

Sonic Riders Shortcut FAQ Final

by 6pieisgood9

Updated on Jun 23, 2006

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

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ASCII made using ASCII Generator
FINAL VERSION
Written by 6pieisgood9 (Brandon Batche)

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I. Version History

1.0 (2/27/06) Began the FAQ. All heroes tracks are finished.

1.1 (3/2/06) I realized that GameFAQs won't accept incomplete in-depth FAQs, so I finished the entire thing. I also fixed some MAJOR spelling errors so no one would see them after this is posted.

1.11 (3/8/06) Added some nifty ASCII art. Not very good, but it's the best that the ASCII Generator I am using can do. I also fixed a shortcut.

1.2 (3/10/06) Corrected many shortcuts. Also added a speed shortcut for Digital Dimension.

1.3 (3/11/06) Fixed some information for Digital Dimension. Also added three shortcuts. One for Sand Ruins, one for Babylon Garden, and one for Night Chase.

1.31 (3/13/06) Gave credit to the person who gave me the flight shortcut for Sand Ruins.

1.4 (3/24/06) Woah! It's been a long time since I last updated. Sorry for the delay. Anyways, I added a shortcut for Sand Ruins, (which many people emailed me about) and a shortcut for SEGA Carnival.

1.41 (3/30/06) Extremely minor update. I only added another site to the approved sites list at the end of this FAQ.

1.5 (4/4/06) Added a shortcut to White Cave.

1.51 (4/27/06) Slight update. I just added a new site to the approved sites list.

1.52 (4/28/06) Added another site to the approved sites list. :)

FINAL (6/23/06) Yes, this is the final update of my FAQ. (Took me long enough to update eh?) The reason is just like any other reason other people don't update their FAQs. I don't play Sonic Riders anymore. At all. All emails sent to me that is about this FAQ from this point on will be ignored unless it is asking for help.. Anyways, I added a shortcut. (And it's about damn time! >_>) Also added two questions and answers to the Frequently Asked Questions section. Well... it's been fun!

II. Purpose of This FAQ

Well, I never really wrote a FAQ before, and this is my first one. Not a very good quality FAQ though...I decided that people are always having trouble with certain tracks, so I decided to write a FAQ for the newbies who are having trouble with this game. First off, this FAQ does not only cover very useful shortcuts, but all of the rails, flight accelerators, and obstacles that can be hit out of the way by a power character. Most of you Sonic Riders experts either already know about these, or don't even need them. But like I said, this FAQ is pointed towards the people who are just getting into the game.

III. Character Type Information

There are three character types. They are speed, flight, and power. If you go through a certain obstacle that can only be used by that type of character, you will usually gain air.

A. Speed Characters

Speed characters can grind rails that can lead to very useful shortcuts. To grind a rail, jump up to it and hit the A button. It does not matter when you press it, as long as you press it before you go past it.

B. Flight Characters

Flight characters can fly through accelerators. They are usually reached through a ramp. Most of the time, you do NOT need to jump. There are exceptions on certain occasions.

C. Power Characters

Power characters can knock away certain obstacles to gain air, and sometimes to reveal a shortcut.

IV. Stages

Now it is finally time to get into the stages.

A. Heroes Stages

These stages are (obviously) played through the heroes story.

A1. Metal City

"Run through future expressways."

a. All Characters

1. At the very start of the track, there is a ramp. Charge up your jump and hold forward. Boost, and let go of the A button at the very tip of the jump. You should do a frontflip and land on a path that is above all of the traffic. This is more of an alternate path than a shortcut. (I will be referring to these kind of jumps as an up super jump, or a down super jump.) It does clear you of the danger of the traffic below though.

Knuckles_sonic8 says that you can also do a backflip instead of a frontflip and still make the gap. Thanks for the info!

2. Near the end of the track, there is a sharp turn to the right. This leads into a fairly long straight path that has a jump at the end. When you get near it, do a down super jump. You should land in a short flashing tunnel with another jump. This is much faster than taking the automatic path.

b. Speed

1. At the beginning of the track, take the jump. DON'T take shortcut #1 for all characters. Instead, go under. Dodge the traffic and go into the tunnel. There is a rail here that has a jump in the middle of it. Not really a shortcut, but a good way to gain speed and air.

