

writing this to help those of you having trouble with the missions. With that said, let's get to why you actually came here.

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Mission Mode

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Mission Mode is unlocked upon completing the Heroes story. In the beginning only a few of Storm's missions are available.

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Storm's Missions [STRM]

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As I said before, Storm's missions(1-3) are unlocked by completing the Heroes story. Missions 4 and 5 are unlocked after completing 1-3 of that stage. Some stages must be unlocked via other means.

Metal City [MTCY]

Mission 1

Objective- Perform tricks to get 12 or more points before Storm appears.

Character- Amy

Time Limit- 60 seconds

Gold requirement- 30 points

Mission 2

Objective- Collect 6 or more pieces of junk before Storm appears.

Character- Tails

Time Limit- 60 seconds

Gold requirement- 12 junks

Mission 3

Objective- There are many overturned cars on the track. Reach the goal in 60 seconds to get back at Jet and his band.

Character- Sonic

Time Limit- 60 seconds

Gold requirement- 51 seconds or less

Mission 4

Objective- The road's closed. Destroy 9 or more cars to escape the trap.

Character- Knuckles

Time Limit- 60 seconds

Gold requirement- 15 cars

Mission 5

Objective- Get the treasure by chasing down the red car
before Storm appears.

Character- Knuckles

Time Limit- 60 seconds

Gold requirement- 20 seconds or less

Splash Canyon [SPCN]

Mission 1

Objective- Perform tricks to get 12 or more points before
Storm appears.

Character- Amy

Time Limit- 60 seconds

Gold requirement- 22 points

Mission 2

Objective- Collect 6 or more pieces of junk before Storm
appears.

Character- Sonic

Time Limit- 60 seconds

Gold requirement- 12 junks

Mission 3

Objective- Reach the goal in 60 seconds. Knock away any
obstacles in your path.

Character- Knuckles

Time Limit- 60 seconds

Gold requirement- 50 seconds or less

Mission 4

Objective- Use Air Ride to pass through 6 or more Rings and
reach the goal before Storm appears.

Character- Tails

Time Limit- 6 seconds

Gold requirement- 12 rings

Mission 5

Objective- Do over 6 grinds to get the treasure before Storm
appears.

Character- Sonic

Time Limit- 65 seconds

Gold requirement- 11 grinds

Egg Factory [EGFY]

Mission 1

Objective- Perform tricks to get 14 or more points before
Storm appears.

Character- Amy

Time Limit- 70 seconds

Gold requirement- 33 points

Mission 2

Objective- Collect 6 or more pieces of junk before
Storm appears.

Character- Tails

Time Limit- 70 seconds

Gold requirement- 12 junks

Mission 3

Objective- Evade the monitoring robots and reach the goal
in 65 seconds.

Character- Sonic

Time Limit- 65 seconds

Gold requirement- 53 seconds or less

Mission 4

Objective- The surveillance robots have gone totally out of
control. Destroy 9 or more robots to stop the
chaos.

Character- Knuckles

Time Limit- 70 seconds

Gold requirement- 15 robots

Mission 5

Objective- Get the reassurance that the robot has before Storm
appears.

Character- Knuckles

Time Limit- 70 seconds

Gold requirement- 21 seconds or less

Green Cave [GRCV]

Mission 1

Objective- Perform tricks to get 12 or more points before
Storm appears.

Character- Amy
Time Limit- 70 seconds
Gold requirements- 26 points

Mission 2

Objective- Collect 6 or more pieces of junk before Storm
appears.

Character- Knuckles
Time Limit- 65 seconds
Gold requirement- 12 junks

Mission 3

Objective- Go as far into the forest as you can before Storm
appears and reach the goal in 65 seconds or less.

Character- Tails
Time Limit- 65 seconds
Gold requirement- 54 seconds or less

Mission 4

Objective- There is a route where you can go down. Do 4 or
more grinds so Storm's work goes to waste.

Character- Sonic
Time Limit- 65 seconds
Gold requirement- 8 grinds

Mission 5

Objective- Use Air Ride 19 times or more to get the treasure
before Storm appears.

Character- Tails
Time Limit- 80 seconds
Gold requirement- 33 rings

Sand Ruins [SDRN]

Mission 1

Objective- Perform tricks to get 14 or more points to excite
the crowd before Storm catches up.

