound of shifty sands to access an underground path. The path leads to a ramp, which takes you /over/ the Air Max item, and on your way to the next ramp.

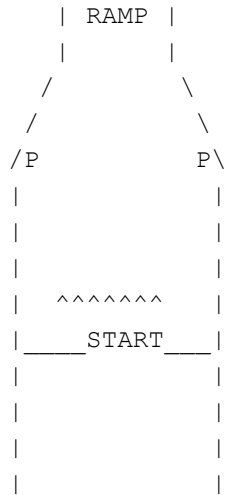
If you're not Power (and maybe, even if you are) then you want to go right and run over those Dash Plates, and head straight for that ramp. Going left is a less direct route, so it doesn't seem practical.

Off the ramp, you fall into the next section. (Read from the bottom, going up then right, then down.)





<< air >>



Off the initial ramp, if you don't jump, you will fall in a gap and will be pushed up by air which lands you on the lower level. So... JUMP! And do a long jump to reach the higher level.

Doing a long jump off the ramp lands you on the easy and effective higher level. Here, a couple of dash plates send you well on your way toward the right turn, before falling and hitting off of a large billboard.

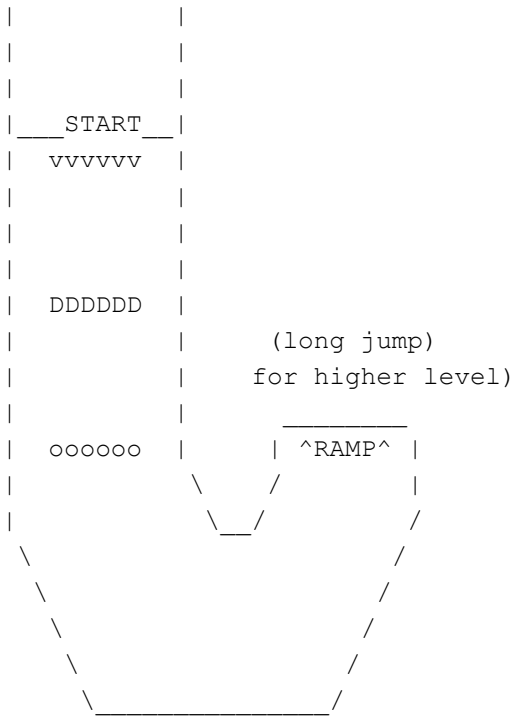
On the lower level, there are three routes each for Power, Speed, and Flight. They are all clunky and not very impressive. Power takes the right alley which is dotted with machinery it can destroy.

Speed can take the rail in the left alley. If you missed the rail, you are stuck to roll through the rest of that alley, littered with pipes that you have to avoid. If you land the rail, you /may/ want to try to jump to the second rail, which leads straight right through the shortcut. (NOTE: Half the time, it's impossible to reach the second rail, and you just land on the first one again. Argh. By the way, I think your ability to jump this rail depends on your Gear's cornering.)

Flight can take the Flight Ramp on the middle, and has to maneuver carefully up to the Air Ring in the higher level. Be careful, since the ceiling doesn't open up until further down. Wait until it does before going up.

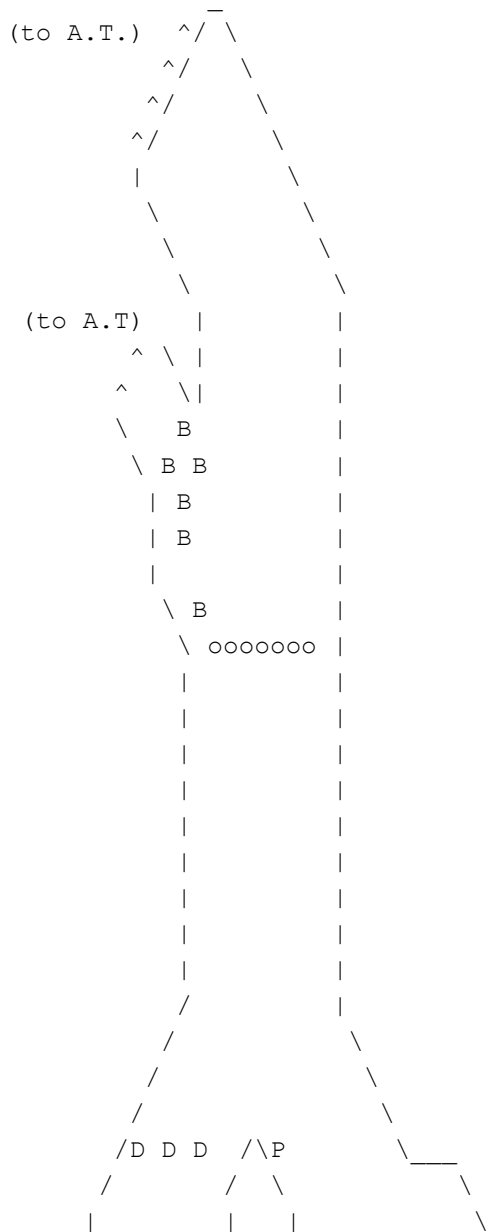
There is a purple tunnel cutting into the inside of the hairpin on the lower level. Players unfortunate enough to be on the lower level in the first place probably want to use that tunnel. This is the same shortcut the grind rail goes into.

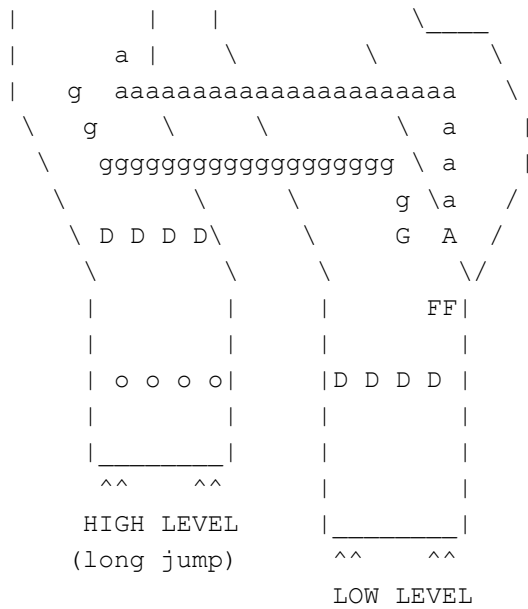
At the end of the hairpin on the outside is a tunnel in which cop cars continually come out. They start moving on the course all the way to the intersection. Cop cars come out at routine intervals from 1-3 cars at a time, usually in a triangle formation. They may also move left or right a little every couple of seconds.



Doing a long jump off the ramp will reach the higher level in the next section.

Here's the next section. (Read from the bottom, going up.)



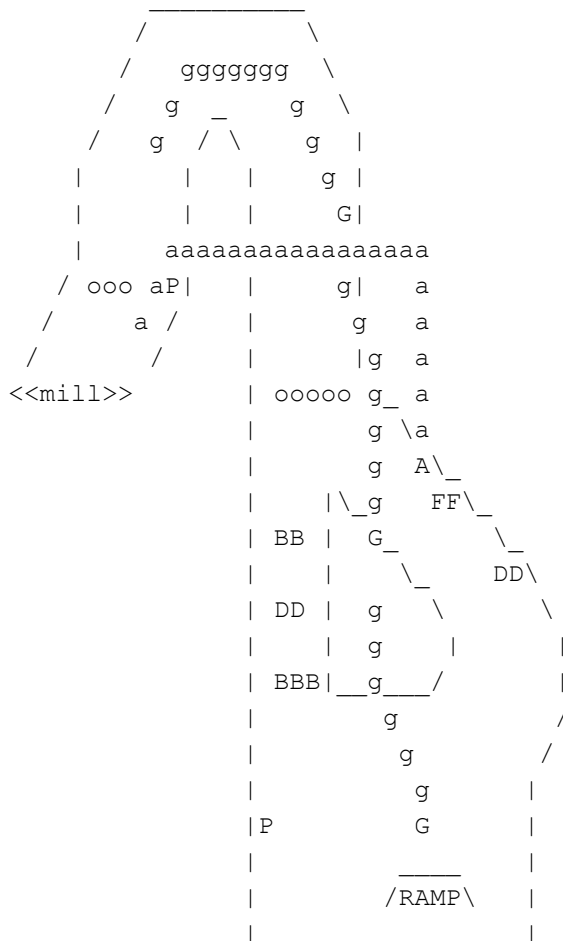


The grind rail and Flight Ramp on the lower level jet you forward while putting you on the higher level. It's just better to start on the higher level in the first place by doing a long jump from the last ramp.

On the right side of the lower level, a platform exists to catch you if you fall on the outside of the turn. (Probably for when Speed fails to land the grind.) It soon joins up with the road again.

The two levels converge as you exit the cave into a piece of road that's straight out of Splash Canyon. Once again a shortcut is hidden on the inside of the waterfall, but this time it's for Power, not Flight.

The river rapid Automatic Trail leads to the next section. Here's the next section. (Read from the bottom, going up.)





Just like Splash Canyon, each character type has their own shortcut here. However, Flight's shortcut is not immediately visible.

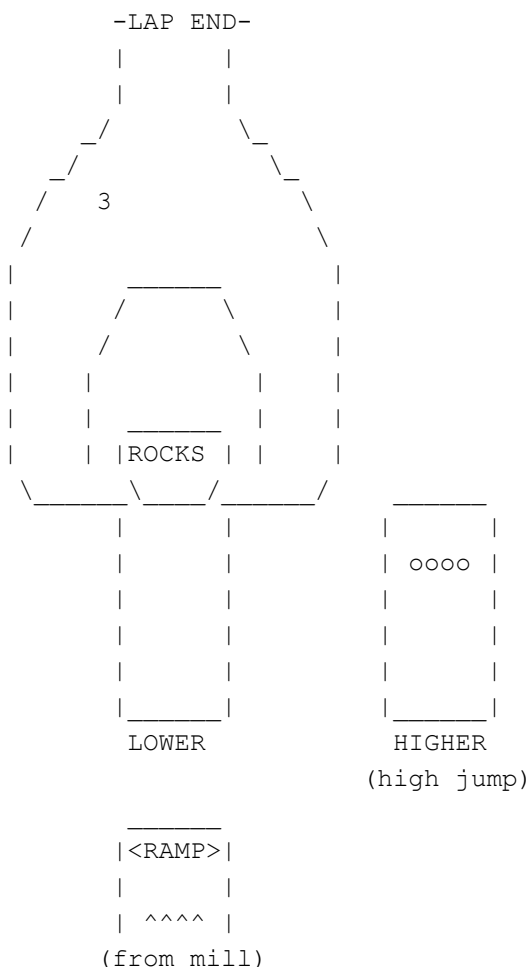
Speed can once again land the grind rail from the ramp sticking out from the lake. From the first rail, you can land the second, and from the second, the third. Taking all three rails places you right at the mill at the end. Not bad!

Power can once again take a direct route by smashing through the barrels on the left. This time there are dash plates, so the shortcut is as aggressive as ever.

Flight definitely wants to boost right away, and hug the right to find the dash plates and Flight Ramp hiding behind some brushery. (The brushery is a barrier, you can't go through it. o_o;) The dash plates send you straight at the Flight Ramp, and the Air Rings jet you across to the mill.

The hairpin has the same turbulence problem as in Splash Canyon. Avoid riding turbulence on and before the hairpin.

At the end of the section, you are carried up by the mill into a cave. Here it is.



Right after the mill, you begin approaching a ramp. Doing a high jump off the ramp will put you on the higher level, which is the same except as the lower level except it has some items. (Not sure if it's worth it. I often go low.)

On either level, you simply roll off the edge and fall over a waterfall. There is no ramp, but unless you jump, you hit some rocks sticking out from the

cliff and risk getting knocked to the side. I recommend jumping over the edge to avoid the rocks and speed things up. It can make or break your position on the final stretch. (There is no ramp -- I'm telling you to literally hop over the edge.) :O

In the lake, on the left side, there is a 100 Ring Item just sitting there in plain sight.

Next:
Ice Factory

____ 2.8 - ICE FACTORY

Any racer can do well just by accessing the higher level from the 2nd ramp in this course. (Do a high jump) Also, the 100 Ring Item is easily gotten next to the generator, which thankfully isn't moving this time.

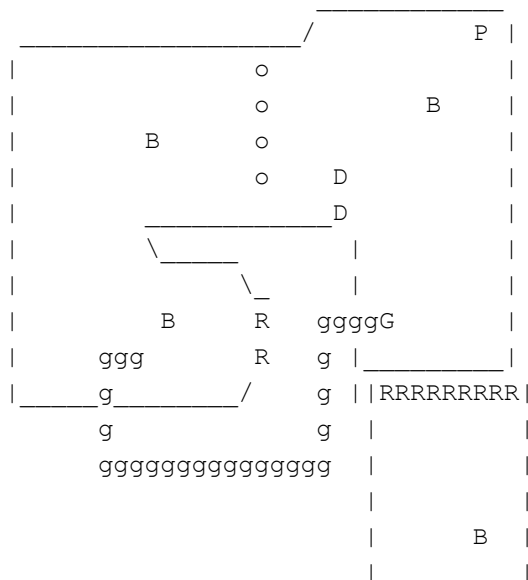
Power: Power once again has that subtle advantage of not being bothered by any of the robots in this course. Besides that, Power's only major shortcut is on the lower level. It's the massive propeller blades you can smash through to be able to go on the very inside of a wide turn.

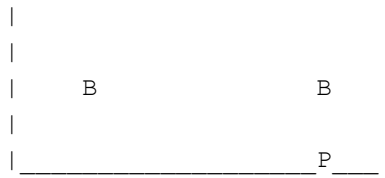
Flight: Flight's shortcuts are all accessed from halfpipe sections in this course, so a little practice may be needed. They are both excellent shortcuts, and both happen to be accessed from the left side of the course.

Speed: Ice Factory is Speed's much needed break. On the lower level, the grind rail is so fast that you don't even need to bother with the higher level. Later on, another grind is accessed from a halfpipe section on the right, which connects to two other grinds, so it's a nice long trip. Speed also gets an extra shortcut all its own at the beginning of the course: Check out the grind rail on the left, jump to it from the hallway from the first ramp.

ROBOT WARNING: I posted the general locations of the robots in this stage with B's. However, it should be noted that their exact location changes randomly from race to race. They move around, you know, so you will have to see for yourself where they show up exactly and react quickly. It's annoying, but skill and a little luck can compensate for this! (Or just use a Power-Type character and ignore them. That's fine too.)

Here's the first section. (Read from the starting line, going up.)





Power can take the very inside of the turn for a small shortcut and some smashable objects. This is kind of hard to reach because it requires a very sharp turn. But you should try to make it -- You want boost feul for the winding stretch.

Speed can land the grind rail from the halfpipe section on the right. From that rail, you can land a second rail, and then a third which drops you off right before the ramp at the end of the road. It might be a good idea to fall off as soon as you have enough Air, and just boost the rest of the way.

Flight can get to the Air Ring from the halfpipe section on the left. Follow the Air Rings to the Eggman billboard, and hit it to return to the track. Don't miss the billboard, or else you'll fall off the course.

After you leave that room, you begin going down a winding road with no ice on it. Boost! The ramp at the end of that road leads you back to the start of the course.

Next:
White Cave

____ 2.8 - WHITE CAVE

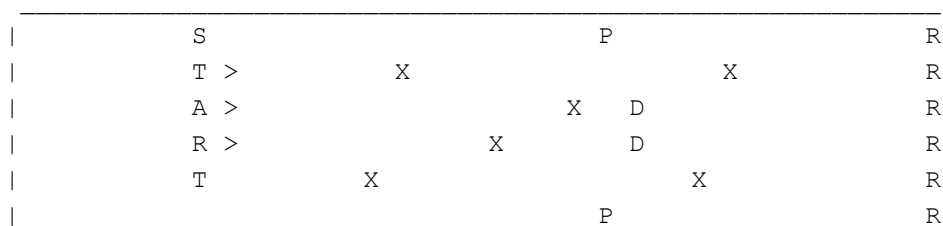
Power: Power can smash a couple of random rocks in the pipe, but other than that it has only one shortcut, which is behind a sign.