2. After the second jump, there will be two tunnels which are next to each other. Go through them. You should end up in a place with two quarter pipes on both sides of the track. Jump the first one on the left and press A. You should land on a rail.

c. Flight

1. This one is so obvious. Right after the first tunnel there is a big ramp. Ride off it. Do not jump.

2. After the second jump, there will be two tunnels which are next to each other. Go through them. You should end up in a place with two quarter pipes on both sides of the track. Jump near the end of the first one on the right. You should go through a flight accelerator.

d. Power

1. At the beginning of the track, jump. Don't take the shortcut for all characters. Go to the left. There is a power sign, so you can't miss it. I see this as more of a way to get more air.

2. After the second jump, there will be two tunnels which are next to each other. Go through the right one. You may not see this as a very good shortcut but it will lead you into the next shortcut.

3. Take shortcut #2. There should be a truck to the right. Ride through the back of it and you should punch out the back and go into an alternate path.

A2. Splash Canyon

"Dash through the waterfalls and valleys."

a. All Characters

1. After the first jump, you will land into kind of a lake. Do an up super jump on the next jump. You should land onto a higher path. This one is kind of hard to pull off but it gets easier the more you take it. This also goes right to the automatic path, giving you more speed into it.

2. While you are in the ice part of the track, do a down super jump on the ramp at the end. You should land on a rainbow. This will cancel out some of the time you would have to wait to get to the ground below.

b. Speed

1. There is a hard to miss rail near the beginning of the track before the first jump.

2. After you go through the automatic river path, you will be thrown high by the waterfall. There is a rising platform (I'm not sure what to call it) that can be used as a jump. Use it to get to the rail above. There is a jump in the middle of the rail.

c. Flight

1. This one is kind of hard to get to. At the very left of the first jump, there are flight accelerators floating in the air. Do an up super jump on the jump.

2. After the second jump, (don't take shortcut #1 for all characters) there is a waterfall to the left. Go through it. There is a flight ramp on the other side.

3. After you go through the automatic river path, you will be thrown high by the waterfall. To the left of the rising platform is a flight ramp.

d. Power

1. After you go through the automatic river path, you will be thrown high by the waterfall. To the left of the flight ramp is a door. Go through it to get to a decent shortcut. Too bad this is the only one I know of.

A3. Egg Factory

"Tear through the burning blast furnace."

a. All Characters

1. After the U-Turn, there is a jump. Do an up super jump. You should land on a higher path that has one or two less turns in it.

2. After the falling lava room, there should be a path going up that leads into a path that is turning to the left. There will be a fork in the path after a while. Take the left one. It has a bigger danger of getting hit by the spinning egg-shaped obstacles, but it is much faster.

b. Speed

1. After the first jump of the track, there is another jump. Go to the right and jump off of it. There should be a rail there.

2. In the room with the falling lava, there is a quarter pipe on either side of the room. Go to the right one. There is a rail there. Jump off the pipe and hit the rail. This is a very useful shortcut. There is a jump in the middle of it.

2a. For an even faster route to the finish line, DON'T jump when the jump happens in the rail. Instead, take shortcut #2 for all characters.

c. Flight

1. After the first jump of the track, there is another jump. Go to the left and do an up super jump to hit the flight accelerator.

2. After the fan blows you up to the path above, go right. There is a flight ramp here.

d. Power

1. When you get to the falling lava room, go left. There are barrels that are blocking a useful shortcut.

2. Thank you Knux Chao for telling me about this one. Okay after the falling lava room, there is a path going up that leads into a path that is turning to the left. Look on the right wall. There is a section of the wall where a sign is hanging crooked. Ride into it and your character will smash through it, revealing a nice shortcut.