Character- Amy
Time Limit- 70 seconds
Gold requirement- 34 points

Mission 2

Objective- Collect 6 or more pieces of junk before Storm
appears.

Character- Sonic

Time Limit- 70 seconds
Gold requirement- 12 junks

Mission 3

Objective- Reach the goal in 65 seconds. Knock away any
obstacles in your path.

Character- Knuckles

Time Limit- 65 seconds

Gold requirement- 56 seconds

Mission 4

Objective- Use Air Ride to pass through 8 or more Rings
before Storm appears.

Character- Tails

Time Limit- 65 seconds

Gold requirement- 15 Rings

Mission 5

Objective- Destroy 7 stone statues in a row to uncover the
hidden treasure before Storm appears.

Character- Knuckles (w/ High Booster)

Time Limit- 75 seconds

Gold requirement- 7 seconds or less

Babylon Garden [BBLN]

Mission 1

Objective- Perform tricks to get 12 or more points and split
before Storm appears.

Character- Amy

Time Limit- 75 seconds

Gold requirement- 24 points

Mission 2

Objective- Collect 6 or more pieces of junk before Storm
appears.

Character- Tails

Time Limit- 75 seconds

Gold requirement- 12 junks

Mission 3

Objective- Avoid the obstacles and reach the goal in 75
seconds.

Character- Sonic

Time Limit- 75 seconds

Gold requirement- 64 seconds or less

Mission 4

Objective- Smash 9 or more objects to make Storm's work go to waste.
Character- Knuckles
Time Limit- 75 seconds
Gold requirement- 15 objects

Mission 5

Objective- Grind 6 or more times to get the treasure before Storm appears.
Character- Sonic
Time Limit- 80 seconds
Gold requirement- 12 grinds

Digital Dimension [DTDM]

-Unlocked by completing Babylon story.

Mission 1

Objective- Perform tricks to get 12 or more points before Storm catches up.
Character- Amy
Time Limit- 75 seconds
Gold requirement- 24 points

Mission 2

Objective- Collect 6 or more pieces of junk before Storm appears.
Character- Knuckles
Time Limit- 75 seconds
Gold requirement- 12 junks

Mission 3

Objective- Reach the goal in 75 seconds or less, before Storm appears.
Character- Tails
Time Limit- 75 seconds
Gold requirement- 60 seconds or less

Mission 4

Objective- Traps in sub-space. Get past these obstacles by doing 5 or more grinds.
Character- Sonic
Time Limit- 75 seconds
Gold requirement- 10 grinds

Mission 5

Objective- Destroy 7 stone statues in a row while in sub-space to uncover the hidden treasure before Storm appears.

Character- Knuckles (w/ High Booster)

Time Limit- 75 seconds

Gold requirement- 10 seconds or less

SEGA Carnival [CNVL]

-Unlocked by completing Heroes Cup in World Grand Prix with Gold (48-50 points)

Mission 1

Objective- Perform tricks to get 16 or more points to excite the crowd and split before Storm catches up.

Character- Amy

Time Limit- 75 seconds

Gold requirement- 36 points

Mission 2

Objective- Collect 6 or more pieces of junk before Storm gets one.

Character- Tails

Time Limit- 70 seconds

Gold requirement- 12 junks

Mission 3

Objective- Reach the goal in 70 seconds so Storm's work goes to waste.

Character- Sonic

Time Limit- 70 seconds

Gold requirement- 55 seconds or less

Mission 4

Objective- Smash 9 or more objects to reduce Storm's morale.

Character- Knuckles

Time Limit- 70 seconds

Gold requirement- 15 objects

Mission 5

Objective- Use Air Ride 28 or more times to get the treasure before Storm appears.

Character- Tails

Time Limit- 80 seconds

Gold requirement- 35 Rings

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Wave's Missions [WAVE]

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Wave's missions are unlocked one by one as you progress through the Babylon story.

Night Chase [NGHT]

Mission 1

Objective- Perform tricks to get 14 or more poits before Wave catches up.

Character- Cream

Time Limit- 60 seconds

Gold requirement- 24 points

Mission 2

Objective- Collect 8 or more pieces of junk before Wave appears.

Character- Tails

Time Limit- 65 seconds

Gold requirement- 12 junks

Mission 3

Objective- The path is blocked by a truck. Weave through traffic and reach the goal within 60 seconds.