Speed: Speed has a difficult grind rail accessed right after the jump from the first ramp. You have to act quickly to land a second rail over an open pit. You will need practice, but it's a pretty good shortcut. Speed has yet another grind rail later in the course, it's easy to land and very effective.

Flight: There is a Flight Ramp at the end of the long halfpipe, and it can be used to access a 100 Ring Item if you go on it at an unusual angle. After that, it can be used as a plain shortcut. There is another Flight Ramp placed later in the course. Flight probably edges out the others because of the 100 Ring Item alone.

Once again, all racers should do a high jump at the ramp near the end of the course, to get to the spider webs and skip the Hairpin of Shame.

Here's the first section, read from left to right.



You wanna avoid the trees (marked with 'X') and still get those dash plates.

Doing a long jump off the ramp will get you to a mini-halfpipe with some rings

(This entire section is a halfpipe, but it eventually becomes a full cylinder, and then eventually splits up into a halfpipe again. Needless to say, this map is only a loose representation, but I think it's pretty straightforward. Since it's a halfpipe/cylinder, you will not have to do any cornering so I just drew it as a straight road.)

Doing a long jump will land you farther up, on a bowl (it's a mini-halfpipe) sticking out from the middle of the normal halfpipe. Inside the bowl is some ring items and from there you can set yourself up easier for the grind rail. The bowl quickly merges back with the normal road.

If you don't land on the bowl, you will run into it unless you pass it on the side. You should definitely stay on the side of the previous ramp if you don't intend on making a long jump.

You can jump to the grind rail from the inside or outside of the bowl. (I personally think it's easier from inside it. Getting in the bowl is faster anyway, so that's what I recommend.) From that rail, you have to land a second rail. The rail turns up and comes in fast from the top of the screen, so you have to react very quickly, or else you will fall.

Flight can reach the Air Ring from the Flight Ramp, to reach a stem. The stem will take you to a different road after the Automatic Trail.

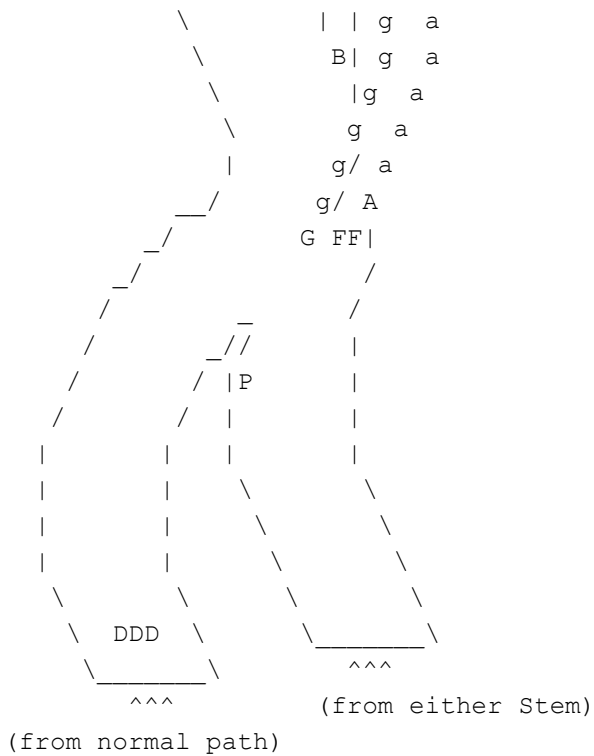
But, Flight can take the Flight Ramp at an angle and avoid the Air Ring altogether, to reach a different stem with a 100 Ring Item on it. (This stem still takes you to the same road as the other stem.) To reach this stem, try going off the Flight Ramp going right instead of straight.

Any character can reach the stem with the 100 Ring Item, by jumping from /behind/ the Flight Ramp. So you'd have to go around the Flight Ramp, and jump from the edge of the course. You will go up and flip upside-down, and land up on the stem. Sneaky!

Just like with Green Cave, you can't really increase your speed that much on the Automatic Trail.

Here's the next section. (Read from the bottom, going up.)





This section is fairly straightforward. Speed has its easy grind, Flight its Flight Ramp shortcut, and Power can break through the sign just like in Green Cave to access its shortcut. Each character should use their respective shortcut.

Power's shortcut in this course is a narrow strip of wood with dash plates. It's guarded with invisible barriers, but it's still recommended that you steer to avoid hitting the side whenever possible, so as to lose less speed.

Just like in Green Cave, doing a high jump off the ramp at the end will gain access to the spider webs, which bounce you around and throw you over the canopy. However, before you land, you are sent through a tree trunk or something. Same difference -- your speed is locked anyway and you can't control your character while in it. (so just sit back and hold onto your seats. lol) When you get out, you land before the finish line.

If you miss the jump, the ramp takes you to a Hairpin of Shame exactly like the one in Green Cave. It's slow and bad.

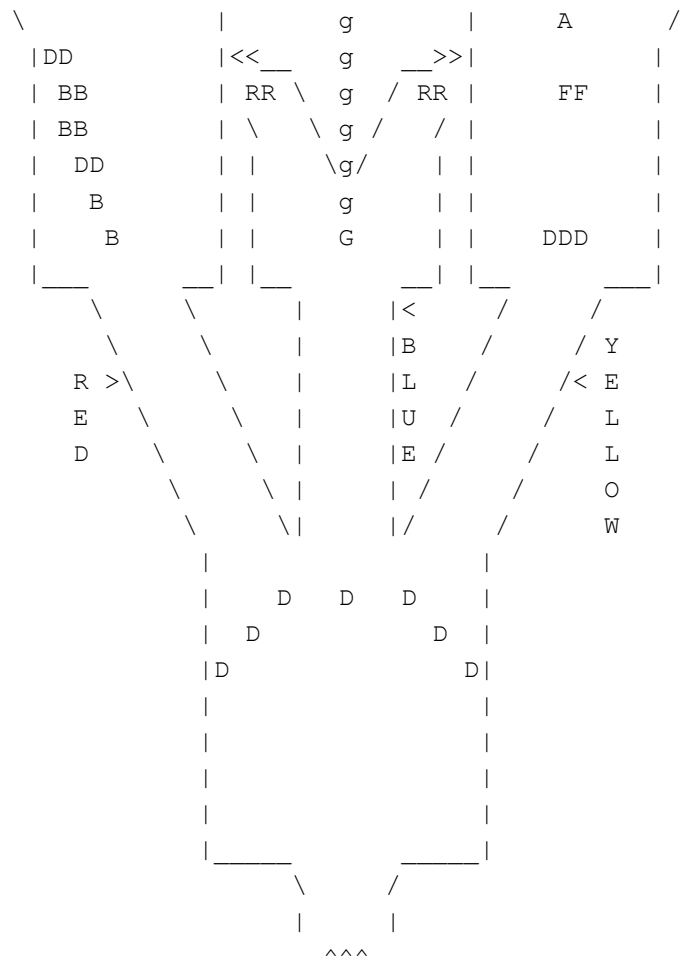
Next:
Dark Desert

2.10 - DARK DESERT

All racers should pay attention to the ring items before the cave, or see if they can get the 100 Ring Item by doing a trick off someone else's turbulence. All three character types have a shortcut they must use in the cave.

Speed: The rail in the cave is excellent and is a must for Speed. Go down the blue path in the center of the room to reach it. There is another grind later in the town, which connects to another, and drops you off on top of a bridge. I don't fully recommend using the rail in the town.

Power: Power does not have a very amazing shortcut in the cave because it still requires that the ramps be used to cross it. However, Power has an extremely aggressive shortcut at the end of the course, in the village. For that shortcut alone, Power is my favorite character-type for Dark Desert.



The walls and floor are color coded for each character type. Speed should stick to the blue floor and go down the center. Be quick to land the grind and you will sail to the end of this room. (Don't jump too late. The rail quickly ascends, so you won't make it!) If you miss the rail, you are shamefully forced to use the ramps on either side, taking the slowest route.

Flight should take right wall and take the Flight Ramp. The Air Rings lead all the way to the end on the floor. (the floor at the end is yellow)

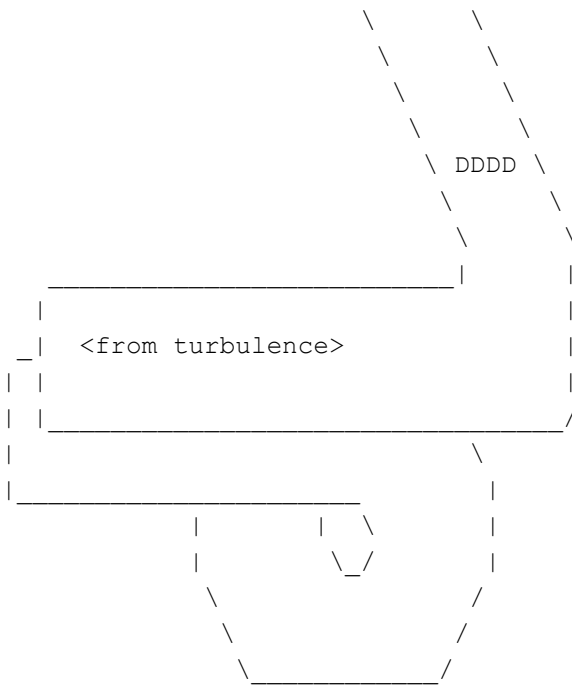
Power should take the left wall where it can smash some stones, getting access to the dash plates behind them. Other than that, Power doesn't really have any shortcuts in this room and will have to use ramps the rest of the way. The next ramp takes you to the ceiling.

(GAMBLER RUN: If you're not using any shortcuts, you will have to use the ramps. It's recommended to go on the right wall (yellow) and take the ramp there. The left wall (red) has too many obstacles, and the floor (blue) redirects you to one of the walls (red/yellow) anyway, so floor/blue is just a waste of time. Again, go yellow.)

After taking the ramp from either wall, you end up upside-down on the ceiling, and you will have to take the ramp from there to end up on the left wall again, which is also where the grind rail ends.

Then, after some distance, the left wall (red) and the floor (yellow) soon converge, and the left wall will begin to be blocked by a part of a tunnel. If you're on the left wall, you will have to be prepared to move right a bit, to get on the floor and avoid a collision with the ceiling.

After the left wall and floor converge into that tunnel, you are then upon the Automatic Trail and are transported into the desert village before coming back to the coliseum. Below is the next and last section.



Next:
Sky Road

____ 2.12 - SKY ROAD

This course also has a permanent turbulence trail just like Babylon Garden, but this time it's an optional shortcut and isn't required to complete the course. (Although you want to use it, because it owns.) Any character can improve their game in Sky Road by taking the turbulence trail, and the higher level before the spiraling tower. On the turbulence trail, doing a trick off the side gives you a big boost of speed.

Speed: The first rail can be landed from the ramp off the starting line. It's an impressive grind that goes around the spiraling turn. You can mount the rail normally at the start of laps 2 and 3. The other rail begins over a gap before the last spiraling turn and takes you around that, too.

Flight: An Air Ring appears over the first gap where the turbulence trails ends, after the second spiral turn. Since it appears right after the turbulence ends, it's difficult to get if you are coming from the turbulence. When you hit lap 2, you approach a part where walls split the road into 3 parts. Going left leads to a Flight Ramp with another effective shortcut.

Power: Where the gaps for Speed and Flight are, in the middle of the road, Power can knock away some rubble to access an underpass. Also, when the walls split the road into 3 parts, going down the middle reveals another good underpass. These are effective, the only problem is that they don't refill nearly enough Air.

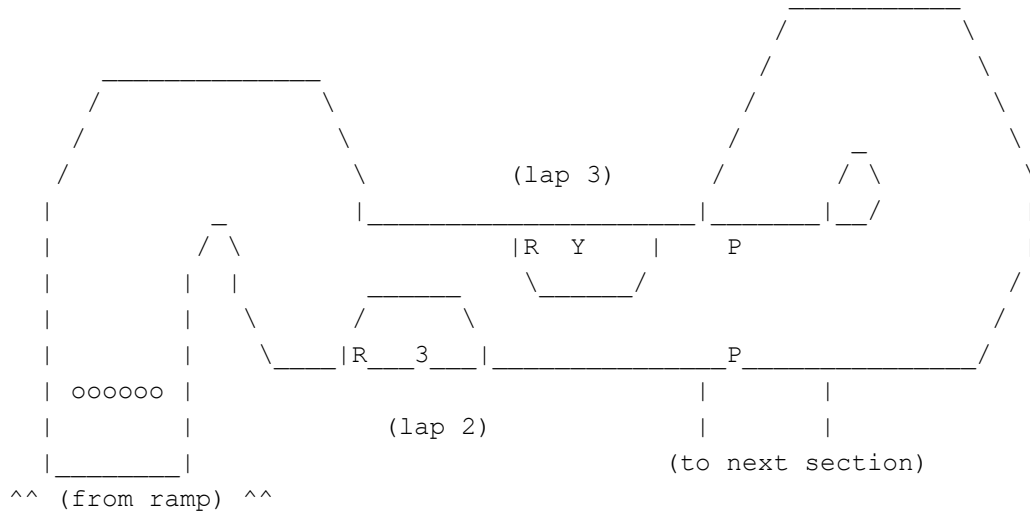
Sky Road is more or less the only course in the game in which the 100 Ring Item isn't practical. You can forget about leveling up here, and simply focus on landing all the shortcuts to jet around this deceptively short course.

	S	R
	T >	R
	A >	R
	R >	R
	T	R

which pushes you toward the next ramp. Power goes through an underpass with some smashables and exits from below just like in Babylon Garden.

The ramp at the end of this section leads to the next part of the course. However, doing a long jump will reach a higher level. This higher level is unlike any other in the game -- it's made entirely out of turbulence.

First, here's the normal road:



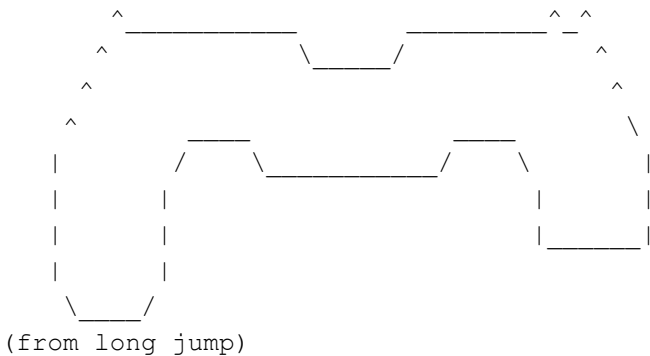
The two areas in the straight are just flat road, but in the later laps they are blown away by aircraft and turn into gaps with optional ramps in front of them. These ramps are the only way to reach the Yellow Item Capsules overhead.

At lap two, the first marked area will be destroyed. At that point, the 100 Ring Item is attainable. (It is very tricky to get since you are just coming out of two consecutive turns. It's easy to fall in that gap because you literally don't see it until it's too late. And on top of that, reaching the 100 Ring Item is a stretch. Very sucky.)

In lap 3, both parts of the road are destroyed, so unless you want to jump over the gaps, you'll have to snake around them.

After another 270 degree turn, you go into the next section.

But first, here's the shape of the turbulence road you would be on if you did a long jump properly from the last mandatory ramp, two sections up. You probably want to be here every time, it's just so much faster.