A4. Green Cave

"Bowl through the jungle."

a. All Characters

1. Near the end of the track, there will be a jump that leads up to a slightly higher path. Do a down super jump and you will land into a spider web that will bounce you into two other spider webs. This saves a lot of time and you will see the computer controlled characters doing this shortcut a lot too. So know it well.

b. Speed

1. After the first jump, there is a vine at the right that you can grind on. There is a jump in the middle of it.

2. At the end of the large quarter pipe after the centipede brings you up to the path, there is a rail.

c. Flight

1. After the first U-Turn, there will be a place with a bunch of giant vine-like paths. In the middle of this, there is a flight ramp.

2. After the centipede brings you up to the path, go through the path until you reach a quarter pipe. There is a flight accelerator here.

d. Power

1. After the first jump, there will be a winding path. On the right wall, there is a wood plank that has arrows on it pointing towards the way that the track is supposed to go. This is breakable. Smash through it to get to an automatic path that is full of boosters.

2. After the centipede brings you up to the path, look to the right wall. There will be another wood plank with arrows on it. Smash through it to get to a shortcut that is full of giant grapes.

A5. Sand Ruins

"Tear through the ruins in the desert."

a. All Characters

1. Not really a shortcut, but a little while after the first jump, (second if you take a power shortcut) there will be a pillar that falls on the ground. If you do a down super jump on it you will land on the platform above. If you

do an up super jump on the jump up here you could land on the top that you see at the end of the jump.

b. Speed

1. After the first jump, there is a rail when you turn left. You can also jump onto the next rail high above instead of staying on the rail you just jumped on.

2. After you jump the second large chasm, you will be in a room with a rail on the left. If you take that rail, there is another rail that you can jump onto. From there, there is another rail you can jump onto. It's easier (and probably better) if you take only the first rail and up super jump on the next ramp.

c. Flight

1. Seems I forgot about this one. Lawyer Chaos says "After the first jump, there is a ramp with some flight accelerators to the right." Thanks for the info!

2. After you jump the second large chasm, you will be in a room with a flight ramp on the right.

d. Power

1. At the very beginning of the level, stay straight. There is a stagewagon wheel that you can break through, revealing a shortcut and a ramp.

2. After you jump the second large chasm, you will be in a room with egg shaped breakable obstacles in the middle of the moving platforms. This is more of a way to gain air.

3. I got many emails about this shortcut. Here is a very detailed one from Jwvermillion.

"Okay first when you get to the middle of the course (like the fork in the course for Character shortcuts) go though the middle path and try to smash egg pillars. Now when you get to the part when you are at the point were you have to do a big U-turn around the pillars; you'll see a POWER sign. There's a reason why it's there, not only that you can break 2 egg pillars but if you look carefully at the 4th pillar you can see that the pillar is more darker than the rest. So what you need to do is simple, when you see it drift right to it and the player should automatically hit the pillar and create a pretty awesome shortcut that can saves up to 2 seconds (I think) on your track time for each lap. (And the best part is that no CPU player is smart enough to take the shortcut other than you)"

Thanks a bunch for a very detailed shortcut! :)

A6. Babylon Garden

"Run across the fortress floating in the air."

a. All Characters

1. Master Espeon says "After the fighter jet automatic path is a turbulence-only shortcut. You can go through the roof." I am guessing

that you need to do tricks under the roof in a turbulence to get to this shortcut. Thanks for the info!

1. Near the end of the stage, at the last jump, do a down super jump. You should land on a higher path.

b. Speed

1. After the very first jump, there is a rail next to a half pipe.

2. After you take the plane-like automatic path, there is a rail to the left of the path.

c. Flight

1. After the first jump and the first curve, there will be a flight ramp in the middle tunnel.

2. After you take the plane-like automatic path, there will be a curve, There is a half pipe on the left after the curve. Jump on this to get to the flight accelerator.

d. Power

1. After the first jump and the first curve, go into the right tunnel. It is to the right of the first flight ramp.

2. This can only be done after the first lap. Do not take short cut #1 for all characters. There is a breakable slab in the middle after the finish line.

A7. Digital Dimension

"Race through the phantasmal space."

