# Sonic Riders Junk/Treasure Guide

by Angnix

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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.

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Sonic Riders Junk and Treasure Guide
Version 1.0
By Angnix (Angela Petersen)
angnix@gmail.com
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This may be just my 10th written FAQS... but it's Sonic's 15th Anniversary!!!
www.summerofsonic.com
This guide was written based on the Gamecube version, sorry if I happen to
mention Gamecube buttons too much.
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Version History:
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Version 1.0: 6/14/06
VERSION 1.0 IS HERE!!!
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I've been busy lately... when Sonic Riders came out I did get it and I found
enough time to finish Story Mode pretty quickly, but I just couldn't bother
with the rest of the game yet. Also I didn't have my own computer with me. But
now I am back for the Summer, at least a little while, and I have my computer
back and I had the time to catch up on this game, so why not write about it,
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This guide assumes you already know all the moves and how to properly take character shortcuts and how to do trick jumps. If you do not know how to do these things, please consult another guide.

## Enjoy!

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1. What are Missions, Junk and Treasure?

Junk and Treasure are capsules with yellow diamonds floating above them found in many Missions.

You get Missions by doing other things in the game and you can earn either a bronze, silver or gold metal, here is briefly how to unlock the missions (UNLOCK SPOILERS):

Two extra missions for each track (or EXTRA in the case of Jet): Beat the first three missions with at least a Bronze metal.

#### Storm:

Metal City, Splash Canyon, Egg Factory, Green Cave, Sand Ruins and Babylon Garden: Beat the Hero Story in Story Mode.

Digital Dimension: Beat the Babylon Story in Story Mode.

SEGA CARNIVAL: Get a Gold Metal in the Heroes Cup in Normal Race: World Grand Prix by getting at least 48 points (at least four first places and one second place).

## Wave:

Night Chase, Red Canyon, Ice Factory, White Cave, Dark Desert, Sky Road and Babylon Guardian: Beat the Babylon Story in Story Mode

SEGA ILLUSION: Get a Gold Metal in the Babylon Cup in Normal Race: World Grand Prix by getting at least 48 points (at least four first places and one second place).

#### Jet:

EXTRA 1, 2, 3 and 4: Beat all of Storm's and Wave's Missions (including the SEGA track ones) with at least a Bronze Metal.

Junk comes in 5 colors, Green, Yellow, Red, Blue and Gray, Gray being the rare junk with normally only one in each mission except Jet's, and Treasure is Purple and can be either a broken board or a repair manual. The colors are based on the color of the "cap" of the capsule. Isn't that cute, the junk and treasure is the same color as the 6 main characters...

Anyway, there are specific missions where you need to collect certain amounts of junk to get either a bronze, silver or gold metal, and some Storm and Jet missions have the word "treasure" in their description and you can find the capsule somewhere in that mission. I could look it up, but I do not know exactly what treasure is in each mission so this guide will just tell you where there is treasure, now what it is.

To see what Junk and Treasure you have, press Y (or I am assuming a different button if you don't have a Gamecube) on the Mission Select Screen. As you can see, there is Treasure A-D and Junks. Treasure A-D will show you what Treasure you have, each broken board is paired up with a repair manual, and the last

column shows you how much Junk you have collected, you need to finish a mission to collect junk.

And here is the cool part and one of the two reasons you should be grabbing that Junk and Treasure! The repair manuals tell you how much of each kind of junk it takes to repair a broken board. If you have that broken board, the repair manual and enough junk, pressing A when you have the board selected will give you the option to fix the board and then it's yours! You can get 4 boards you can't buy this way and of course there is a section about this.

And of course I must mention the second benefit for finding all of the junk is getting Gold Emblems in those particular missions... you get a nice reward for Gold Medaling the entire game, so keep at it!

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# 2. Helpful Moves and Tips ~\*~\*~\*~\*~\*~\*~\*~\*~\*

A couple of things sort of explained in the instruction book, they are important and I'll try to explain them better and some tips in general.

## Air Sliding and Braking:

R and directional buttons is standard racing drifting and you get a burst of speed at the end. If you don't want a boost of speed Brake instead to gradually go around the curve.

#### Jumping:

Hold down A (or other button if you don't have a Gamecube), the longer you hold A the stronger you jump but the more air you loose. Off of a ramp you jump farther the closer you are to the edge of the ramp. When jumping off a ramp flip around a lot and you will be scored on how well the tricks you did were ranging from C which is bad to the rare XX, this score determines both an Air and Speed bonus after landing.

## Back and Forward Flip:

Press Back or Forward when jumping off a ramp to jump really far. Back gets you higher up and Forward gets you farther. Different shortcuts and junks need different tricks off ramps and it is not always obvious which one to do.