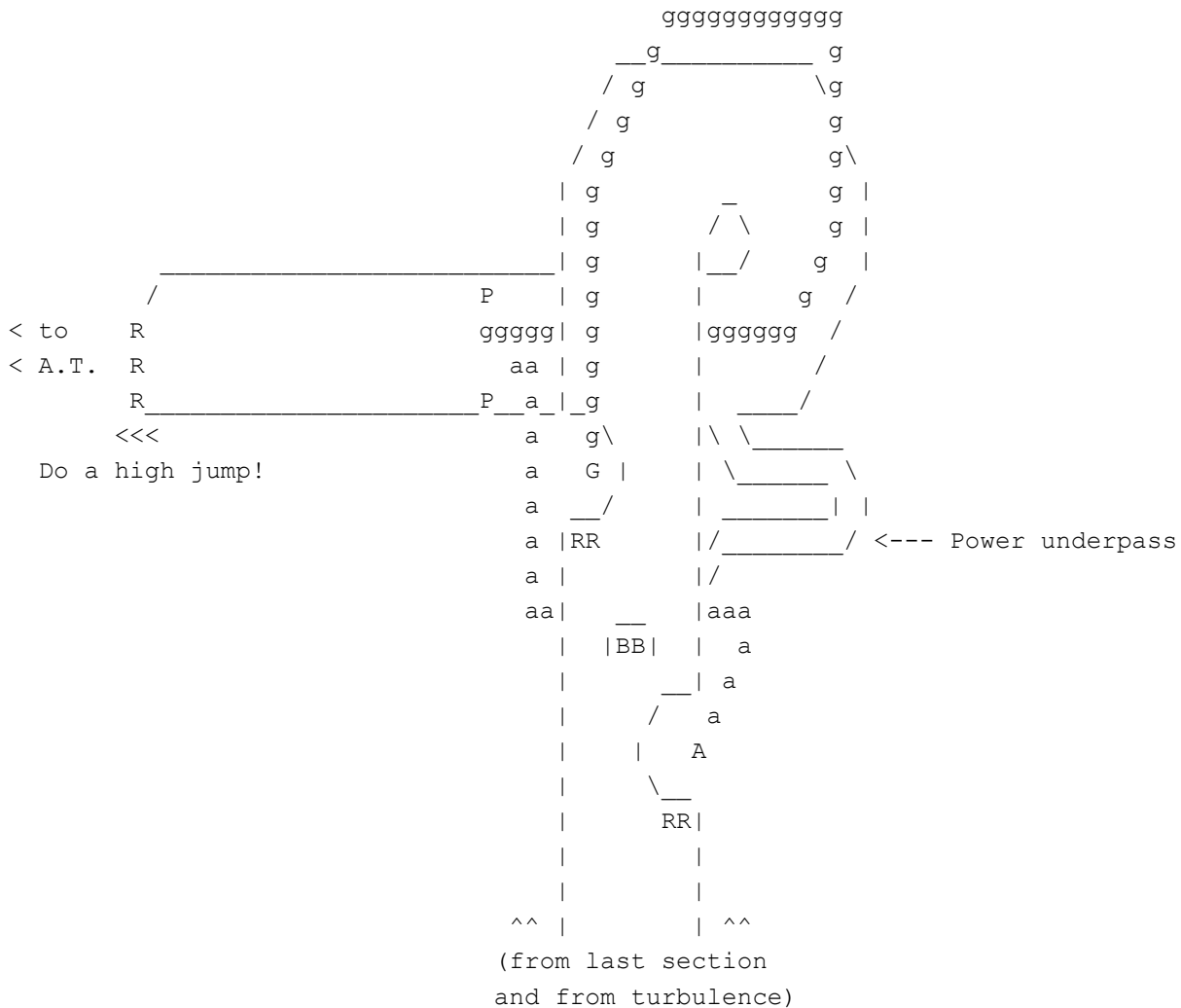


I put arrows there to indicate the red arrows that allow you to perform tricks. You really should try to get a trick in on that first turn to drastically increase your speed on the trail. Avoid doing a trick on the second turn, since you are getting off right after that anyway.

Warning: The movement while on large turbulence is stiff and unresponsive, so it's more difficult to reach the red arrows to do a trick. Try to move right a little when you get on, so you can then swing back to the left in time to reach the red arrows.

Sometimes, arrows will appear on the inside before the first turn, allowing you to increase your speed even earlier. (Not sure what causes them to appear.)

Both the previous section and the turbulence trail converge in the next and last section. (Read from the bottom, going up.)



As you enter this section for the first lap, the road is in the process of being destroyed by aircraft missiles. These explosions causes the two gaps in this road.

The turbulence ends right at the start of this section. It can let you off going pretty fast, so if you're Flight, you want to be holding down the jump button in advance, so you can slow down while setting yourself up to jump off that ramp. You'll have to act fast to make it.

The ramp over the first gap lets you reach the Air Ring. This path lets you off after the 270 degree turn.

After the first gap, there will be some rubble in the center of the road. Power can break through and fall into an underpass. This underpass merges back with the main road after the turn.

Jumping over the second gap lets Speed land the grind rail. The rail takes you around the 270 degree turn before sending you on your way toward the final ramp.

The last ramp takes you to the Automatic Trail that sends you to the beginning of the course. However, doing a high jump off the ramp will take you to a higher platform that places you farther up the Automatic Trail. I recommend landing the higher platform every time.

The Automatic Trail is a spiraling road of light inside a tower. The light leads to a cannon which fires you at a billboard before the finish line. (Strangely, you land right after a row of items. Those items serve no practical purpose, since you will never get them unless you turn around.)

Next:
Babylon Guardian

____ 2.13 - BABYLON GUARDIAN

No map. SOOORRRYYYY

Babylon Guardian is a clean oval course. It has a ramp after each of the two turns. There is an Air Ring accessed from the first ramp. There is a grind rail that goes along the second turn. After the first ramp, there are a couple of stones on the side of the track.

In addition to any other racers, there is also a giant genie over a bottle in front of everyone. The genie/bottle moves forward along the course, occasionally throwing an energy attack at the course in an attempt to slow everyone else down.

It's a three 'lap' race, but the catch is that the finish line doesn't appear unless you attack the genie's bottle. To do this, you may have to boost repeatedly on the entire straightaway. Don't try it to reach it on turns -- the genie is basically invincible on the corners. If you lose the genie at the turn, you'll have to restock your Air from items or whatever, and try again at the next straightaway.

Once you touch the bottle while in a boost, the genie and bottle disappear and the course graphics transform to appear as eerily plain black/white tiles. At that point, the finish line appears where you started. Once you cross it, the course transforms back into its original form and the genie returns. Repeat two more times and you complete Babylon Guardian.

There is an indicator keeping track of how many times you tagged the genie. It's basically like a boss life meter. Every time you tag him, one of his hearts disappears. Good luck.

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[3] MISSION GUIDE

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____ 3.0 - Explanation and Types of Missions

As it becomes unlocked, you get to play Mission Mode. Each mission places you on a course with a specific character and gear, and tells you to perform a task and finish one lap of the course under the time limit. You will get either a bronze, silver, or gold medal for each mission depending on how well you

completed that mission.

At first, Storm's Missions become available. Storm hosts 5 missions for each of the following courses: Babylon Garden, Digital Dimension, Sega Carnival, and the five Heroes cup courses. That's 40 missions in all.

Eventually you get to play Wave's Missions. Wave hosts 5 missions for each of the following courses: Sky Road, Babylon Guardian, Sega Illusion, and the five Babylon cup courses. 40 missions in all. Large purple mines are scattered across the courses in all of Wave's Missions, making them more difficult.

Finally you will come to Jet's Missions. Jet hosts 20 missions spread across different courses. Jet's missions are the most difficult, and many of them actually have Jet in them, racing against you. In those missions, you lose automatically if Jet crosses the finish before you do. You will unlock Jet's Missions after beating Storm's and Wave' Missions, but to do that, you will have to unlock the Sega courses first. (Until you unlock Sega Carnival and Sega Illusion, they will not even show up in Mission Mode.)

The courses in the missions are often modified to fit the purpose of that mission. Obstacles, items, rings, rails, barricades, and Air Rings may be added, removed, or their positions changed. Shortcuts are sometimes sealed off.

Before you can tackle a mission, you gotta be sure to understand what the mission goal is. However, regardless of the type of mission, you still have to finish the lap under the time limit /in addition/ to whatever else you have to do. These are some of the types of missions:

Trick Missions

"Perform tricks to get X or more points"

Trick missions require you to get a certain amount of points or more from doing tricks. (This is the only time in the game in which you receive points for doing tricks.) You are rated by the amount of points you get, so getting a Gold medal will require getting a lot of points.

Junk Missions

"Collect X or more pieces of junk"

Junk missions require you to tag a certain amount of junk on your way around the course. Junk appears as capsules with colored caps, with a piece of scrap floating inside each one. You are rated by the amounts of junk you collect, so getting a Gold medal will require getting the maximum amount of junk. (NOTE: The game stores the amount and type of junk you collect in these missions. You can use them to unlock unique Gear in the Treasure Menu.)

Timed Missions

"Reach the goal in X seconds or less"

These missions simply require you to finish the lap under the time limit. Usually there are obstacles scattered around the track to make it more challenging. You are rated by your time, so getting a Gold medal will require going through the course quickly enough.

Power-Type Missions

"Destroy X or more things"

"Smash X or more objects"

In these, you control Knuckles and have to destroy a certain amount of objects. You are rated by the amount of objects you smash. You will have to remember the the locations of all the objects and take the paths that have more of them.

Flight Missions

"Use air ride to pass through X or more rings"

"Use air ride X times or more"

You have to fly through at least a certain amount of Air Rings using a Flight-Type character. These missions have a lot more Air Rings than the courses normally do. You are rated by the amount of Air Rings you reach, so getting a Gold medal will require flying through all of them.

Grind Missions

"Grind X or more times."

"Do X or more grinds"

You are given a Speed-Type character and have to land on grind rails at least a certain amount of times. The rails are usually placed in sequence, so you will have to be good at jumping from one rail to another. You are rated by the amount of times you grind, so getting the Gold medal will usually require grinding on all the rails.

Chain/Link Missions

"Destroy 7 stone statues in a row."

Stones are placed in sequences on the course. You are given Knuckles and the High Booster and simply have to destroy an entire sequence of stones in a link. You are rated at how long you take to complete this task, so getting a Gold medal will normally require you destroy the first sequence. You will have to use the effect of the High Booster to boost through the stones and use minute, split-second turning to not miss any of the stones in the sequence. If you succeed, your time will be revealed on screen, and all you have to do then is to complete the lap to finish the mission.

Chase Missions

"Get the treasure by chasing down the red car"

"Get the treasure that the robot has"

In these missions, a larger car or robot is placed at a certain point on the course. When you approach it, a clock starts counting and the robot/car begins to run along the track. When you touch the robot/car, the clock will stop, recording how much time it took you to reach it. You are rated at how long it takes you to reach it, so the best way of getting a Gold medal in these is to rush the target right from the start.

Ring Missions

"Collect 50 or more rings"

Large amounts of rings are scattered all around the course in these missions. You are rated by how many rings you collect, so getting a Gold medal will simply require you to get a whole bunch of them. These are very easy.

Air Tank Missions

"Reach the goal with over half of your Air left"

In these missions, you use a Gear called Air Tank (nice name), which is bike with a really large Air tank. You start the mission with a really low amount of Air, and have to finish the lap with as much Air as you can get by using ramps, grinding, Air Rings, or the Automatic Trail. There may be Air items dotting the course, as well as plenty of obstacles. You are rated by how much Air you have when you finish, so getting a Gold medal will require you to come back with a practically full tank.

Attack Missions

"Hit Wave with 1 or more attacks"

In these missions which appear in Wave's Missions, Wave is racing against you. You have to boost into her in order to attack her. You are rated by how many times you attack her, and getting a Gold medal will require you to attack her at least three times. (NOTE: You also have to cross the finish line before she does or else you automatically fail the mission!)

Acceleration Missions

"Try to keep your speed over 140"

Welcome to the most annoying type of mission in the entire game, hands down. This is simply a Time Attack mission, but you -automatically fail- whenever your speed drops before 140. This means you can't go on rough terrain, you can't hit any obstacles, and you can't hit too many walls. You have to boost wisely and boost to recover from slowing down before your speed drops too low. (This often includes boosting when you land from a ramp.) You can't charge your jump too much since it slows you down. The upside to these missions is that extra dash plates are scattered around the course, to give you a little extra boost. In these missions, you are rated by your time, so getting a Gold medal will require you to go through as quickly as possible while constantly paying attention to your speed and Air tank. A lot of practice, retrying, and swearing may be needed.

(PRE-RACE COUNTDOWN: In most missions, there is no pre-race countdown and you are allowed to cross the starting line any time with no penalty. The clock doesn't begin until you cross it. However, the pre-race countdown is in effect for all missions that rate you by your time record, or has an opponent racing you. This includes Time Attack missions, Chase missions, Chain missions, and all races.)

Mission Treasure: In certain missions, you may find an unusual purple object. These objects look sort of like junk from the Junk Collecting missions, and make the same sound as junk when you get them, but they are not junk. They are special! :O Getting them all is needed to unlock four unique Gear using the Treasure Menu. (Press 'Y' button at the mission select menu to access to the Treasure Menu.) Apparently, each of these objects gives you either one of four unusable Gear, or one of the four 'repair manuals' for those Gear. Eight objects in all. Once you have both the broken Gear and the repair manual for that gear, you can spend the Junk you collected in the missions to unlock that Gear. (The purple objects remain in the missions even after you get them, making it easier for folks like me to record their locations in a guide.) >_>

3.1 - STORM'S MISSIONS, Gold Guide

METAL CITY 1

- Type of Mission: Trick mission
- Character/Gear: Amy on Pink Rose
- Time Limit: 60 seconds
- Gold Medal Requirement: 30 points or more

1. First ramp easily earns 8 points. Not doing a long jump (to avoid landing on the higher level) gives you more time to do tricks, but shouldn't really make a difference.

2. You can get 8 points by jumping from where the road ends after the large dip. Release the button at the very edge to make this jump.

3. The halfpipe sections at the intersection can easily get you 4 points by doing two tricks in the air. You can use the halfpipe sections more than once for extra points, but this mission is easy enough without doing so.

4. At the next ramp, do a high jump to reach the last ramp on the higher level. You can get 8 points from this ramp and ensure an easy Gold medal.

5. The last ramp on the higher level can easily get 8 points as well. Following all the steps reveals a score of 36, showing that you can mess up and still get the gold easily.

METAL CITY 2

- Type of Mission: Junk Collecting mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 60 seconds

- Gold Medal Requirement: get 12 junk

The locations of the 12 junk:

1. Before the ramp, in plain sight.
- 2-3. These are both on the higher level.
4. Off the Flight Ramp.
5. In one of the Air Rings accessed from the Flight Ramp.
6. It's at the entrance to the right tunnel.
- 7-8. Get the Air Ring from the right halfpipe section. The next two Air Rings have the next two pieces of junk.
- 9-11. Before, inside, and after the hairpin turn.
12. On the higher level.

METAL CITY 3

- Type of Mission: Time Attack mission
- Character/Gear: Sonic on Blue Star
- Time Limit: 60 seconds
- Gold Medal Requirement: (unsure, but 52 seconds will do it)

In this mission, idling cars are scattered all over the track. A few pointers:

1. Do a long jump to get to the higher level. There are less cars there.
2. In the dip, boost uphill. Otherwise you crawl up like a snail.
3. Take the left tunnel to deal with less traffic and set yourself up for the next grind rail.
4. Take the grind rail off the halfpipe section
5. Do a high jump off the next ramp to reach the higher level and save time.

METAL CITY 4

- Type of Mission: Power-Type mission (vs. cars)
- Character/Gear: Knuckles on Red Rock
- Time Limit: 60 seconds
- Gold Medal Requirement: smash 15 or more cars

The neat thing about this Mission is that cars still pass through the right tunnel and the intersection. There are only 13 idling cars, but you can use any number of the moving cars to fill the gap and even to compensate for ones you missed. (Note: Both higher levels are closed in this mission.)