NOTE: Master Espeon says, "Each lap, the shortcuts shift to the right, with the farthest right shifting to the far left, like so:

Lap 1: Speed Power Flying
Lap 2: Flying Speed Power
Lap 3: Power Flying Speed"

Thanks for the corrected info!

a. All Characters

1. On the first jump, do an up super jump. This will get you to a safer path. There is no danger of being sucked into the pit.

b. Speed

1. In the first part of the heaven part of the track, there is a rail that leads to the roof.

2. After the first rail, there is another rail that has a jump in the middle of it.

3. Master Espeon has told me about another shortcut in this track. He says, "There's another speed shortcut in the heaven area inbetween the two buildings. To the right, you can jump over the fence to another rail. Thanks for the info!"

3. When you get to the digital part of the track, go to the left. There is a rail there.

c. Flight

1. When you get to the heaven part of the track, go left. There is a flight ramp that is hidden in a merging path.

2. When you get to the weird electronic kind of place, go to the right. There is a flight ramp there.

d. Power

1. In the heaven part of the level, there are many windows you can smash through.

2. When you get to the weird electronic kind of place, stay in the middle. There is a path there filled with breakable slabs.

A8. SEGA Carnival

"Carnival course with a SEGA theme."

a. All Characters

1. In the beginning of the level, there is a path above the actual path. The only way I know how to get up here is doing tricks in a turbulence while under here. If anyone knows of another way please email me! Anyways, this path leads to a jump that leads to the top of the ship.

2. Another one that leads to the top of the ship. When you get to the first real jump, do an up super jump. This is an extremely hard jump to make. This is really difficult to pull off.

3. Probably the coolest shortcut in the game! After the Super Monkey Ball section of the game, go left. Ignore the sign that tells you to go right and go through the small opening on the left of the sign. You will automatically walk over to a green circle and the guy with green hair from Crazy Taxi will pick you up in a taxi and bring you closer to the end. Great shortcut!

4. If you decide not to take the Crazy Taxi, do a down super jump on the next ramp. You will land on an alternate path that leads to the finish line.

b. Speed

1. At the beginning of the track, go left. There is a rail you can jump on. There is a jump in the middle of this rail.

2. Inside of Billy Hatcher's ship, there is a rail that is next to a quarter pipe. Jump on the quarter pipe to grind it.

c. Flight

1. Inside of Billy Hatcher's ship, there are flight accelerators next to the quarter pipe.

2. On the first jump of the Super Monkey Ball section, (before you get to the green platforms) there is a flight accelerator that leads into 3 other

Flight accelerators on the right. Do a down super jump to get to it.

d. Power

1. Here is a shortcut that Maagnamon brought to my attention.

"Right before the first sharp turn there is a wall with 2 stick figures on it and if you destroy it you will land on a speed boost and get shot to the first jump."

Thanks for the info!

2. Inside of Billy Hatcher's ship, there is a breakable door near the curve.

3. On the second platform in the Super Monkey Ball section, there are a bunch of bowling pins that are waiting to be knocked down for extra air.

B. Babylon Stages

These stages are (obviously) played through the Babylon Story.

B1. Night Chase

"Run through express ways at night."

a. All Characters

1. Do a super jump at the very first jump. It does not matter which direction you go. You should land on a higher path with a few boosters.

2. I have not confirmed this myself yet, but Master Espeon says that if you don't take the first shortcut mentioned above, you can turn right into where the speed rail goes into. Take the power shortcut and turn right. Thanks for the info!

3. On the last jump after the long straight path after the U turn to the right, do a back super jump. You will land in a tunnel that has a jump. This is much faster than taking the automatic path.

b. Speed

1. At the beginning of the race, go left. Don't take shortcut #1 for all characters. There is a rail here. Near the end of it, there is another rail on your right. Jump to the right and take it right when the rail begins to turn straight.

2. When you get to two tunnels that are right next to each other, go into the right one. Go up to the truck ramp and do a jump. It doesn't have to be a super jump, but make sure it is charged enough for you to hit the rail above the truck. There is a jump in the middle of it.

c. Flight

1. Take the first jump and go to the lower path. In the middle is a flight ramp. This will take you to shortcut #1 for all characters.