#### Type Specific Abilities:

Usually indicated by monitors, Blue Speed monitors mean grinding, Yellow Flight monitors mean Air Riding and Red Power monitors mean Smashing Objects. Type specific abilities allow you to take shortcuts that may have junk and treasure in them and also refill your Air a little. Going through more than one type specific thing will cause "Links" to appear which will give you an increased Air bonus.

## Grinding: Speed type

To grind a rail you need to jump either off the ground or a ramp to catch a rail. A flashing blue light indicates the beginning of a rail and a red light the end. If you see another rail near the end of the one you are on or in some cases another rail near the one you are on you need to tap A twice to catch the next rail and earn Links.

## Air Riding: Flight type

You start flying through the air by either just going down a special ramp that you don't even have to jump off of, it looks different than other level ramps and has the Flight monitor in front of it, or sometimes you have to jump off a ramp to catch a Flight Ring. Always you will have to catch Flight Rings to continue on, when flying through the air press up or down to change your

course. You will float down slowly. If you do not catch Flight Rings you will eventually fall. Catch a lot of Flight Rings to get a lot of Links.

Smashing Objects: Power type

Just run into objects to smash them. Smash a lot of things one after another quickly to earn links. Some of the Power type shortcuts are very sneakily hidden and are just indicated by different colored scenery.

Helpful Tips for Grabbing Junk and Treasure:

Junk is usually more a test of knowing how to use Flips, Type Abilities and Maneuverability than it is of Speed. You should have plenty of time to leisurely pick up Junk and Boosting just makes it harder to grab Junk.

Treasure is on the path you would take anyway if you are just trying to finish a mission or get a Gold Metal, so Treasure tests whatever skills that particular mission tests.

If Junk is on a curve, be careful Sliding through the curve, slowly go through the curve, or don't even turn at all till you after you have grabbed the Junk. It's better to fall of the course with the junk than stay on the course and miss the Junk if you are going for a Gold Metal.

Junk can be sneaky and could be up high off a ramp, especially in Wave's and Jet's Missions, so do Backwards Flips off ramps to make sure it's not hiding up there.

In Wave and Jet Missions, if you see a lot of bombs with one opening, they are probably guarding a path that has Junk. If they are on a ramp, that means you probably must do a Flip off that ramp and the Bombs are there to try to stop you from doing that.

And finally the best tip of all, get to know the levels like the back of your hand and the specific shortcuts in each.

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This is a guide to the junk missions (there are 12 junk in each mission) and gives important info for each one including what junk the mission contains (useful if you don't have enough for a specific board and want to go through a mission just for a junk), where the junk is and what color it is, and other info about the mission itself. Enjoy.

Description:

Collect 6 or more pieces of junk before Storm appears.

Bronze Metal: 6 Junk Silver Metal: 10 Junk Gold Metal: 12 Junk

Basic, the Junk is pretty much either on the straight track and in the type specific shortcuts.

~\*~\*~\*~\*~\*~\*~ 3.a.1. Metal City Mission 2 Junk ~\*~\*~\*~\*~\*~ Character: Tails Board: Yellow Tail Time Limit: 1 minute Junk Totals: Green X 2 Yellow X 3 Red X 2 Blue X 4 Gray X 1 Notes: Pretty easy to grab all 12 if you know how to use Flight type Rings and both types of Flips. You might have to practice catching and taking the second set of flight rings a little bit. Walkthrough: Junk 1 (Green): Straight ahead from the start before the first ramp. Junk 2 (Yellow): On the ramp behind Junk 1, do a strong Forward Flip to land on the shortcut track above. It's then straight ahead of you on this track. Junk 3 (Red): The inside corner of the next right turn so hug the corner very Junk 4 (Blue) and 5 (Gray): Go off the first flight ramp and through the three flight Rings, 4 is before Ring one and 5 is before the second one. Junk 6 (Blue): At the two tunnels, it's in front of the right one. Junk 7 (Red) and 8 (Blue): After the tunnel, on the right hand side just a little past the train you will see a Flight monitor. There are two trick jump ramps against the wall, use the first one to jump up and hit a Flight Ring, Junk 7 is in front of the first Ring, to get 8 make sure to press up while flying strongly to catch the next Ring so you can continue on to the third Ring to grab 8. Junk 9 (Yellow): Before the next right turn. Junk 10 (Yellow): Very close to 9 in the inside corner of the curve. Junk 11 (Blue): Soon after grabbing 10, a little on the left side of the track. Junk 12 (Green): Do a strong Backward Flip off the next ramp to take the shortcut route, you should land on it before the next ramp. .. \* .. \* .. \* .. \* .. \* .. \* .. \* .. \* .. \* .. \* .. \* .. 3.a.2. Splash Canyon Mission 2 Junk ~\*~\*~\*~\*~ Character: Sonic Board: Blue Star Time Limit: 1 minute Junk Totals: Green X 2 Yellow X 4 Red X 2 Blue X 3 Gray X 1 Notes: Pretty easy, make sure to quickly change rails to grab 7 and 8 which are the most trouble. Walkthrough: Junk 1 (Yellow): Straight ahead from the beginning. Junk 2(Blue), 3(Red) and 4(Green): After the gentle curve, you will see a grind rail against the right side of the track, catch it to grab an easy three