Character- Sonic

Time Limit- 60 seconds

Gold requirement- 48 seconds or less

Mission 4

Objective- Knock away 4 or more police cars to force Wave to change her plan.

Character- Knuckles

Time Limit- 60 seconds

Gold requirement- 15 cars

Mission 5

Objective- Be clever with your gear! Try to keep your speed over 140 as you head toward the goal.

Character- Sonic

Time Limit- 55 seconds

Gold requirement- 48 seconds or less

Red Canyon [RDCN]

Mission 1

Objective- Perform tricks to get 12 or more points to excite
the crowd before Wave catches up.

Character- Cream

Time Limit- 70 seconds

Gold requirement- 18 points

Mission 2

Objective- Collect 8 or more pieces of junk before Wave
appears.

Character- Sonic

Time Limit- 70 seconds

Gold requirement- 12 junks

Mission 3

Objective- Reach the goal in 65 seconds. Knock away any
obstacles in your path!

Character- Knuckles

Time Limit- 65 seconds

Gold requirement- 57 seconds or less

Mission 4

Objective- Use Air Ride to pass through 8 or more Rings and
reach the goal.

Character- Tails

Time Limit- 65 seconds

Gold requirement- 15 rings

Mission 5

Objective- Reach the goal with over half your AIR left.

Character- Tails (with Air Tank)

Time Limit- 80 seconds

Gold requirement- 180 or more

Ice Factory [ICFY]

Mission 1

Objective- Perform tricks to get 18 or more points to show
off your skills.

Character- Cream

Time Limit- 85 seconds

Gold requirement- 30 points

Mission 2

Objective- Collect 8 or more pieces of junk before Wave

appears.

Character- Tails

Time Limit- 80 seconds

Gold requirement- 12 junks

Mission 3

Objective- Evade the monitoring robots and reach the goal in
75 seconds.

Character- Sonic

Time Limit- 75 seconds

Gold requirement- 63 seconds or less

Mission 4

Objective- The surveillance robots robots have gone totally
out of control. Destroy 9 or more to stop the
chaos.

Character- Knuckles

Time Limit- 80 seconds

Gold requirement- 15 robots

Mission 5

Objective- A bunch of rings have just appeared. Collect 50
or more rings, then reach the goal.

Character- Sonic

Time Limit- 75 seconds

Gold requirement- 70 or more

White Cave [WTCV]

Mission 1

Objective- Perform tricks to get 14 or more points and spilt
before Wave appears.

Character- Cream

Time Limit- 65 seconds

Gold requirement- 22 points

Mission 2

Objective- Collect 8 or more pieces of junk before Wave
appears.

Character- Knuckles

Time Limit- 65 seconds

Gold requirement- 12 junks

Mission 3

Objective- Go as far into the forest as you can before Wave

appears and reach the goal in 60 seconds.

Character- Tails

Time Limit- 60 seconds

Gold requirement- 50 seconds or less

Mission 4

Objective- There is a route where you can go down. Do 4 or more grinds so Wave's work goes to waste.

Character- Sonic

Time Limit- 60 seconds

Gold requirement- 8 grinds

Mission 5

Objective- Fight with Wave! Hit her with 1 or more attacks and reach the goal before she does.

Character- Sonic

Time Limit- 70 seconds

Gold requirement- 3 hits

Dark Desert [DRKD]

Mission 1

Objective- Perform tricks to get 14 or more points to excite the crowd before Wave catches up.

Character- Cream

Time Limit- 70 seconds

Gold requirement- 28 points

Mission 2

Objective- Collect 8 or more pieces of junk before Wave appears.

Character- Sonic

Time Limit- 65 seconds

Gold requirement- 12 junks

Mission 3

Objective- Reach the goal in 70 seconds. Knock away any obstacles in your path!

Character- Knuckles

Time Limit- 70 seconds

Gold requirement- 58 seconds or less

Mission 4

Objective- Use Air Ride to pass through 7 or more Rings and reach the goal before Wave appears.

Character- Tails

Time Limit- 70 seconds

Gold requirement- 15 rings

Mission 5

Objective- A bunch of rings have just appeared! Collect 50
or more rings, then reach the goal.

Character- Sonic

Time Limit- 70 seconds

Gold requirement- 70 or more

Sky Road [SKRD]

Mission 1

Objective- Perform tricks to get 16 or more points and split
before Wave appears.