2. When you get to two tunnels that are right next to each other, go into the left one. At the end of the second quarter pipe on the left side, there is a

flight accelerator. Jump at the end of the pipe to get to it.

d. Power

1. Take the first jump and go to the lower path. At the right is a path that has a few obstacles that are waiting for you to knock them out of the way.
2. When you get to two tunnels that are right next to each other, go into the right one. Ride into the truck and you should smash out onto an alternate (and quicker) path.

B2. Red Canyon

"Dash through the valley at sundown."

a. All Characters

1. At the first jump, do an up super jump. You should land on a higher path that has a few item capsules.
2. At the last jump after the windmill brings you up, do a down super jump. You should land on a higher path with a few item capsules.

b. Speed

1. At the first jump, go on the lower path. There should be a hard to miss rail here.
2. After you go through the automatic river path, you will be thrown high by the waterfall. There is a rising platform (I'm not sure what to call it) that can be used as a jump. Use it to get to the rail above. There are two jumps in the middle of this rail.

c. Flight

1. At the first jump, go on the lower path. There should be a jump ramp to the right of the rail.
2. After you go through the automatic river path, you will be thrown high by the waterfall. Go through the path regularly until you see a floating "Flight" sign. Go through this path. There will be a flight ramp here.

d. Power

1. After the first jump, there will be a waterfall at the left. Go through it to see a wooden "One way" sign with Eggman on it. You can smash through this to get on the automatic path quicker.
2. After you go through the automatic river path, you will be thrown high by the waterfall. There is a blocked off shortcut to the left of the rising platform.

B3. Ice Factory

"Rush through the frozen factory."

a. All Characters

1. At the third jump, do a down super jump. You should land on a higher path that takes you to the automatic path.

b. Speed

1. At the second jump, go left. There is a rail here that is kind of easy to miss.
2. At the third jump, don't take the higher path. Instead, go onto the lower path. When you get to the room with the large fans, there is a rail between the higher path and the lower one. This will give you a lot of speed into the automatic path.
3. When you get to the room with two quarter pipes on either side, jump the one on the right and press A. You should land on a rail that has two jumps in the middle of it.

c. Flight

1. At the third jump, go on the lower path. There will be a quarter pipe at your left. Near that is a flight accelerator. Charge your jump, get good speed, and jump at the end of the pipe. This will take you to a path with a flight ramp at the end.
2. When you get to the room with two quarter pipes on either side, go to the left one. Jump it and go through the flight accelerator.

d. Power

1. At the third jump, don't take the higher path. Instead, go onto the lower path. When you get to the room with the large fans, go on the left path and smash through those fans.
2. After the automatic path, keep going until you see a sharp turn. Do an even sharper turn and smash through the ice on the wall to reveal a shortcut that contains a MAX air capsule.

B4. White Cave

"Dash through the snow of spores."

a. All Characters

1. At the first jump, do an up super jump. You should land on a higher platform with a few item capsules.
2. Thanks to ThundaStar for this shortcut. Here is what he emailed to me.

"Pass the first Fly shortcut on the left and start to charge your jump. As soon (or soon after) you hit the boosters there jump, and you will flip upside-down and land on a vine with the 100 ring power-up. This takes some practice and timing.

2. At the next to last jump, do a down super jump. You should land in a spider web that leads to two other spider webs. This saves a lot of time and you will see the computer-controlled characters doing this shortcut a lot too. So know it well.

b. Speed

1. After the first jump, there will be a rail that has a jump in the middle

of it on the left side of the path.

2. After the centipede (or whatever it is) brings you to the rest of the path, keep right. There will be a rail here.

c. Flight

1. After the first jump, there will be a curve to the left that goes into a tunnel. At the end of this tunnel is a flight ramp.

2. After the first flight short cut, there will be another flight ramp that is pretty hard to miss.

d. Power

1. After the centipede (or whatever it is) brings you to the rest of the path, there will be a wooden plank with arrows on it to the right. It is breakable.