- 1-4. These will all appear after the ramp and before the hairpin.
- 5-6. In the middle of the hairpin, and at the end of it.
7. In the dip, on the right side.
(At this point, take the right tunnel. You will most likely find at least two moving cars to hit on the way to the truck.)
8. On the right side after the tunnel, hit the truck blocking the usual Power-Type shortcut and go in. The truck apparently counts as a car.
- 9-11. Before the shortcut merges with the main road, three cars will appear. Two on the left, and then one on the right.
12. In the next hairpin.
13. Right after the hairpin, in the middle of the road.

METAL CITY 5

- Type of Mission: Chase mission (vs. 'Clifford' the big red car)
- Character/Gear: Knuckles on Red Rock
- Time Limit: 60 seconds
- Gold Medal Requirement: (unsure, but 19 seconds will do it)

1. Off the starting line, boost.
2. Do a long jump to reach the higher level. From here on, boosting repeatedly is a good idea.
3. There will be four cars on the right side. I recommend hitting them all.
4. Take the inside of the turn to save time. I Slide-Boost here.
5. After the uphill, some cars appear in the center. Hit them for one more chunk of Air, then swing back to the left side of the road, since that's where Clifford goes. You should be able to hit Clifford by now, before it escapes off the next drop.

6. After you hit Clifford, simply cross the finish line to complete the mission.

SPLASH CANYON 1

- Type of Mission: Trick mission
- Character/Gear: Amy on Pink Rose
- Time Limit: 60 seconds
- Gold Medal Requirement: 22 points or more

1. After the first left, you can use the optional Ramp to get 4 points.
2. From the next mandatory ramp, a full 10 points is attainable.
3. From the optional ramp in the water, you can get 4.
4. Off the last ramp in the cave, I was able to get 8 points. In all, that's 26 points, so you can mess up somewhere and still grab the Gold.

SPLASH CANYON 2

- Type of Mission: Junk Collecting mission
- Character/Gear: Sonic on Blue Star
- Time Limit: 60 seconds
- Gold Medal Requirement: get 12 junk

Locations of the 12 junk:

1. First one appears in plain sight.
- 2-4. Get these three on the grind rail.
5. Do a long jump to reach the higher level. Near the end of that platform is a junk.
- 6-8. The grind rails after the Automatic Trail will have these 3 junks.
9. After the hairpin you will see this junk.
- 10-11. These are both in the crystal cave.
12. Do a high jump off the last ramp. The last junk will be on the rainbow.

SPLASH CANYON 3

- Type of Mission: Time Attack mission
- Character/Gear: Knuckles on Red Rock
- Time Limit: 60 seconds
- Gold Medal Requirement: (unsure, but 51 seconds will do it)

In this mission, there are more barrels scattered around the course. Here are a few pointers:

1. Off the starting line, aim to hit some of the barrels placed in sequence there.
2. Ignore the optional ramp and the bridge after the first left turn.
3. Do a long jump to reach the higher level. It's speedy.
4. After the Automatic Trail, hug left to reach the Power shortcut.
5. Off the last ramp, do a high jump to reach the rainbow.

SPLASH CANYON 4

- Type of Mission: Flight mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 60 seconds
- Gold Medal Requirement: fly all 10 Air Rings

Locations of the Air Rings:

- 1-2. Get the Air from the optional ramp after the first left. High jump will do.
- 3-10. From the Flight Ramp behind the waterfall you will go through the last 8 Air Rings.

SPLASH CANYON 5

- Type of Mission: Grind mission
- Character/Gear: Sonic on Blue Star
- Time Limit: 65 seconds
- Gold Medal Requirement: land all 11 rails

- 1-11. The first rail appears in its usual place. You will then have to land all

of the next rails after it in a sequence. (Including the awesome waterfall grind!)

Some of the rails over the rapids will be tricky. You'll have to be able to tell when the rails go up and down. See, downhill grinds look like they end early, and may cause you to jump early. Uphill grinds look like they end later, and you may fall off before you get a chance to jump. You know what I mean? OPTICAL ILLUSIONS, people! If you don't pay close attention to this stuff, these missions /may/ end up being harder than they have to be.

EGG FACTORY 1

- Type of Mission: Trick mission
 - Character/Gear: Amy on Pink Rose
 - Time Limit: 70 seconds
 - Gold Medal Requirement: 30 or more points
1. Off the first ramp, you can get an easy 8 points. I think 10 is possible, too.
 2. Off the next optional ramp, you can actually get 8 points. Don't land the grind rail, since you'll spend less time in the air.
 3. Off the next ramp, you can go the lower level to spend less time in the air. I think 10 points is possible here.
 4. In the lava room, use the halfpipe sections once or twice to whatever amount of points. This mission is easy enough that you I settle with 2.
 5. At the split in the generator area, go right just to be able to use an extra ramp. You can get 8 points off this ramp.

EGG FACTORY 2

- Type of Mission: Junk Collecting mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 70 seconds
- Gold Medal Requirement: get 12 junk

Locations of the 12 junk:

1. After the ramp, see the left side of the hallway. There are no robots here.
2. Jump into the Air Ring off the optional ramp. High jump will work.
3. Before the hairpin.
4. Right before the ramp after the hairpin.
5. Do a long jump to reach the higher level with the next junk on it.
- 6-7. After the fan, veer right and go the the Flight Ramp to access the next two junk.
8. After the lava room, there are two left 90 degree turns in sequence. The junk will be on the inside of the second turn.
9. The road will go uphill. Look in the middle at the top of that uphill.
10. At the split, the junk will be on the right side. Proceed up the ramp.
11. Before the rail lift Automatic Trail.
12. In plain sight at the last right hairpin.

EGG FACTORY 3

- Type of Mission: Time Attack mission
- Character/Gear: Sonic on Blue Star
- Time Limit: 65 seconds
- Gold Medal Requirement: (unsure, but 54 seconds will do it)

The robot placement in this mission is different than normal. A few pointers:

1. There are less robots in the road after the first ramp. Just so you know.
2. Ignore the grind rail. Hug the inside of the left turn.
3. Obviously, do a long jump from the ramp to access the speedy higher level.
4. Get the grind rail from the halfpipe section in the lava room. Don't jump to the second rail, just fall off when it ends.
5. Take the left at the split. You may get hit by some robots here but that's okay.

EGG FACTORY 4

- Type of Mission: Power-Type mission (vs. robots)
- Character/Gear: Knuckles on Red Rock
- Time Limit: 70 seconds
- Gold Medal Requirement: smash 15 robots

Locations of the 15 robots:

1. After the first ramp, in plain sight.
2. Skip the optional ramp. After the drop the robot appears ahead.
- 3-4. Before and after the hairpin.
5. Do a long jump to reach the higher level and find the 5th robot.
6. On the narrow uphill road.
- 7-8. In the lava room, hug left to access a narrow passage.
9. After going around the left turn.
10. Right in front of the red-lit wall with the crooked sign. Go through that wall. GASP!!! HIDDEN SHORTCUT!!!
- 11-15. In the shortcut appear the last four robots.

EGG FACTORY 5

- Type of Mission: Chase mission (vs. "Big-Boy" the large robot)
- Character/Gear: Knuckles on Red Rock
- Time Limit: 70 seconds
- Gold Medal Requirement: (unsure, but 21 seconds will do it)

This was a pretty easy Gold medal. You will have enough Air to reach the Big-Boy even if you don't smash everything.

1. Boost when you land from the ramp. There are robots in this room. I don't like to turn too much but you should be able to skim one of the robots, just barely hitting it.
2. You will fall off the drop. Turn left and hug the inside to land the dash plates. Then boost.
3. Take the inside of the hairpin.
4. Boost before the ramp and boost again when you land on the lower level. You should be able to catch Big-Boy even before the right turn, or right after that turn.

GREEN CAVE 1

- Type of Mission: Trick mission
- Character/Gear: Amy on Pink Rose
- Time Limit: 70 seconds
- Gold Medal Requirement: 26 points or more (very easy)

1. Up to 10 points from the first ramp.
2. There is an optional ramp sticking out of the ground before the left stem. I was able to get 4 points from it.
3. The halfpipe section is long enough to be used twice without turning around I think. You can perform two 4 point jumps to get 8 points. You can do more, but it's not even necessary.
4. On the next ramp, you can get 8 points. Don't do a high jump to get an extra ramp.
5. The ramp after the hairpin is another easy 8 points. I outlined how you can get 38 points. Overkill!

GREEN CAVE 2

- Type of Mission: Junk Collecting mission
- Character/Gear: Knuckles on Red Rock
- Time Limit: 65 seconds
- Gold Medal Requirement: get 12 junk

Here are the locations of the 12 junk:

- 1-2. On the spiraling turn, they are both in the middle of the road.
3. In front of the painted sign. Go through the sign.
4. In the mini Automatic Trail behind in the sign.
5. In front of the stem on the right side.
6. On the right stem.

7. After the Automatic Trail, look on the right side.
8. In front of the second painted sign.
9. Among the grapes behind the sign.
10. Right side of the road, before some dash plates.
11. In plain sight as you approach the ramp.
12. Do a high jump off that ramp to get the junk in the spider web.

GREEN CAVE 3

- Type of Mission: Time Attack mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 65 seconds
- Gold Medal Requirement: (unsure, but 55 seconds will do it)

In this mission, grapes are scattered across the course. Here are some pointers:

1. Avoid the grapes. 8|
2. Use the Flight Ramp between the two stems. Follow the Air Rings.
3. Use the halfpipe section to get the next path of Air Rings.
4. Do a high jump off the ramp to reach the spider webs.

Hmm, in retrospect, each of those four points of advice is very obvious. If you agree, then you should look forward to getting all the Golds relatively easily.

smile

GREEN CAVE 4

- Type of Mission: Grind mission
- Character/Gear: Sonic on Blue Star
- Time Limit: 65 seconds
- Gold Medal Requirement: grind 8 times

Locations of the grind rails:

- 1-3. Go off the middle of the ramp. (maybe a tad left)
- 4-5. Jump off the optional ramp before the stems.
- 6-8. Right side of the road, before the halfpipe, a rail begins in an awkward direction. Land it as you normally would.

GREEN CAVE 5

- Type of Mission: Flight mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 80 seconds
- Gold Medal Requirement: Fly through all 36 Air Rings

Locations of the Air Rings:

- 1-33. You will reach the first Air Ring off the first ramp. A long jump will make it. 33 Air Rings are connected in one massive sequence.
- 34-36. Reach these off the halfpipe section as usual.

PURPLE OBJECT: One of the purple objects is in this course. It is floating between the 29th and 30th Air Rings. You will have to go up more than you would normally to reach it.

SAND RUINS 1

- Type of Mission: Trick mission
- Character/Gear: Amy on Pink Rose
- Time Limit: 70 seconds
- Gold Medal Requirement: 34 or more points

This one is kind of hard. I wrote down two ways of doing it. Good luck.

1. You have to get 10 off the first ramp.
2. A piece of ruins falls into the sand. Do a li'l one off this for 1 point.
3. You have to get 10 points off the next ramp.
4. In the cave, do a high jump off the first ramp to get to the higher level. Don't try to do any more tricks. Grab 1 measly point.
5. Do a long jump to reach the next high-level platform. Do a forward then sideways trick combo for 4 points.
6. Off the edge of the platform, jump and do a standard 8 points. You have

scored 34 points, just enough to make the Gold.

<> <> <> Here is the other method:

1. You have to get 10 off the first ramp.
2. A piece of ruins falls into the sand. Do a high jump off this to reach the higher level.
3. Get 8 points From the ramp on the higher level.
4. From one high platform to the next with a long jump off the ramp. Do a standard forward-then-sideways combo and grab 4 points.
5. Do another long jump to reach the last high-level platform, doing the same combo for another 4 points.
6. From that platform, jump off the edge and get 8 points. You have scored 35 points, also just enough.

SAND RUINS 2

- Type of Mission: Junk Collecting mission
- Character/Gear: Sonic on Blue Star
- Time Limit: 70 seconds
- Gold Medal Requirement: get 12 junk

Locations of the 12 junk:

1. In front of the mound of sand.
2. Go right. It's in plain sight.
3. After the ramp. Get the grind rail on the left.
- 4-5. Jump to the second rail from the first, at the peak of the first rail.
6. Under the higher platform, straight ahead in plain sight.
7. In the cave, get the grind rail on the left. Be sure to jump to the second rail, and then the third rail, in sequence.
8. That third rail has another junk.
9. In the dark hallway, the junk stands out in plain sight.
10. In the statue room, on the right side of some dash plates.
11. In the zig-zag part as you leave the statue room.
12. On top of the coliseum. Rotate the stick at the crossbow part to reach it.

SAND RUINS 3

- Type of Mission: Time Attack mission
- Character/Gear: Knuckles on Red Rock
- Time Limit: 65 seconds
- Gold Medal Requirement: (unsure, but 55 seconds will do it)

There are smashable stones scattered around the course. Some pointers:

1. Boost off the starting line and into the dash plates.
2. Go right at the split, and into the 2nd set of dash plates.
3. Veer right to hit 1-2 stones and boost.
4. Off the ramp, do a couple of tricks. When you land, try hit some of those stones in a Link.
5. Go left of the pillars to jet across four sets of dash plates.
6. After the dash plates, stay left a little to make sure you don't hit the pillar afterwards.
7. Stay on the lower level and jump across the canyon.
8. Go straight through in the cave, and boosting in between sets of dash plates.
9. In the statue room, boost through the stones, slide around the hairpin, and boost again.
10. At the crossbows, rotate the joystick to make the top of the coliseum.

SAND RUINS 4

- Type of Mission: Flight mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 65 seconds
- Gold Medal Requirement: fly through all 15 Air Rings

Locations of the Air Ring sequences:

- 1-7: Off the Flight Ramp in the desert.

8-15: Off the Flight Ramp in the cave.

SAND RUINS 5

- Type of Mission: Chain mission
- Character/Gear: Knuckles on **High Booster**
- Time Limit: 75 seconds
- Gold Medal Requirement: (unsure, but 8 seconds will do it)

Welcome to the first of the crazy Chain missions. For these missions, I recommend boosting right before you smash the first stone. The boost speed of 250 should then carry you quickly through the entire sequence of stones. All you gotta do then is turn quickly to make sure you hit all the stones. It can be annoying since you can't see behind those big things. You'll have to memorize their locations a little and keep trying! (Retry, retry, retry) To get a gold medal, you should just focus on getting the first sequence, which is broken up into three groups. After the first group, turn left a little, hit the next group, then turn right a little. If you get it, a clock will reveal your time and confirm your success. All you have to do after that is complete the lap.

BABYLON GARDEN 1

- Type of Mission: Trick mission
- Character/Gear: Amy on Pink Rose
- Time Limit: 75 seconds
- Gold Medal Requirement: 24 points or more

1. Off the first ramp you can get a maximum 10 points.
2. Off the halfpipe section, I was able to get 2 points. The halfpipe is right before a sharp turn with no barrier, so I'd land on the grind rail so as not to fall off.
3. Much later in the course, another halfpipe section appears on the left side. You can get 4 points from it, but you can fall off when you land, so maybe it's not worth it. You can get the Gold without this.
4. A piece of the road is blown away by a missile, as usual. Do a long jump off the ramp followed by a sideways trick for 4 points.
5. Off the last ramp, you can get 8 points. Don't do a high jump, because you'll spend less time in the air. Anyway, that's 28 points in all, and 24 if you skip the second halfpipe section.

BABYLON GARDEN 2

- Type of Mission: Junk Collecting mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 75 seconds
- Gold Medal Requirement: Get 12 junk

Location of the 12 junk:

1. Plain sight, before the ramp.
2. On the 270 degree sharp left turn, hug the inside to reach it.
3. Use the Flight Ramp before the loop to reach this one.
4. Inside of the next sharp right turn.
5. Right before the turbulence trail.
6. After the Automatic Trail, this appears in plain sight.
7. Before the halfpipe section, on the left side of the road.
- 8-9. In the Air Rings accessed from the halfpipe section.
10. At the sharp left turn. In plain sight.
11. Before the ramp.
12. Do a high jump off the ramp to get to the higher level.