Character- Cream

Time Limit- 65 seconds

Gold requirement- 30 points

Mission 2

Objective- Collect 8 or more pieces of junk before Wave
appears.

Character- Tails

Time Limit- 65 seconds

Gold requirement- 12 junks

Mission 3

Objective- Avoid the obstacles and reach the goal in 65
seconds.

Character- Sonic

Time Limit- 65 seconds

Gold requirement- 52 seconds or less

Mission 4

Objective- Smash 9 or more objects to make Wave's work go to
waste.

Character- Knuckles

Time Limit- 65 seconds

Gold requirement- 15 obstacles

Mission 5

Objective- Be clever with your gear! Try to keep your speed
over 140 as you head toward the goal!

Character- Knuckles

Time Limit- 65 seconds

Gold requirement- 54 seconds or less

Babylon Guardian [GRDN]

Mission 1

Objective- Perform tricks to get 12 or more points and split
before Wave appears.

Character- Cream

Time Limit- 45 seconds

Gold requirement- 20 points

Mission 2

Objective- Collect 8 or more pieces of junk before Wave
appears.

Character- Knuckles

Time Limit- 45 seconds

Gold requirement- 12 junks

Mission 3

Objective- Go as far as you can before Wave appears and
reach the goal in 45 seconds.

Character- Tails

Time Limit- 45 seconds

Gold requirement- 38 seconds or less

Mission 4

Objective- Traps in sub-space? Get past these obstacles by
doing 5 or more grinds.

Character- Sonic

Time Limit- 50 seconds

Gold requirement- 10 grinds

Mission 5

Objective- Reach the goal with half your Air left.

Character- Sonic

Time Limit- 50 seconds

Gold requirement- 180 or more

SEGA Illusion [ILLN]

Mission 1

Objective- Perform tricks to get 14 or more points and split
before Wave appears.

Character- Cream
Time Limit- 75 seconds
Gold requirement- 26 points

Mission 2

Objective- Collect 8 or more pieces of junk before Wave
appears.

Character- Tails
Time Limit- 75 seconds
Gold requirement- 12 junks

Mission 3

Objective- Reach the goal in 75 seconds so Wave's work goes
to waste.

Character- Sonic
Time Limit- 75 seconds
Gold requirement- 61 seconds or less

Mission 4

Objective- Smash 9 or more objects to reduce Wave's morale.

Character- Knuckles
Time Limit- 80 seconds
Gold requirement- 15 objects

Mission 5

Objective- Fight with Wave! Hit her with 1 or more attacks
and reach the goal before she does!

Character- Sonic
Time Limit- 75 seconds
Gold requirement- 3 hits

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Jet's Missions [JETM]
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Jet's missions are unlocked after completing ALL of Storm
and Wave's missions. This includes SEGA Carnival and SEGA
Illusion, which are unlocked by completing Heroes and
Babylon Cups with Gold (48-50 points) in World Grand Prix.

Extra 1 [EXT1]

Mission 1

Objective- Jet is following you! Maintain a speed of at
least 140 to break away from him.

Character- Sonic
Track- Metal City
Time Limit- 55 seconds
Gold requirement- 49 seconds or less

Mission 2

Objective- Reach the goal with over half of your Air left.
Character- Tails (with Air Tank)
Track- Splash Canyon
Time Limit- 70 seconds
Gold requirement- 180 or more

Mission 3

Objective- A bunch of rings have just appeared. Collect 50
 or more rings, then reach the goal.
Character- Sonic
Track- Egg Factory
Time Limit- 70 seconds
Gold requirement- 70 or more

Mission 4

Objective- Fight with Jet! Hit him with 1 or more attack and
 reach the goal before he does.
Character- Knuckles
Track- Green Cave
Time Limit- 75 seconds
Gold requirement- 3 hits

Mission 5

Objective- Fight with Jet! Collect the scattered junk and
 reach the goal before Jet does.
Character- Sonic
Track- SEGA Carnival
Time Limit- 75 seconds
Gold requirement- 12 junks

Extra 2 [EXT2]

Mission 1

Objective- A bunch of rings have just appeared. Collect 50
 or more rings, then reach the goal.
Character- Sonic
Track- Sand Ruins
Time Limit- 70 seconds
Gold requirement- 70 rings or more

Mission 2

Objective- Jet is following you! Maintain a speed of at
 least 140 to break away from him.