B5. Dark Desert

"Run through the desert during a solar eclipse."

a. All Characters

1. You need to be in a place other than first to get to this shortcut. After the three consecutive jumps there will be a tunnel coming up. When you are inside of it, ride a turbulence and do a trick inside of the turbulence. You will land on a path leading to the ruins. Using the turbulence it the only way I know of to get to this shortcut.

b. Speed

1. When you get into the weird ruins, there is a rail in the middle of it. This is a very large shortcut.

2. After you go through the automatic path, there will be a rail to the right. This has a jump in the middle of it.

c. Flight

1. When you get into the weird ruins, ride on the right wall. There will be a flight ramp.

2. After you go through the automatic path, there will be a flight ramp on the left.

d. Power

1. When you get into the weird ruins, ride on the left wall. There will be a few breakable objects that will give you more air.

2. After you go through the automatic path, there will be a shortcut blocked off by a breakable door after a turn.

B6. Sky Road

"Dash through the area where combat fighters zoom overhead."

a. All Characters

1. At the second jump, do an up super jump. You should land in a giant turbulence. This shortcut requires perfect timing. Note: This shortcut is hard to get to if you use shortcut #1 for speed characters.

2. At the last jump, do a down super jump. This will get you to the automatic path much quicker.

b. Speed

1. While this is meant for laps after 1, this can be used right at the beginning of the track. Go to the right when you start the race. Jump, and hit the rail below.

2. After shortcut #1 for all characters, (or after the U turn) there will be two jumps. The first one will get you to a flight accelerator. The second one has a rail above it.

c. Flight

1. After shortcut #1 for all characters, (or after the U turn) there will be two jumps. The first one will get you to a flight accelerator.

2. This one is only for laps after the first one. After you proceed to the next lap, go to the left path. There is a flight ramp here.

d. Power

1. This one is only for laps after the first one. After you proceed to the next lap, go to the middle. There is a breakable door here.

2. Here's one from an email I got a while ago. He didn't give me his account name. Here is what he wrote:

"Power

This is a little before All Characters shortcut #2. In the same area where Flight and Speed type characters need to jump a ramp that to access their shortcuts, just continue going straight. You should encounter a pile of debris in the middle of the road. Smash through it and you will find a subterranean shortcut that comes out near the air refill station."

Thanks for the info! (Whoever you are)

B7. Babylon Guardian

"Fight against the guardian god of Babylon."

a. All Characters

Unfortunately, there are no shortcuts like this for this track, considering that it is just one big circle. Sorry! :(

b. Speed

1. There is a rail on the left side of the track.

c. Flight

1. Do an up super jump on the slightly right side of the first jump to reach a flight accelerator. This one is pretty hard to reach.

d. Power

1. While there are no real shortcuts for power, the best thing I can tell you is that there are many breakable slabs that you can smash for extra air after the first jump.

B8. SEGA Illusion

"Illusion course with a SEGA theme.

a. All Characters

1. Do a down super jump at the first jump. You should land on a purple see-through path.

2. Don't take shortcut #1 for all characters. In the NiGHTS section of the stage, you may notice lights that are shaped in a ring. Use turbulence to go through one of them and you will fly through them.

b. Speed

1. Near the beginning of the stage, there is a rail.

2. In the Space Channel 5 section, there is a rail on the left side of the track beside the quarter pipe. There is a jump in the middle of it above a pit.

c. Flight

1. Do a down super jump on the right side of the first jump to reach a flight accelerator.

2. In the Space Channel 5 section, there is a flight accelerator on the right side of the room that can be reached via the quarter pipe.

d. Power

1. In the Space Channel 5 section, there are things that shoot at you on both sides of the room above the quarter pipes. (I haven't played Space Channel 5 ever so I don't know what these are called, please email me with the answer) You can knock these out of the way.

2. Near the end of the stage, there will be a bunch of green arrow boosters. Take a red one.

V. Frequently Asked Questions

I see many questions on the message boards that are asked way too much. Here are a majority of them.

Q. Whoa this game is way too hard! I need help with <insert track here>!

A. Well, that's why I wrote this FAQ! To help the newbies! :)

Q. How do you pull off tricks?

A. This is one I asked once also. You can do basic flip tricks by just holding the analog stick in any direction you want.