BABYLON GARDEN 3

- Type of Mission: Time Attack mission
- Character/Gear: Sonic on Blue Star
- Time Limit: 75 seconds
- Gold Medal Requirement: (unsure, but 64 seconds will do it)

In this mission, small pillars are scattered across the course. Some pointers:

1. Boost off the starting line.
2. Boost when you land. Land the grind rail from the halfpipe section.
3. After the loop, boost. Then boost again.
4. In the turbulence trail, move left and right across the center to bring your speed up.
5. During the Automatic Trail, rotate the joystick quickly. :|
6. You will land on dash plates. After the dash plates, boost then jump onto the grind rail.
7. When you get off the rail, boost. Avoid the pillars. Boost again. You will then hit some dash plates.
8. Ok this is the crazy turn. The pillars sort of set up a little path on the turn, which you're apparently supposed to navigate through. I usually end up hitting one of them. That's fine, just DON'T FALL OFF. It's probably best to stay inside the turn and not worry about hitting a pillar. After you get past this turn, boost.
9. After the ramp, boost into the finish line.

BABYLON GARDEN 4

- Type of Mission: Power-Type mission (vs. small pillars)
- Character/Gear: Knuckles on Red Rock
- Time Limit: 75 seconds
- Gold Medal Requirement: smash 15 pillars

This one is annoying only because the pillars are so small. Locations of the pillars:

1. After the ramp, in the middle of the road.
2. Near the halfpipe section.
3. Right side, after the turn.
4. Before the door to the Power-Type shortcut.
- 5-6. These are both in the path behind the door.
7. Before the right turn.
8. Before the turbulence trail.
9. After you get off the Automatic Trail, before the spiral turn.
10. Right before the halfpipe section, on the right side of the road.
11. On the right side of the road, opposite the gap.
12. Right after the gap.
13. Right before the sharp left turn.
14. After the left turn.
15. Do a high jump off the ramp to reach the higher level. Go down the center.

BABYLON GARDEN 5

- Type of Mission: Grind mission
- Character/Gear: Sonic on Blue Star
- Time Limit: 80 seconds
- Gold Medal Requirement: grind 12 times

Locations of the rails:

- 1-2. Off the first ramp, in the middle.
- 3-7. Off the halfpipe section. The 2nd rail actually ends here and you can jump from the third rail from it. But, the placing of the rails makes it difficult, and you can get to the third even if you fall off by using the halfpipe section. So whatever works for you. 8|
- 8-12. Jump on the rail from the same place as usual, after the Automatic Trail. You have to be proactive to reach the 10th rail, which begins when the 9th rail turns left. If you miss it, that 9th rail will take you around to the 11th rail.

PURPLE OBJECT: A purple object appears on the 10th rail.

DIGITAL DIMENSION 1

- Type of Mission: Trick mission

- Character/Gear: Amy on Pink Rose
 - Time Limit: 75 seconds
 - Gold Medal Requirement: 24 or more points
1. Off the first ramp, you can get an easy 8. I'd do a high jump to miss the higher level on purpose. This way you can spend more time in the air.
 2. Grind up the first rail in the 'heaven' area. Do a long jump off the edge of the roof to reach the next one. (Yep, those are ramps up there!) You can get 8 points here, too.
 3. Do another jump fro the edge of the next roof. Another easy 8.
 4. There is one last ramp at the edge of the course where it gets all 'virtual reality'. 8 points, easy. In all that's 32 points, well above the Gold medal requirement.

DIGITAL DIMENSION 2

- Type of Mission: Junk collecting mission
- Character/Gear: Knuckles on Red Rock
- Time Limit: 75 seconds
- Gold Medal Requirement: get 12 junk

Locations of the junk:

- 1-2. Before and after the statue on the inside of the sharp right turn.
- 3-4. On the higher level. Do a long jump off the ramp to get there.
5. It's right where the high level ends.
6. In plain sight, before some rings.
7. Enter the building in the 'heaven' area under the right arch.
8. Exit the building in the middle arch.
9. It's under another arch on the right side.
10. In the center of the course, before the smashable doors in the 'virtual reality' area.
11. Behind one of the smashable doors.
12. On the last stretch, right before the course transforms back into the 'hell' graphic.

DIGITAL DIMENSION 3

- Type of Mission: Time Attack mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 75 seconds
- Gold Medal Requirement: (unsure, but 63 seconds will do it)

In this mission, statues are scattered across the course. This is a really easy mission to get a Gold medal in, so I don't see the need to walk you through it. Just be sure to hug left when you enter the 'heaven' area and get to the Flight Ramp there. Piece of cake.

DIGITAL DIMENSION 4

- Type of Mission: Grind mission
- Character/Gear: Sonic on Blue Star
- Time Limit: 75 seconds
- Gold Medal Requirement: grind 10 times

Locations of the rails:

- 1-2. Land the grind off the first ramp.
3. In 'heaven' grind up the rail to the roof.
- 4-5. From the roof, land the next sequence of rails to the next roof.
- 6-10. From the next roof, the last sequence of rails begins.

DIGITAL DIMENSION 5

- Type of Mission: Chain mission
- Character/Gear: Knuckles on ****High Booster****
- Time Limit: 75 seconds
- Gold Medal Requirement: (unsure, but 14 seconds will do it)

For these missions, I recommend boosting right before you smash the first stone. The boost speed of 250 should then carry you quickly through the entire

sequence of stones. All you gotta do then is turn quickly to make sure you hit all the stones. It can be annoying since you can't see behind those big things. You'll have to memorize their locations a little and keep trying! (Retry, retry, retry!) To get a gold medal, you should just focus on getting the first sequence, which is broken up into three groups, and just retry if you mess up. After the first group, turn right a little, hit the next group, then turn a teensy bit left. If you succeeded in hitting them all fast enough, a clock will reveal your time and confirm your success. All you have to do after that is complete the lap.

SEGA CARNIVAL 1

- Type of Mission: Trick mission
- Character/Gear: Amy on Pink Rose
- Time Limit: 75 seconds
- Gold Medal Requirement: 36 points or more

1. Off the first optional ramp in Samba town, I got 8 points.
2. Off the next ramp into the ship, you can get up to 10. I'd go on the lower level to spend more time in the air and have access to the halfpipe section.
3. Grab the basic 4 points from the halfpipe section then keep moving.
4. In the Monkey Ball area, you can actually jump from the edge of the ground and then from the edge of each of the three tilting platforms. You can score 4 points from each jump, getting 16 points in all.
5. Get an easy 8 points from the ramp in Crazy Taxi city. In all, that's 46 points, well over the requirement for a Gold medal, so you can get lazy and still make it.

SEGA CARNIVAL 2

- Type of Mission: Junk Collecting mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 70 seconds
- Gold Medal Requirement: get 12 junk

Locations of the junk:

1. Do a long jump off the first ramp entering Samba town.
- 2-4. On the street in Samba town.
- 5-6. In the ship, go off the halfpipe section to reach the Air Rings.
- 7-8. Right after the Automatic Trail, Do a high jump off the edge to reach the Air Rings.
9. The Air Rings land you on the last tilting platform with the Monkey Ball goal on it. Before it appears a junk.
10. In plain sight entering Crazy Taxi city.
11. Stay left and take the taxi. It lets you off right into a junk.
12. At the top of the uphill, at the start of the last stretch. You can't really see up the hill until you're right up to it, so I recommend braking or jumping in order to approach it slowly enough.

SEGA CARNIVAL 3

- Type of Mission: Time Attack mission
- Character/Gear: Sonic on Blue Star
- Time Limit: 70 seconds
- Gold Medal Requirement: (unsure, but 58 seconds will do it)

Barrels are scattered around the course. Some pointers:

1. Take the grind rail off the first ramp entering Samba town.
2. Do a long jump off the ramp to enter the ship on the higher level. You may want to jump off the grind rail early to be able to make it easier.
3. In the Monkey Ball area, don't fall off the tilting platforms. You can save even more time by rolling off from one to the next. Jumping takes more time, after all. Just position yourself to be able to reach the next one without having to jump.
4. The taxi is sealed off. After the first drop in Crazy Taxi city, do a high

jump off the ramp in the street.

SEGA CARNIVAL 4

- Type of Mission: Power-Type mission (vs. barrels)
- Character/Gear: Knuckles on Red Rock
- Time Limit: 70 seconds
- Gold Medal Requirement: smash 15 barrels

1-4. In the street in Samba town.

5. Appears soon after you land on the ship.

6. In front of the smashable door.

7. In the path behind that door.

8. In front of the Monkey Ball goal on the last tilting platform.

9-11. In plain sight, on the first street in Crazy Taxi land.

12-14. After the ramp in Crazy Taxi land, the road turns left sharply. When you land, stay on the left side of the street. On the left side are 3 barrels, and on the right side are some dash plates that send you past them.

15. Just like with the junk mission, this will be on the top of the uphill so it may be hard to see coming. Brake or jump to slow down and keep yourself from passing it.

SEGA CARNIVAL 5

- Type of Mission: Flight mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 80 seconds
- Gold Medal Requirement: fly through all 35 Air Rings

Off the first ramp entering Samba town, do a high jump into the Air Ring. You will then fly through all 35 Air Rings in one impressive sequence. Easy, right?

PURPLE OBJECT: A purple object is placed in front of the 26th Air Ring. You'd probably get it just by going through the Air Ring normally.

____ 3.2 - WAVE'S MISSIONS, Gold Guide

NOTE: Wave's Missions begin to get more difficult than Storm's Missions. But besides that, in all of Wave's Missions, large purple explosive mines are scattered all over the courses. (Hitting them slows you down completely and takes a large chunk out of your Air.) These are in every Wave mission, so I won't say for each mission that they are going to show up, because that should go without saying.. since they are in ALL of them! X(

NIGHT CHASE 1

- Type of Mission: Trick mission
- Character/Gear: Cream on Smile
- Time Limit: 60 seconds
- Gold Medal Requirement: 24 points or more

This mission is a little tricky because there are just barely enough ramps to accomodate the gold requirement. Also, you have only just enough time get enough points. For best chance of success, do not hit ANY mines or cop cars.

1. Off the first ramp, I could never get more than 4 points. Get to the higher level from this ramp.

2. The next place to get points is the halfpipe sections. You will have to get at least 4 points from these. I have trouble getting more than 2, so I normally have to jump from them twice. Jump from the first halfpipe across the intersection and do a simple combo for an easy 2 points. Then jump from the one after the intersection for another 2 points. You may have to slow down or even turn around to get it. Hurry, you don't have a lot of time. Oh, and watch out for the Air Ring on the 2nd halfpipe section on the left, it will interrupt your tricks if you go through it.

3. Off the last ramp, do a high jump to reach the higher level, and do enough tricks to get 8 points.

4. On the higher level, immediately charge your jump when you land. Off the ramp, get another basic 8 points. In all, you have just enough to get a Gold which is 24. Ugh, so many things can go wrong. Keep trying!

NIGHT CHASE 2

- Type of Mission: Junk Collecting mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 65 seconds
- Gold Medal Requirement: get 12 junk

Locations of the junk:

1. Get to the higher level off the first ramp, and go left to get the junk.
- 2-3. These will be on the higher level.
4. You will leave the higher level by using dash plates which send you into a billboard. Hit the very left side of the billboard to get the junk.
5. In the wide road filled with cop cars.
6. Right before the entrance of the right tunnel.
7. Smack-dab in the middle of the intersection/crossing.
- 8-9. In the Air Rings. (Jump off the end of the 2nd halfpipe section on the left.)
10. At the hairpin turn.
11. At the higher level. Do a high jump off the ramp to get there.
12. From the higher level, do another high jump to reach the junk in the sky.

NIGHT CHASE 3

- Type of Mission: Time Attack mission
- Character/Gear: Sonic on Blue Star II
- Time Limit: 60 seconds
- Gold Medal Requirement: (unsure, but 48 seconds will do it)

You will have to know yourself when is the right time to boost. Here are some additional pointers:

1. Off the first ramp, get to the higher level with a long jump.
2. Do not hit a single cop car!
3. A truck trailer blocks the entire width of the crossing. You will have to hug right and jump from the ramp from the back of the other truck trailer. Jump early on the ramp and land on the grind rail above.
4. From the last ramp, do a high jump to reach the higher level.

NIGHT CHASE 4

- Type of Mission: Power-Type mission (vs. cop cars)
- Character/Gear: Knuckles on Red Rock
- Time Limit: 60 seconds
- Gold Medal Requirement: smash 15 cop cars

Like with Metal City, there are a mix of idling and moving cars in this mission.

- 1-2. On the right side of the lower level.
3. Behind a mine, further down.
4. On the wide right hairpin turn.
(At this point, you come to the area where cop cars come in from the tunnel. You should try to hit a bunch as you go down the road, and you should easily be able to hit 5 before you reach the intersection)
5. This one is placed right before the door to the back of the truck trailer, on the right side after the tunnels.
- 6-7. On the road behind the truck trailer.
8. Before the hairpin.
- 9-10. On the road after the hairpin and before the last ramp.

NIGHT CHASE 5

- Type of Mission: Acceleration mission
- Character/Gear: Sonic on Blue Star 2
- Time Limit: 55 seconds

- Gold Medal Requirement: (unsure, but 47 seconds will do it)

Some pointers:

1. Boost on the first stretch, and get on the higher level with a long jump.
2. This goes without saying but do NOT hit any cop cars or mines.
3. Boost once or twice on the main road with cop cars moving on it, just be careful to avoid them.
4. There are dash plates after the tunnels that zig-zag you across the intersection. These are good but aren't necessary to get a gold. (I think it's possible to hit a cop car because of the dash plates but I haven't checked.) If you're not going to take the dash plates, avoid the grass in this part.
5. Slide around the last hairpin turn. Avoid the grass on the outside of the turn.
6. The high level is reachable from the ramp, but don't slow down too much trying to reach it. The gold should be attainable either way. Boost on the last stretch.

RED CANYON 1

- Type of Mission: Trick mission

- Character/Gear: Cream on Smile

- Time Limit: 70 seconds

- Gold Medal Requirement: 18 points or more

1. On the first ramp, don't take the higher level because you want to spend more time in the air. This should get an easy 8 points.
2. After the river rapids, jump from the ramp in the lake for a simple 4 points.
3. From the ramp in the cave, get an easy 8 points. You'd have 20 points in all.

RED CANYON 2

- Type of Mission: Junk Collecting mission

- Character/Gear: Sonic on Blue Star II

- Time Limit: 70 seconds

- Gold Medal Requirement: get 12 junk

Locations of the junk:

1. It's right there on the first part.
2. During the wide left turn.
- 3-4. Land the grind rail in the cave.
- 5-6. In the trail outside the cave, before the river rapids.
- 7-10. After the rapids, jump from the ramp in the lake and land the grind rail. Don't miss any of the rails after it. By the way, one of the junks will appear in the air between one rail and the next, and it's distracting since you may be tempted to jump at the wrong time to reach it. Just ignore it and land the next rail as normal, and you will get it anyway.
11. In the cave.
12. In the lake.

RED CANYON 3

- Type of Mission: Time Attack mission

- Character/Gear: Knuckles on Red Rock

- Time Limit: 65 seconds

- Gold Medal Requirement: (unsure, but 57 seconds will do it)

It's up to you to know when it's a good time to boost. Other than that, here are some pointers:

1. Do a long jump off the first ramp to get to the higher level.
2. On the outdoor trail after the first cave, hug left and go behind the waterfall. Smash through the sign to get to the river rapid earlier.
3. After the rapids, hug left and go through the tunnel with barrels in it.
4. In the cave, the lower level is fast enough, so I don't think it matters which level you go on.
5. At the end of the cave, jump off the edge so you don't hit the rocks below.