Character- Knuckles (with High Booster)

Track- Babylon Garden

Time Limit- 70 seconds

Gold requirement- 62 seconds or less

Mission 3

Objective- Reach the goal with over half your Air left.

Character- Sonic (with Air Tank)

Track- Digital Dimension

Time Limit- 80 seconds

Gold requirement- 180 or more

Mission 4

Objective- Fight with Jet! Hit him with 1 or more attacks
and reach the goal before he does.

Character- Knuckles

Track- SEGA Carnival

Time Limit- 70 seconds

Gold requirement- 3 hits

Mission 5

Objective- A match with Jet to prove who is the fastest!
Prove that you are by reaching the goal before
Jet!

Character- Sonic

Track- Sand Ruins

Time Limit- 65 seconds

Gold requirement- 57 seconds or less

Extra 3 [EXT3]

Mission 1

Objective- Catch up to a police car and take the treasure
before Jet appears.

Character- Knuckles

Track- Night Chase

Time Limit- 60 seconds

Gold requirement- 20 seconds or less

Mission 2

Objective- Grind 8 or more times to get the treasure before
Jet appears.

Character- Sonic

Track- Red Canyon

Time Limit- 70 seconds

Gold requirement- 14 grinds

Mission 3

Objective- Catch up to a robot before Jet appears to grab
the treasure.

Character- Knuckles

Track- Ice Factory

Time Limit- 75 seconds

Gold requirement- 31 seconds or less

Mission 4

Objective- Use Air Ride 30 or more times to get the treasure
before Jet appears.

Character- Tails

Track- White Cave

Time Limit- 80 seconds

Gold requirement- 30 Rings

Mission 5

Objective- Fight with Jet! Collect the scattered junk and
reach the goal before
Jet does.

Character- Sonic

Track- Night Chase

Time Limit- 60 seconds

Gold requirement- 12 junks

Extra 4 [EXT4]

Mission 1

Objective- Destroy 7 stone statues in a row to uncover the
hidden treasure before Jet appears.

Character- Knuckles (with High Booster)

Track- Dark Desert

Time Limit- 70 seconds

Gold requirement- 24 seconds or less

Mission 2

Objective- Grind 8 or more times to get the treasure before
Jet appears.

Character- Sonic

Track- Sky Road

Time Limit- 70 seconds

Gold requirement- 14 grinds

Mission 3

Objective- Destroy 7 stone statues in a row while in
sub-space to uncover the hidden treasure before

Jet appears.

Character- Knuckles (with High Booster)

Track- Babylon Guardian

Time Limit- 45 seconds

Gold requirement- 9 seconds or less

Mission 4

Objective- Use Air Ride 26 or more times to get the treasure before Jet appears.

Character- Tails

Track- SEGA Carnival

Time Limit- 75 seconds

Gold requirement- 33 Rings

Mission 5

Objective- The final battle with Storm, Wave and Jet! Prove you're the best by reaching the goal before them.

Character- Sonic

Track- Sky Road

Time Limit- 70 seconds

Gold requirement- 57 seconds or less

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Rewards

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I bet you're wondering why you should even bother completing Mission Mode, aside from bragging rights. After completing all 100 missions, characters "NiGHTS", "AiAi" and "Ulala" are unlocked. Extreme Gears "Opa Opa", "The Crazy", "Hang-On" and "Super Hang-On" are available for purchase in the shop. Remember those junks you were collecting? Those can be used to repair the treasures found in Mission 5 of Storm's missions. And if you're persistent enough and get Gold on all missions, "Chaos Emerald" is unlocked which is used to play as Super Sonic.

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Contact Info

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See any spelling errors or other mistakes? Or maybe you need help getting a particular gold (hopefully there won't be many of those, I'll be adding gold strategies in the next version) Email me at faiakouken@hotmail.com, but be sure to put "Mission FAQ" in the subject line. Oh, and no attachments. Alternatively, I'll be at the Gamecube Sonic Riders board.

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Thanks

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-GameFAQs, for obvious reasons
-SEGA/Sonic Team, for creating a game that actually motivated me to do a FAQ.
-My GC, for not breaking after the countless hours I put on

it.

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Legal Mumbo Jumbo

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