Q. I beat all of Storm's and Wave's missions, but I still don't have Jet's missions! Help!

A. You need to unlock SEGA Carnival and SEGA Illusion by getting a gold emblem on the Heroes Cup and the Babylon Cup. These levels have missions too.

Q. OMG! <insert game site here> just gave Sonic Riders <insert low score here>! WTF!!

A. Calm down. It has been known since Shadow the Hedgehog that pro reviews suck badly when it comes to Sonic games.

Q. Is NiGHTS male or female?

A. Neither. NiGHTS has no gender.

Q. The Announcer just called <insert male character> a she!
(Or vice versa)

A. There is a bug in the game. Omochao will call you whatever he wants to call you.

Q. What!?! Omochao is the announcer!?

A. Yes. He is. But his voice isn't that annoying as you can tell.

Q. I can't do the super jump!

A. You need to completely charge the jump while holding up or down. Up gives you more distance while down gives you more height. Make sure you boost to give yourself enough speed to make it. And remember, let go of the A button at the very tip of the jump.

Q. Isn't this a Kirby Air ride rip-off?

A. While I have never played that game, I can not answer from experience. But I can give you the right answer, which is no. This game is more of an Antigrav rip-off but without the eyetoy in my opinion.

Q. Should I buy this game or <insert game here>?

A. Whatever you want. Read reviews for both games and decide for yourself. Remember to never trust certain pro reviews like IGN or Gamespot. They hate 3D Sonic Games.

Q. I can't get a gold emblem on the Babylon/Heroes Cup!! Help!!

A. Well, it's pretty tough. You need at least 48 points (IIRC) to get a gold emblem. People have said that Knuckles + Darkness = Win, but I have not confirmed this. I used Sonic with the Cover-S bike and it took a few tries to get the gold. But I managed. See what works best for you.

Q. What is the Tails Doll and why is he so popular?

A. First off, do not bring up this character on the message boards unless you want to be heavily flamed. The Tails Doll was a character that was in Sonic R for the Sega Saturn. One day, someone thought it would be funny to post rumors that the Tails Doll would suck out your soul if you completed Sonic R 100%. Since then, people have made up stories about people being killed because of Sonic R. It was fun when the page first showed up for a while. Now it is just extremely old and it is quite annoying when people bring it up. In fact, there was a huge flame war on the Shadow the Hedgehog boards partly because of people bringing up topics about it. It is an old, dying fad. Best to be left dead. Here is the original link to the page that I mentioned.

<http://quackerandbowen.com/sonicr.htm>

VI. Contact Information

Note: I AM NOT TAKING EMAILS THAT HAVE ANYTHING TO DO WITH UPDATING THIS FAQ!
THIS IS THE FINAL VERSION OF THE FAQ!

BUT! If you need help with the game, feel free to email me at laizperson@hotmail.com to ask me a question about the game. Once again, all emails that have to do with updating this FAQ will be ignored. Sorry! Please type so it will be readable. I WILL NOT answer any emails that have absolutely stupid questions (like "z0m6 l1l<3 1-10\\/\ / D0 J00 1_1/\ /L0C1< 5/-\1-1DOH N00BZ LOLOLOLOLPWNAGE 2 DA MAXXORZZZ"), offending criticism, hate mail, or anything that doesn't have to do with this game. I will only answer to real questions or problems. I am still accepting emails that are asking to use this FAQ. (Although, those emails have kind of died down...)

VII. Thanks

My thanks goes out to:

Gamefaqs for posting my FAQ on the site.

knuckles_sonic8 for correcting one of the shortcuts.

Knux Chao for one of the shortcuts.

Maagnamon for one of the shortcuts.

Master Espeon for correcting MANY shortcuts and giving me THREE shortcuts that I didn't even know about! Also thanks for giving me information about the shortcuts in the digital part of Digital Dimension!

Lawyer Chaos for one of the shortcuts.

Jwvermillion for a very detailed shortcut.

ThundaStar for one of the shortcuts.

Sonic Team for impressing the heck out of me with this game.

And of course, YOU for reading my FAQ! :D

VIII. Legal Stuff and Copyright Information

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