RED CANYON 4

- Type of Mission: Flight mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 65 seconds
- Gold Medal Requirement: fly through 15 Air Rings

Locations of the Air Ring paths:

1-9. After the first ramp, the Flight Ramp appears on the right side in the cave.

10-15. Do a jump from the ramp in the lake after the rapids to reach the next Air Ring. (Long jump)

RED CANYON 5

- Type of Mission: Air Tank mission
- Character/Gear: Tails on **Air Tank**
- Time Limit: 80 seconds
- Gold Medal Requirement: gets lotsa air

This goes without saying, but don't hit the mines in this mission, and don't boost. This is a very easy mission. Regardless, some tips:

1. On the wide left, there is an Air item capsule.
2. There is a Flight Ramp in the cave.
3. Rotate the control stick like crazy in the Automatic Trail. Don't hurt yourself! Save it for a harder mission.
4. Long jump from the ramp in the lake into some Air Rings.
5. The Flight Ramp is in its usual place after the lake.
6. On the hairpin turn, stay on the inside to avoid the mines. Slow down or break up your Slides to avoid them easier.

ICE FACTORY 1

- Type of Mission: Trick mission
- Character/Gear: Cream on Smile
- Time Limit: 85 seconds
- Gold Medal Requirement: 30 points or more

1. On the first ramp, the full 10 points is possible.
2. When you land, you approach a drop. The edge of the road is another ramp which can get you 4 points.
3. From the next ramp, you can get to the higher level with a high jump, or continue to the lower level as normal. Doesn't matter, but getting the lower level may make it easy to get 8 points from this ramp.
4. From the lower level, you can take the halfpipe section into the Air Ring for a point or two, while continuing to the next part of the course.
5. Later in the course, there is another halfpipe section. You can goof around on it for a couple of extra points, but again, you don't need to.
6. From the last ramp at the end of the winding road, you can get a full 10 points. In all, that's an east 34 points, more than enough for a Gold.

ICE FACTORY 2

- Type of Mission: Junk Collecting mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 80 seconds
- Gold Medal Requirement: get 12 junk

Locations of the junk:

1. Do a high jump off the first ramp to reach the junk in the air.
2. In the first left turn, in the icy place.
3. Before the next ramp.
4. Near the halfpipe section with the Air Ring near it.
- 5-6. Take the Air Rings from the halfpipe section to access Flight's hidden area.
7. In plain sight, before the area with the massive generator.
8. At the beginning of the next icy room.

9. Near another halfpipe section in that icy room.
- 10-11. In the Air Rings from the halfpipe section.
12. On the last hairpin.

ICE FACTORY 3

- Type of Mission: Time Attack mission
- Character/Gear: Sonic on Blue Star II
- Time Limit: 75 seconds
- Gold Medal Requirement: (unsure, but 63 seconds will do it)

It's up to you to know when it's a good time to boost. Anyway, beware of the robots scattered across the course in this mission. Some pointers:

1. Off the drop before the first turn, jump to the rail on the left side. This is an awesome grind through a tunnel.
2. From the next ramp, the lower level is fine. Hurry to the grind rail in large wide left turn and jump early to land it. This grind rail is like a hyperdrive!
3. In the last icy room, the halfpipe section on the right is next to a grind rail. Take the rail and reach the next two rails from it.

ICE FACTORY 4

- Type of Mission: Power-Type mission (vs. robots)
- Character/Gear: Knuckles on Red Rock
- Time Limit: 80 seconds
- Gold Medal Requirement: smash 15 robots

Locations of the 15 robots:

1. In the room after the first ramp.
- 2-3. Before the next ramp, in the icy place.
- 4-5. After the ramp, in the large icy room, before the rotating fans.
- 6-8. They are sitting around the rotating fans, so go around the fans, not through them.
- 9-11. After the Automatic Trail, they will be in plain sight on the way to the next hairpin in the next ice room.
12. On the hairpin, take it sharp and ram through the wall of ice on the inside wall. A robot is hiding in there.
13. Coming out of that shortcut.
- 14-15. On the last winding road.

ICE FACTORY 5

- Type of Mission: Ring mission
- Character/Gear: Sonic on Blue Star II
- Time Limit: 75 seconds
- Gold Medal Requirement: (unsure, but 75 Rings should do it)

This is a really easy mission. Just move into the rows of Rings. Dash plates usually set you up to get entire strings of 'em, so get into them at the right position. In this mission, do a high jump off the second ramp to get to the higher level. There are a LOT of rings up there.

WHITE CAVE 1

- Type of Mission: Trick mission
- Character/Gear: Cream on Smile
- Time Limit: 65 seconds
- Gold Medal Requirement: 22 points or more

1. The first ramp is a huge leap and is an easy 10 points.
2. You don't see another ramp for the entire way all the way up to the ramp before the webs/hairpin at the end of the course. Get 8 points from that ramp, but don't do a high jump, so you can get on the Hairpin of Shame on purpose and use the extra ramp there.
3. From the ramp after that hairpin, get the full 10 points. Don't worry about landing correctly since the web will catch you.

WHITE CAVE 2

- Type of Mission: Junk Collecting mission
- Character/Gear: Knuckles on Red Rock
- Time Limit: 65 seconds
- Gold Medal Requirement: get 12 junk

Locations of the 12 junk:

- 1-2. On the starting road before the ramp.
3. Do a long jump off the ramp to make the mini-halfpipe sticking out from the main halfpipe. A junk will be on it.
4. As the halfpipe turns into a full cylinder, this junk appears in front of dash plates.
5. Where the halfpipe ends, as you approach the area with the Automatic Trail.
6. After the Automatic Trail.
7. As you approach the painted sign with the Power shortcut behind it.
- 8-9. In the Power shortcut.
10. As you exit the shortcut.
- 11-12. The webs are missing, so you have to go on the hairpin. These junks will be on that road.

WHITE CAVE 3

- Type of Mission: Time Attack mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 60 seconds
- Gold Medal Requirement: (unsure, but 50 seconds will do it)

You should know when it's a good time to boost. Beyond that, here are some pointers:

1. Rocks are scattered across the course in unusual places, in addition to the mines. Watch out.
2. Do a long jump from the first ramp to reach the elevated mini-halfpipe.
3. Use the Flight Ramp toward the end of the halfpipe/cylinder road.
4. After the Automatic Trail, use the second Flight Ramp on the right side of the road.
5. Do a high jump off the ramp to reach the spider webs overhead and save time.

WHITE CAVE 4

- Type of Mission: Grind mission
- Character/Gear: Sonic on Blue Star II
- Time Limit: 60 seconds
- Gold Medal Requirement: Grind 8 times

Locations of the rail sequences:

- 1-5. Do a long jump off the first ramp. (Be careful, the jump from the 3rd-4th rail is almost a blind jump since it appears around a wall. You'll have to act quickly. A couple of jumps can be like this. Look sharp and time it right.)
- 6-8. This rail begins after the Automatic Trail, on the right side, same place as always. By the way, this is actually two rails, not three. A second rail will appear while you are still on the first. You will have to jump on the 2nd one as soon as you can, then jump back on the first when that one is about to end. Three grinds in all! :O

WHITE CAVE 5

- Type of Mission: Attack mission
- Character/Gear: Sonic on Blue Star II
- Time Limit: 70 seconds
- Gold Medal Requirement: Attack Wave 3 or more times

This is eeeeeasy. Conserve your Air, approach Wave, and boost into her when you get close. Do it three times, and then cross the finish line before her. If she's behind you, brake or jump to slow down and let her pass.

DARK DESERT 1

- Type of Mission: Trick mission

- Character/Gear: Cream on Smile
 - Time Limit: 70 seconds
 - Gold Medal Requirement: 28 points or more
1. Off the first ramp, settle for no less than 10 points.
 2. Right after that is the part where you can jump from three ramps one after another. You can get 4 points from each one, but it's hard to get all three since charging your jump sends you pretty far from each. Try to get at least 6 points here, either by getting 4 from the first and 4 from the third, -OR- by getting 1 from the first two by tap-jumping and 4 from the third by charge-jumping. If you don't have at least 16 points after this part, start over.
 3. In the cave, go down the middle (blue area) and take the left ramp. Charge your jump and quickly do a standard 2-part combo for 4 points. Repeat on the next two ramps to get 12 points in all. (Remember, the light emanating from the ramp is not part of the ramp!) In total, you should have just enough to get the Gold. Whew!

DARK DESERT 2

- Type of Mission: Junk Collecting mission
- Character/Gear: Sonic on Blue Star II
- Time Limit: 65 seconds
- Gold Medal Requirement: get 12 junk

Locations of the 12 junk:

1. Off the ramp, in the air. (long/high jump may be necessary)
- 2-4. These are placed on or in the air above each of the three ramps in the canyon.
5. Before the hairpin.
6. After the two hairpins.
7. On the grind rail in the cave.
8. Just as the wall and floor converges at the end of the cave.
- 9-10. On the grind rails in the village.
11. On the rooftop right after the grind rail.
12. On the last stretch.

DARK DESERT 3

- Type of Mission: Time Attack mission
- Character/Gear: Knuckles on Red Rock
- Time Limit: 70 seconds
- Gold Medal Requirement: (unsure, but 57 seconds will do it)

It's up to you know to know when is a good time to boost. Beyond that, here are some pointers:

1. Rock cubes are scattered across the course. Follow them and smash them up for Air.
2. Jump from the three ramps in the canyon, going at the right angles toward the next one.
3. Slide through the two hairpins after that.
4. In the cave, go left (red area).
5. In the village, cut through the door in the building for a fast shortcut.

DARK DESERT 4

- Type of Mission: Flight mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 70 seconds
- Gold Medal Requirement: fly through 15 Air Rings

Locations of the Air Ring sequences:

- 1-6. Off the first optional ramp, in the canyon.
- 7-10. The Flight Ramp in the cave. (right side, yellow area)
- 11-15. The Flight Ramp in the village.

DARK DESERT 5

- Type of Mission: Ring mission

- Character/Gear: Sonic on Blue Star II
- Time Limit: 70 seconds
- Gold Medal Requirement: (unsure, but 80 Rings will do it)

This is a really easy mission. Just move into the rows of Rings. Dash plates usually set you up to get entire strings of 'em, so get into them at the right position. In this mission, in the cave, go down the middle in the blue area for a bunch of rings.

SKY ROAD 1

- Type of Mission: Trick mission
 - Character/Gear: Cream on Smile
 - Time Limit: 70 seconds
 - Gold Medal Requirement: 30
1. Off the first ramp, 10 points is doable.
 2. Off the next ramp, another full 10 points. Don't worry about the turbulence, it's not there in this mission.
 3. There are gaps blown off in both places after the right turn, with ramps before each one. Use one of them to get 4 points. (You can't get both without turning around.)
 4. Around the spiral turn, you can use the ramp before the gap to score some points and fly into the Air Rings. Or, keep going and use the ramp at the next gap.
 5. At the last ramp, get a basic 8 points. That's over 32 points, enough for a Gold.

SKY ROAD 2

- Type of Mission: Junk Collecting mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 65 seconds
- Gold Medal Requirement: get 12 junk

Locations of the 12 junk:

1. Do a high jump off the first ramp.
2. On the long left turn.
- 3-5. On the road in plain sight.
6. On the next long left turn.
7. As you approach the gap with the Air Ring over it.
- 8-9. Use the ramp before the gap to get to the Air Ring.
10. On the road right after the last Air Ring. Hold up on the control stick to land early and reach it in time.
11. Before the ramp.
12. On the higher level. (Do a high jump.)

SKY ROAD 3

- Type of Mission: Time Attack mission
- Character/Gear: Sonic on Blue Star II
- Time Limit: 65 seconds
- Gold Medal Requirement: (unsure, but 52 seconds will do it)

It's up to you to know when is a good time to boost. Beyond that, here are some pointers:

1. Pillars are scattered across the course in addition to the mines. Watch out.
2. There is no turbulence trail. You gotta take the lower level.
3. The holes that appear in this course after laps 2 and 3 are there from the start in this mission. Move around them.
4. Land the grind rail on the left side before the last spiral turn. Use the ramp before the gap to get on it.
5. As soon as the rail ends, lean right to avoid the mines. Around this time, you should begin charging your jump for the next ramp.
6. Do a high jump from that ramp to reach the higher level.

SKY ROAD 4

- Type of Mission: Power-Type mission (vs. small pillars)
- Character/Gear: Knuckles on Red Rock
- Time Limit: 65 seconds
- Gold Medal Requirement: smash 15 pillars

All the pillars are placed between mines, making them really easy to spot. The mines also motivate you not to miss them. :] Locations of the pillars:

1. After the first ramp, when you land.
2. After the first long left turn.
3. Right side, after the dash plates.
4. After the next ramp.
- 5-7. On the straight road with the gaps.
8. On the next long left turn.
9. At the end of that turn.
- 10-11. As you approach the piece of rubble in the middle of the road.
12. Go through that rubble to access the underpass with a junk in it.
- 13-14. Back on the main road, on the way to the last ramp.
15. Last stretch.

SKY ROAD 5

- Type of Mission: Acceleration mission
- Character/Gear: Knuckles on Red Rock
- Time Limit: 65 seconds
- Gold Medal Requirement: 55 seconds or less

Dash plates are scattered across the course in this mission, run over them whenever you see them. Avoid hitting the wall if you can. Use the smashable objects to refill some air. Don't boost too often, you will need to save your boosts to save yourself if you begin going too slowly. After the second spiral turn, head through the rubble in the center of the road to reach an underpass. Avoid charging your jump too much if at all, on any of the ramps in this course, you really don't need to. Good luck!

BABYLON GUARDIAN 1

- Type of Mission: Trick mission
- Character/Gear: Cream on Smile
- Time Limit: 45 seconds
- Gold Medal Requirement: 20

1. First big ramp. 10 points.
2. Second big ramp. 10 points. 10 + 10 = 20 points. Sweet.

Don't be shy to boost on the straights. The time limit in this mission is actually pretty strict.

BABYLON GUARDIAN 2

- Type of Mission: Junk Collecting mission
- Character/Gear: Knuckles on Red Rock
- Time Limit: 45 seconds
- Gold Medal Requirement: get 12 junk

Locations of the 12 junk:

- 1-3. Follow the statues.
4. On the hairpin.
5. Do a long jump from the ramp.
- 6-10. Follow the statues. This is kinda fun...
11. On the hairpin.
12. High jump from the ramp.

BABYLON GUARDIAN 3

- Type of Mission: Time Attack mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 45 seconds
- Gold Medal Requirement: (unsure, but 38 seconds will do it)

The genie boss appears in this mission. You will have to boost into it and then

cross the finish line to complete the mission. Once the genie is out of the way, don't hold back any boosts on the way back around to the finish. Tips:

1. Cross the starting line as soon as the countdown finishes, and then boost right away.
2. Statues are in unusual places on the course. Be careful weaving in and out of them as you boost toward the genie. Try to hit it on the first straight.
3. Do a long jump from the ramp to reach the Air Rings above the middle right of the course. This pushes you forward while refilling Air.

BABYLON GUARDIAN 4

- Type of Mission: Grind mission
- Character/Gear: Sonic on Blue Star II
- Time Limit: 50 seconds
- Gold Medal Requirement: grind 10 times

Locations of the rail sequences:

1-9. Out of the gate, it's on the left side of the road in plain sight.
10. The 9th rail ends right before a ramp. Without changing position, do a high jump off the ramp to reach the last grind rail. Jump off the 9th rail early so you have room to charge your jump.

BABYLON GUARDIAN 5

- Type of Mission: Air Tank mission
- Character/Gear: Sonic
- Time Limit: 50 seconds
- Gold Medal Requirement: get lotsa air

You can get some Air items placed in between obstacles. Use the ramps, and the grind rail at the end of the course, to refill more Air. After the last ramp, don't Slide or boost and you should cross the finish with the maximum possible amount of Air in this mission. Easy stuff.

SEGA ILLUSION 1

- Type of Mission: Trick mission
- Character/Gear: Cream on Smile
- Time Limit: 75 seconds
- Gold Medal Requirement: 26 or more points

1. Off the edge of the road right after the starting line, jump and get 8 points.
2. From the ramp near the Nights tower, do a long jump to avoid the light road. Do a couple of tricks in the air to get 8 points.
3. In the Space Channel 5 area, you could fool around on the halfpipe sections for a couple of extra points. But if you do everything else correctly, you don't need to.
4. Give your jump a good charge and jump from the ramp around the next bend. Do enough tricks to get the full 10 points from this jump. Altogether that's 26 points, even more if you used the halfpipes.

SEGA ILLUSION 2

- Type of Mission: Junk Collecting mission
- Character/Gear: Tails on Yellow Tail
- Time Limit: 75 seconds
- Gold Medal Requirement: get 12 junk

Locations of the 12 junk:

1-2. Do a high jump off the ramp after the starting line, and reach the Air Ring above.
3. Right after you land, after some dash plates.
4. Do a high jump off the ramp near the Nights tower to reach the junk in the air and land on the light road.
5. On the light road.
6-7. These will be on the highway, in rows of mines.
8-9. In the Space Channel 5 area, do a high jump off the halfpipe section on

the right, to reach the Air Ring.

10. Where you land from the Air Ring path.

11. Do a long jump from the ramp entering Chu Chu Rocket area.

12. Hit a red arrow on the Chu Chu Rocket board to reach the junk in the center of the board.

SEGA ILLUSION 3

- Type of Mission: Time Attack mission
- Character/Gear: Sonic on Blue Star II
- Time Limit: 75 seconds
- Gold Medal Requirement: (unsure, but 61 seconds will do it)

It's up to you to know when is a good time to boost. Beyond that, here are some pointers:

1. After the first uphill, and after the left turn at the top, a grind rail will appear on the right side. Land that rail.
2. Do a high jump from the ramp near the Nights tower, to land the light road. Don't boost on the light road.
3. After the hairpin after the light board, expend your boosts as you approach the Channel 5 building. Use the Automatic Trail to refill your air afterwards.
4. In the Space Channel 5 room, it's fast and safe to avoid the grind rail. Stay on the bottom of the halfpipe sections and ride across to the end of the room.
5. Avoid the mines in the Chu Chu Rocket room. Take the red arrow on the left.

SEGA ILLUSION 4

- Type of Mission: Power-Type mission (vs. Sega references. I like this one!)
- Character/Gear: Knuckles on Red Rock
- Time Limit: 80 seconds
- Gold Medal Requirement: smash 15 puppets

In this mission, you attack those odd winged robots, (I forgot their name, never played the game they're from) but the alien statues in the Space Channel 5 room also count as targets. Here are the locations of the targets:

1. After the drop, in Samba street.
2. At the top of the uphill, on the left.
3. At the right turn.
4. Do a high jump from the ramp near the Nights tower to land on the light road. The dude will be on the light road.
- 5-8. Later, in the Space Channel 5 room, hug right and smash through the alien statues. These count as targets.
9. As you exit the Space Channel 5 room.
10. As you enter the Chu Chu Rocket room.
- 11-15. Take a red arrow which will jet you through four targets, SOMEHOW.

SEGA ILLUSION 5

- Type of Mission: Attack mission
- Character/Gear: Sonic on Blue Star II
- Time Limit: 75 seconds
- Gold Medal Requirement: Attack Wave 3 or more times

This is easy just like the White Cave version. Conserve your Air, approach Wave, and boost into her when you get close. Do it three times, and then cross the finish line before her. If she's behind you, brake or jump to slow down and let her pass.

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_____ 4.0 - Gear: Basic Info

Some things to know about Gear and this listing:

- I listed the ratings of each gear for reference. (Dash, Limit, Power, Cornering) But they are misleading and should be ignored by intelligent gamers.
- Many of the Gear (and some of the characters) have different abilities and drawbacks. Most of them are unlisted. I tried to find as many as I could but it's possible I missed some of them, because they can be profound, subtle, and MYSTERIOUS.

When I say a Gear is a generic Gear, it means that the gear has no special abilities or drawbacks, just like a starting Gear except it may have different stats. In other words, vanilla Gear. But don't underestimate them.

The standard boost speeds are 200 for Lv1, 230 for Lv2, and 250 for Lv3.

I did not test all of the starting Gear and I probably will never do so. I think I am safe to assume that they are all identical to each other.

When you select your Gear, besides pressing left/right to scroll through them, you can press up/down to skip between boards, bikes, and skates.

Gear 1-38 are boards. Gear 39-48 are bikes. Gear 49-54 are skates.

Ok well now that I got this stuff out of the way, let's get to the Gear.

_____ 4.1 - Extreme Gear Listings

Blue Star

No. 1

Gear Type: Board

"By Robotnik Corp. Speed type Air board."

Characters: Sonic only

Dash / Limit / Power / Cornering: 3 / 4 / 3 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: 4 boosts at Lv3

Sonic's starting Gear. Generic Gear.

Yellow Tail

No. 2

Gear Type: Board

"By Robotnik Corp. Flight type Air board."

Characters: Tails only

Dash / Limit / Power / Cornering: 4 / 3 / 2 / 3

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: 4 boosts at Lv3

Tails's starting Gear. Generic Gear.

Red Rock

No. 3

Gear Type: Board

"By Robotnik Corp. Power type Air board."

Characters: Knuckles only

Dash / Limit / Power / Cornering: 3 / 3 / 4 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: 4 boosts at Lv3

Knuckles's starting Gear. Generic Gear.

Pink Rose

No. 4

Gear Type: Board

"By Robotnik Corp. Speed type for women."

Characters: Amy only

Dash / Limit / Power / Cornering: 3 / 4 / 3 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: 4 boosts at Lv3

Amy's starting Gear. Generic Gear.

Type-J

No. 5

Gear Type: Board

"Babylon Standard. Speed type W (Wave)."

Characters: Jet only

Dash / Limit / Power / Cornering: 3 / 4 / 3 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (presumably the same as all starting Gear)

Jet's starting Gear. Generic Gear. Built by Wave.

Type-S

No. 6

Gear Type: Board

"Babylon Standard. Power type W (Wave)."

Characters: Storm only

Dash / Limit / Power / Cornering: 3 / 3 / 4 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (presumably the same as all starting Gear)

Storm's starting Gear. Generic Gear. Built by Wave.

Type-W

No. 7

Gear Type: Board

"Babylon Standard. Flight type W (Wave)."

Characters: Wave only

Dash / Limit / Power / Cornering: 4 / 3 / 3 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (presumably the same as all starting Gear)

Wave's starting Gear which she built herself. Generic Gear.

Temptation

No. 8

Gear Type: Board

"By Robotnik Corp. For women R (Rouge)."

Characters: Rouge only

Dash / Limit / Power / Cornering: 4 / 3 / 3 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (presumably the same as all starting Gear)

Rouge's starting Gear. Generic Gear.

Smile

No. 9

Gear Type: Board (very small, to fit Cream's needs)

"By Robotnik Corp. Flight type for kids."

Characters: Cream only

Dash / Limit / Power / Cornering: 4 / 3 / 2 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (presumably the same as all starting Gear)

Cream's starting Gear. Generic Gear.

High Booster

No. 10

Gear Type: Board

"Astounding boost ability."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 2 / 3 / 2 / 2

Boost Speed: 250 at Lv1

300 at Lv2 (!!!!)

350 at Lv3 (!!!!!!!)

Air Tank: 1 Boost per air tank

This Gear is capable of going much faster than any other Gear in the entire game. Its extremely fast boosts make it the best Gear in the game and is effective in most of the courses. The Air tank is decent, but boosting takes up half the Air tank, so you can only boost once without refilling Air. However, the fast speeds make it excellent even if you stop at Air Pits. This baby is HYPERDRIVE.

Auto Slider

No. 11

Gear Type: Board

"Auto Air Slides when cornering!"

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 3 / 3 / 3 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (didn't check)

After about a second of turning using this gear, it begins to Slide in that direction automatically. It's really not as convenient as it sounds and is more of a nuisance than anything else. It basically means you don't have direct control of your turns, and that your turns will be plagued with random veering into the walls. It should be noted that you can still Slide normally with this Gear, but it doesn't solve the problem with your normal turns. On the plus side, Auto Slider takes up little Air for Sliding, making it a practical Gear if you can handle controlling it.

Powerful Gear

No. 12

Gear Type: Board

"Heavy Gear. Works well even on poor roads."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 1 / 4 / 6 / 2

Boost Speed: 250 at Lv3 (didn't check Lv1 and Lv2)

Air Tank: (didn't check)

Powerful Gear rolls through uphill and inclines without losing any speed at all, as if they weren't there. A deceptively practical ability.

Fastest

No. 13

Gear Type: Board

"Gear with the highest top speed."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 0 / 7 / 3 / 0

Boost Speed: 230 at Lv1 (!!)

240 at Lv2

250 at Lv3

Air Tank: (didn't check)

Fastest has the highest maximum rolling speed in the game, excluding boosts. (about 200, even higher than Advantage-S) However, what good is that if you can't turn? Turning decreases speed, and this Gear's acceleration is so poor that you can never realistically recover without boosting. Incidentally, this Gear's boost speed at the lower levels is unusually high. But that's no good either, since this Gear does NOT refill Air from jumps, grinding, flying, smashing, or Automatic Trails. So in the end, this Gear is absolutely pointless.

Turbo Star

No. 14

Gear Type: Board

"Accelerates quickly to achieve top speed!"

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 6 / 1 / 0 / 2

Boost Speed: 180 at Lv1

200 at Lv2

230 at Lv3

Air Tank: (didn't check)

Turbo Star has good acceleration. Really good acceleration. That's about all there is to it. I don't think it's worth the low speed and low boost speed. I guess it's good for newbies, because with this gear you can hit walls and obstacles and reduce the setback to a minimum. In other words, you can't suck so much with this Gear. I guess.

Speed Balancer

No. 15

Gear Type: Board

"Performs well on straight roads."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 5 / 6 / 1 / 0

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (didn't check)

Speed Balancer has like, the worst cornering in the game. And yet it still loses so much speed when it turns. I haven't checked its maximum speed, but it couldn't possibly be worth the drawback.

Blue Star II

No. 16

Gear Type: Board (slick, twin thrust design!)

"By Robotnik Corp. Speed type for Sonic."

Characters: Sonic only

Dash / Limit / Power / Cornering: 4 / 5 / 2 / 1

Boost Speed: 210 at Lv1

235 at Lv2

250 at Lv3

Air Tank: 3 boosts at Lv3

Blue Star II apparently consumes slightly more Air than Blue Star, but it has improved boost speed at Lv1 and Lv2 compared to Blue Star and other generic Gear.

Access

No. 17

Gear Type: Board

"This gear allows any character that can utilize it to fly."

Characters: all Speed-Type and Power-Type characters, except Eggman

Dash / Limit / Power / Cornering: 3 / 3 / 3 / 2

Boost Speed: 180 at Lv1

210 at Lv2

230 at Lv3

Air Tank: (didn't check)

Access grants Flight-Type abilities to any character who uses it, allowing them to fly off Flight Ramps and Air Rings, gaining Air while doing so. However, this Gear suffers from below-average boost speed. I recommend finding an alternative.

Beginner

No. 18

Gear Type: Board

"Consumes little air. Good for beginners."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 2 / 3 / 2 / 1

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: 4 boosts at Lv3

This gear consumes little or no Air for normal riding. A subtle, but practical advantage. Besides that, this Gear actually does seem to have a slightly larger Air tank than normal Gear.

Accelerator

No. 19

Gear Type: Board

"By Robotnik Corp. Speed boost enhanced."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 5 / 2 / 2 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (didn't check)

A generic Gear with an emphasis on acceleration.

Trap Gear

No. 20

Gear Type: Board

"Can execute unlimited Tornados!"

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 4 / 2 / 2 / 2

Boost Speed: Trap Gear can't boost.

Trap Gear can't boost, but it can lay tornado traps consuming virtually no

Air. This is a fun Gear to play around with, but I don't know how you can expect to mess with racers behind you, if you have no boosts to get in front of them in the first place. Boosting is the most important method to winning, so not being able to boost is a huge drawback.

Light Board

No. 21

Gear Type: Board

"Gear with the lightest weight."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 4 / 3 / 2 / 3

Boost Speed: 190 at Lv1

220 at Lv2

240 at Lv3

Air Tank: small

When you boost or hit a dash plate while on the Light Board, you carry your speed over a long time before finally slowing down. In other words, while boosting takes more air and isn't quite as fast as other Gear, they last 3-4 times as long. Light Board is very practical on long courses for this reason. Just keep an eye on your speed, because although you are not losing speed for many seconds after boosting with Light Board, you are still allowed to boost again and pointlessly waste Air. Light Board has another, less significant ability: On the permanent turbulence in Babylon Garden and Sky Road, this Gear increases its speed just by turning on it. However, it does not gain any speed by doing a trick from the turbulence. For this reason, I would avoid using Light Board on Babylon Garden and Sky Road. (I have not yet observed Light Board on racer turbulence.) It's a good Gear, but the inherent drawback to Light Board's main ability is that the pressure is on you not to hit an obstacle or dash plate which will ruin your boost. In general it's more versatile to choose a Gear with a higher Air tank, like Darkness, and simply be able to boost more often.

Slide Booster

No. 22

Gear Type: Board

"Can execute consecutive slides."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 1 / 2 / 1 / 2

Slide-Boost Speed: up to 250

Air Tank: sufficient

Slide Booster can't boost. However, it Slide-boosts after only a split second of Sliding. To use this Gear properly, you're supposed to repeatedly Slide for split seconds left and right down the entire course. Hard to control, but some players have managed to use it pretty well. This is a very practical gear because it's able to go as fast as 250 (usually hovering from 220-240) without leveling up! (Leveling up with the Slide Booster merely increases your Slide-boost acceleration, but not your top Slide-boost speed.) So, this Gear has the early advantage. But once other Gears begin to level up, they can go faster more consistently, and without having to drive like a maniac.

Legend

No. 23

Gear Type: Board (looks... patriotic)

"Has high level Air ability."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 1 / 2 / 1 / 1

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (didn't check)

Legend's ability is that it automatically jumps the highest height and distance from every ramp. (You still have to press the jump button on optional ramps, though.) So in other words, you never have to charge your jump, but will still jump as if you charged it the maximum amount each time. Legend automatically pulls long jumps and high jumps at the same time and for that reason will almost always reach shortcuts from ramps that gain access to them. The inherent downside to this ability is that if you /don't/ want to reach the shortcut, you don't have that choice. (Note: Actually, it /is/ possible to not reach a shortcut with the Legend, by jumping very early on the ramp.) Warning, Legend does not refill Air from jumps! Despite this drawback, it is still a convenient Gear, great for newbies, and even practical for good players since it allows them to head into ramps without slowing down to charge a jump.

Magic Carpet

No. 24

Gear Type: Board (it's a carpet, but it's used just like a board)

"Legendary Extreme Gear."

Characters: all Speed-Type and Power-Type characters except Eggman

Dash / Limit / Power / Cornering: 1 / 4 / 3 / 1

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: 3 boosts at Lv3

Magic Carpet grants Flight-Type abilities to any character who uses it, allowing them to fly off Flight Ramps and Air Rings, gaining Air while doing so. Boosting on Magic Carpet consumes more Air than average.

Air Broom

No. 25

Gear Type: Board (it's a broom, but it's used like a board)

"This Gear allows any character to grind."

Characters: all Flight-Type and Power-Type characters except Eggman

Dash / Limit / Power / Cornering: 3 / 2 / 3 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: 3 boosts at Lv3

Air Broom grants Speed-Type abilities to any character who uses it, allowing them to grind on rails, gaining Air while doing so. Boosting with Air Broom consumes more Air than a normal Gear.

Hovercraft

No. 26

Gear Type: Board (it's a small flying cloud, but it's used like a board)

"Gear said to be used on a grand adventure."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 4 / 6 / 4 / 3

Boost Speed: 210 at Lv1

240 at Lv2

260 at Lv3

Air Tank: small

Hovercraft has a crippling drawback regarding its turning. When you turn using this Gear, it oversteers, and turning the opposite direction doesn't register for almost a second. Even if you were somehow able to control this Gear with any effectiveness, (which is impossible) it will never be worth a slightly higher boost speed.

Chaos Emerald

No. 27

Gear Type: Board (when you use it, Sonic appears riding the Blue Star)

"Emerald holds an ancient power."

Characters: Sonic only

Dash / Limit / Power / Cornering: 5 / 6 / 5 / 2

Boost Speed: 250

Rings: You start with 30 Rings and can carry up to 100

Chaos Emerald is the Gear which allows Sonic to become Super Sonic. (When you select it, you actually play as Sonic with the Blue Star, except that Sonic turn into Super Sonic whenever he is riding.) Chaos Emerald consumes Rings instead of Air, making it overall a lousy Gear, since you are forced to be extremely conservative with your boosts, and constantly going out of your way to get more Rings. Chaos Emerald grants you Flight-Type and Power-Type abilities, although you gain no Air or Rings from using them. Here are the Chaos Emerald stats:

- Your maximum speed is 182, and you have good acceleration.
- You start with a boost speed of 250.
- Your boost length is very short, as if you were a Lv1 character.
- You do not level up.
- When in attack mode, Sonic's board disappears and he hovers forward by himself.
- You hurt opponents on contact when it attack mode, without slowing down. You can hurt multiple opponents with a single boost! (Because of this I was not able to get Sonic to use a normal attack, if it's even possible.)
- You lose a Ring every second while riding normally. Sliding consumes Rings rapidly.
- Boosting consumes 19 Rings.
- You will never get Air from item capsules, and get Rings instead. (Except possibly the Air Max item capsule.) Random item capsules in Time Attack are fixed to give a certain amount of Rings instead of Air.

Faster

No. 28

Gear Type: Board

"By Robotnik Corp. Top speed enhanced."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 1 / 6 / 3 / 1

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (didn't check)

A generic Gear with an emphasis on maximum rolling speed. For those curious, the maximum speed of Amy using Faster is 178, and with Sonic it's 182.

Gambler

No. 29

Gear Type: Board (large, cool looking board)

"Gear used by a legendary gambler."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 2 / 3 / 2 / 1

Boost Speed: 195 at Lv1

220 at Lv2

230 at Lv3

Air Tank: small

Gambler has a small Air tank, low boost speed, and takes away your character-type ability. (you can't grind, fly, or smash when using the Gambler) The point of the Gambler is that it doubles the amount of Rings you earn at the end of each race. Many players have exploited this ability by changing the number of laps to 1, and picking an easy course with plenty of Rings over and over. This way they quickly win plenty of Rings, which they can spend in the Shop to buy more Extreme Gear.

Power Gear

No. 30

Gear Type: Board

"By Robotnik Corp. Endurance enhanced."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 2 / 4 / 5 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (didn't check)

Power Gear is a generic Gear with an emphasis on Power. If for whatever reason you want a high Power rating, this is the right Gear to fit your needs.

Opa Opa

No. 31

Gear Type: Board

"Gear holds a knight's soul for an attack."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 1 / 4 / 5 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: small

When you attack with Opa Opa, your attack is replaced with a devastating anvil drop attack. The attack squishes the opponent, so it apparently has the same effect as a high level attack, even if you are at Lv1. Nice.

The Crazy

No. 32

Gear Type: Board (resembles a taxi)

"This Gear uses Rings instead of Air."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 3 / 4 / 3 / 2

Boost Speed: 230

Rings: You start with 30 Rings and can carry up to 100

The Crazy consumes Rings instead of Air, making it overall a lousy Gear, since you are forced to be extremely conservative with your boosts, and constantly going out of your way to get more Rings. Such a drastic difference from the other Gear deserves a lot of explanation, so here is some technical info about The Crazy:

- The Crazy has a boost speed of 230.
- Your boost length is very short, as if you were a Lv1 character.
- You do not level up.
- You lose a Ring every second while riding normally. Sliding consumes Rings rapidly.

- Boosting consumes 17 Rings.

- Attacking an opponent gives you 17 Rings.

- You will never get Air from item capsules, you will get Rings instead.

(Except possibly the Air Max item capsule.) Random item capsules in Time Attack are fixed to give a certain amount of Rings instead of Air.

Night Sky

No. 33

Gear Type: Board

"From Twin Seeds. Only for a Nightmaren."

Characters: Nights only

Dash / Limit / Power / Cornering: 3 / 4 / 3 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (presumably the same as all starting Gear)
Starting Gear for Nights. Generic Gear. Looks tacky. Blasphemy!

BANANA

No. 34

Gear Type: Board (shaped like two bananas)

"Banana Gear found on Jungle Island."

Characters: Aiai only

Dash / Limit / Power / Cornering: 3 / 4 / 3 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (presumably the same as all starting Gear)

Starting Gear for Aiai. Generic Gear. Spelled in all caps.

E-gearG

No. 35

Gear Type: Board

"Enhanced E-10000G. Production model."

Characters: E-Green only

Dash / Limit / Power / Cornering: 3 / 3 / 3 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (presumably the same as all starting Gear)

Starting Gear for E-10000 G (E-Green). Generic Gear.

E-gearR

No. 36

Gear Type: Board

"Enhanced E-10000R. High-end model."

Characters: E-Red only

Dash / Limit / Power / Cornering: 3 / 4 / 3 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (presumably the same as all starting Gear)

Starting Gear for E-10000 R (E-Red). Generic Gear.

Channel5

No. 37

Gear Type: Board

"Channel 5 exclusive. Only for reporters."

Characters: Ulala only

Dash / Limit / Power / Cornering: 3 / 4 / 3 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (presumably the same as all starting Gear)

Starting Gear for Ulala. Generic Gear.

Berserker

No. 38

Gear Type: Board

"Said to be used by a legendary knight."

Characters: everyone except Eggman

Dash / Limit / Power / Cornering: 2 / 2 / 3 / 2

Boost Speed: 190 at Lv1

210 at Lv2

230 at Lv3

Air Tank: (didn't check)

When using Berserker, you are constantly in attack mode, even if you are not boosting, and even if you are out of Air and on foot! However, Berserker does not refill Air from grinding, smashing, flying, jumping, or using Automatic Trails. Berserker ignores Air Pits and your character will go over them as if they weren't there.

E-Rider

No. 39

Gear Type: Bike

"High-performance, but burns too much Air."

Characters: everyone except Ulala, E-Green, and E-Red

Dash / Limit / Power / Cornering: 4 / 5 / 4 / 3

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: 2 boosts at Lv3

E-Rider comes with Eggman, but it is a normal Gear that can be used by many other characters. This Gear really does consume too much Air, with no apparent benefit. Players would have to use this to try out Dr.Eggman when they unlock him, but should buy a better bike as soon as they can.

Air Tank

No. 40

Gear Type: Bike

"Has basic attributes, but holds much Air."

Characters: everyone except Ulala, E-Green, and E-Red

Dash / Limit / Power / Cornering: 2 / 2 / 2 / 1

Boost Speed: 190 at Lv1

210 at Lv2

230 at Lv3

Air Tank: Large. 5 boosts at Lv3

Yes, this Gear's name is actually Air Tank. Don't get confused now. Anyway, I actually think this is a pretty effective Gear. It has a low boost speed, but it can boost more than other Gear. Darkness obsoletes it, but I suspect that Air Tank can boost even more than Darkness on lower levels. (for whatever that's worth)

Heavy Bike

No. 41

Gear Type: Bike

"Heaviest Gear in existence."

Characters: everyone except Ulala, E-Green, and E-Red

Dash / Limit / Power / Cornering: 2 / 6 / 5 / 1

Boost Speed: 210 at Lv1

230 at Lv2

250 at Lv3

Air Tank: 4 boosts at Lv3

Heavy Bike is an excellent Gear for its high Limit and high Lv1 boost speed, without compromising its Air tank. It also has another ability -- it ignores racer turbulence and goes through it as though it wasn't there. This can be either a curse or a blessing, but most players are annoyed to death by turbulence and definitely think Heavy Bike's ability is an advantage.

Destroyer

No. 42

Gear Type: Bike

"This Gear grants characters 'Power!'"

Characters: all Speed and Flight-Type characters except Ulala and E-Red

Dash / Limit / Power / Cornering: 2 / 2 / 3 / 2

Boost Speed: 200 at Lv1
230 at Lv2
250 at Lv3

Air Tank: good

Destroyer grants Power-Type abilities to any character who uses it, allowing them to smash through certain obstacles and robots, gaining Air while doing so. Destroyer grants this ability with no real drawback and retains a respectable Air tank. This is an excellent Gear.

Omnipotence

No. 43

Gear Type: Bike

"Super Gear. All skills granted to character."

Characters: everyone except Ulala, E-Green, and E-Red

Dash / Limit / Power / Cornering: 2 / 2 / 2 / 1

Boost Speed: 200 at Lv1
230 at Lv2
250 at Lv3

Air Tank: 4 boosts at Lv3

Omnipotence grants all three character type abilities (Speed, Flight, Power) to any character who uses it. This allows them to smash through obstacles, grind, and fly. However, Omnipotence takes away your ability to gain Air from all three abilities. Despite this, it is still a decent Gear.

Cover-S

No. 44

Gear Type: Bike

"Speed type enhanced. Accelerate+ Endurance+"

Characters: Sonic, Amy, Jet, and Shadow

Dash / Limit / Power / Cornering: 4 / 4 / 4 / 3

Boost Speed: 200 at Lv1
230 at Lv2
250 at Lv3

Air Tank: 3 boosts at Lv3

Cover-S is the Speed-Type version of a cycle of three bikes, one exclusive to each character type. Each bike supposedly offers good stats in exchange for a slightly smaller Air tank. But the advantages (if any) are too subtle to be worth it.

Cover-F

No. 45

Gear Type: Bike

"Flight type enhanced. Accelerate+ Endurance+"

Characters: Tails, Wave, Rouge, Cream, and Nights

Dash / Limit / Power / Cornering: 3 / 6 / 4 / 2

Boost Speed: 200 at Lv1
230 at Lv2
250 at Lv3

Air Tank: 3 boosts at Lv3

Cover-F is the Flight-Type version of a cycle of three bikes, one exclusive to each character type. Each bike supposedly offers good stats in exchange for a slightly smaller Air tank. But the advantages (if any) are too subtle to be worth it.

Cover-P

No. 46

Gear Type: Bike

"Power type enhanced. Accelerate+ Endurance+"

Characters: Knuckles, Storm, Eggman, and Aiai

Dash / Limit / Power / Cornering: 4 / 5 / 3 / 3

Boost Speed: 200 at Lv1
230 at Lv2
250 at Lv3

Air Tank: 3 boosts at Lv3

Cover-P is the Power-Type version of a cycle of three bikes, each one exclusive to a different character type. Each bike supposedly offers good stats in exchange for a smaller Air tank. But the advantages (if any) are too subtle to be worth it.

Hang-On

No. 47

Gear Type: Bike (shaped like a Hang-On arcade machine)

"Collector's Gear. It has great value."

Characters: everyone except Ulala, E-Green, and E-Red

Dash / Limit / Power / Cornering: 3 / 4 / 3 / 2

Boost Speed: 200 at Lv1
230 at Lv2
250 at Lv3

Air Tank: 4 boosts at Lv3

Trying out this Gear was a waste of time, since this is a purely generic Gear. The only point to this Gear is the novelty of it being shaped like the arcade machine of the classic Sega motorbike racing game, and that the game's background music plays in every race you use with it.

Super Hang-On

No. 48

Gear Type: Bike (shaped like a Super Hang-On arcade machine)

"Collector's Gear. It has great value."

Characters: everyone except Ulala, E-Green, and E-Red

Dash / Limit / Power / Cornering: 3 / 4 / 3 / 2

Boost Speed: 200 at Lv1
230 at Lv2
250 at Lv3

Air Tank: (presumably the same as Hang-On)

As far as I can tell, this is a filler Gear that is in every way identical to Hang-On, which is in turn very similar to starting Gear. This is a purely generic Gear. The only use to this Gear is the novelty of it being shaped like the arcade machine of the classic sequel to Hang-On, and that the game's background music plays in every race you use with it.

Darkness

No. 49

Gear Type: Skates

"By Robotnik Corp. Air skate burns less air."

Characters: all characters except Eggman, E-Green, and E-Red

Dash / Limit / Power / Cornering: 3 / 4 / 2 / 2

Boost Speed: 200 at Lv1
230 at Lv2
250 at Lv3

Air Tank: 5 boosts at Lv3

Darkness comes with Shadow, but is a normal Gear that many characters can use. Darkness's advantage is simply that it has a better Air tank and can boost on average one more time than a normal Gear before running out of Air. Even with this advantage, Darkness takes no hit when it comes to boost speed. This is an excellent Gear, and easily the 2nd best Gear in the game.

Grinder

No. 50

Gear Type: Skates

"This Gear allows any character to grind."

Characters: all Flight and Power-Type characters except Eggman and E-Green

Dash / Limit / Power / Cornering: 2 / 4 / 2 / 2

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: 4 boosts at Lv3

Grinder grants Speed-Type abilities to any character who uses it, allowing them to grind on rails, gaining Air while doing so. Grinder grants this ability with no real drawback and retains a respectable Air tank. This is an excellent Gear.

Advantage-S

No. 51

Gear Type: Skates

"Speed type custom. Accelerate+ Top Speed+"

Characters: Sonic, Amy, Jet, Shadow, and Ulala

Dash / Limit / Power / Cornering: 1 / 7 / 1 / 1

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: (didn't check)

Advantage-S is the Speed-Type version of a cycle of three skates, each one exclusive to a different character type, and excelling in a certain stat. Advantage-S's specialty is maximum rolling speed. Amy can go 178 with this Gear, and Sonic can go 182. This is quite a decent Gear.

Advantage-F

No. 52

Gear Type: Skates

"Flight type custom. Accelerate+"

Characters: Tails, Wave, Rouge, Cream, and Nights

Dash / Limit / Power / Cornering: 6 / 2 / 1 / 1

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: 3 boosts at Lv3

Advantage-F is the Flight-Type version of a cycle of three skates, each one exclusive to a different character type, and excelling in a certain stat. Advantage-F's specialty is acceleration. This is quite a decent Gear.

Advantage-P

No. 53

Gear Type: Skates

"Power type custom. Endurance+ Power+"

Characters: Knuckles, Storm, and Aiai

Dash / Limit / Power / Cornering: 2 / 3 / 6 / 1

Boost Speed: 200 at Lv1

230 at Lv2

250 at Lv3

Air Tank: 3 boosts at Lv3

Advantage-P is the Power-Type version of the 'Advantage' cycle of skates, and it excels in the Power stat. I can't recommend using this gear. The smaller Air tank can't be worth a really high Power rating, considering how little Power apparently does.

Cannonball

No. 54

Gear Type: Skates

"Can execute constant boosts!"

Characters: everyone except Eggman, E-Green, and E-Red

Dash / Limit / Power / Cornering: 0 / 0 / 0 / 0

Boost Speed: 170 at Lv1

180 at Lv2

200 at Lv3

Air Tank: dead end

Cannonball's boosts consume little or no Air, essentially allowing you to boost constantly without ever having to stop. The problem is that this Gear is burdened with many drawbacks, primarily being that it has the lowest boost speeds in the entire game. Not only that, it's burdened with other drawbacks: Cannonball can't refill Air from jumps, Automatic Trails, grinds, flying, and smashing. Your attack mode is taken away, so you can't attack, and Sonic can't spin dash. To top it all off, Cannonball also comes with the annoying quirk of having to constantly mash the boost button throughout the entire race.

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