Junk 5(Yellow): Off the next ramp do a strong Forward Flip to land on the

upper shortcut track. The Junk is just before you hit the fast moving water. Junk 6(Blue), 7 (Gray) and 8(Red): After the crazy water ride tosses you up in the air, you will see the giant wheel thing stuck in the water and a Speed monitor. It is a ramp, trick off it, you will have to aim a little, to land on a rail. Junk 6 is on that rail, but think fast, to grab 7 and 8 at the end of the rail you need to tap A twice to switch rails.

Junk 9(Blue): In front of the giant water wheel.

Junk 10 (Green) and 11 (Yellow): Both inside the crystal tunnel and easy to grab. You can boost in here if you are level 2 or 3 to break through the crystals easier.

Junk 12 (Yellow): On the ramp at the end of the tunnel do a Backward Flip, out of the waterfall a rainbow will appear you grind on and the last junk is on the rainbow.

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3.a.3. Egg Factory Mission 2 Junk

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Character: Tails
Board: Yellow Tail

Time Limit: 1 minute 10 seconds

Junk Totals: Green X 2 Yellow X 3 Red X 2

Blue X 4

Gray X 1

Notes:

This one actually is about medium difficulty or maybe verging on hard because of having to think quickly to catch junks and a couple of junks like 6 and 7 that requires a very sharp right turn and good Flight type skills and Junk 8 that are easy to hit a speed booster and speed past.

Walkthrough:

Junk 1(Blue): After the first ramp it's on the far left hand side of the tunnel.

Junk 2(Gray): After grabbing number 1 stay on that side of the tunnel, the ledge coming up you can jump off of, Forward Flip off of it to the left to catch a Flight Ring and the junk is in front of the second ring.

Junk 3(Green): In front of you after you went through the flight rings.

Junk 4 (Yellow): After the U turn before the next ramp.

Junk 5(Red): Do a strong Forward Flip from the ramp behind number 4 to reach the shortcut. The junk is to the right before the next turn, the right most speed booster pad will send you directly into it.

Junk 6(Yellow) and Junk 7(Blue): After the heat thingy bounces you up in the air, make a very sharp right toward a flight ramp. Air Ride, 6 is before the first Flight Ring, 7 is in front of the second ring.

Junk 8(Green): After the lava curtain, take a sharp left and try to hit the left most speed booster located at the first sharp left turn, the junk is in the inner most corner of the second sharp left turn, hitting the left most booster at the first turn should send you into it.

Junk 9(Blue): Just before you enter the room with the huge turning machine. Junk 10(Yellow): Just before you leave the room mentioned above the normal way. (Don't take the shortcut to the left where you get hit by the turning arms a little)

Junk 11(Red): Just before the part where you are on the line ride or whatever it's called... where you can twirl the joystick and fill up your air and you go around the fireball with Eggman's face in it...

Junk 12 (Blue): After the ride, it's to the right before the right turn.

3.a.4. Green Cave Mission 2 Junk

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Character: Knuckles

Board: Red Rock

Time Limit: 1 minute 5 seconds

Junk Totals:

Green X 4

Yellow X 3

Red X 2

Blue X 2

Gray X 1

Notes:

Pretty straightforward, but might need some practice to catch everything correctly, especially 6-9 and 12.

Walkthrough:

Junk 1(Green) and 2 (Yellow): On the first large curve to the left in the middle of the curve, so carefully go through it.

Junk 3(Green) and Junk 4(Red): After the curve straight ahead you will see a Power Monitor, it's in front of an Arrow Sign that can be smashed to reveal a shortcut. 3 is in front of the sign under the monitor, 4 is on the shortcut path. This path is automated and you can twirl the control stick around to gain Air.

Junk 5 (Yellow): After the shortcut head to the right, the junk is in front of the right path vine.

Junk 6(Blue): It's on top of the twisting vine, since the vine does twist, you need to do small adjustments to stay on the correct path toward the junk and try not to go very fast here.

Junk 7 (Green): After riding on the ugly centipede thing after hitting the first set of speed boosters, stay slightly to the right of the narrow path to

Junk 8 (Yellow) and Junk 9 (Gray): You will see another Power monitor to your left, 8 is in front of the arrow sign, 9 is in the beginning of the blackberry path to the right... isn't it fun smashing giant berries? Or are they grapes? Whatever...

Junk 10 (Blue): You will see it straight ahead of you after coming out of the blackberries, try not to fall into the abyss to your right.

Junk 11 (Green): The speed boosters behind 10 should take you right to 11. Junk 12 (Red): At the next ramp, do a strong Backward Flip to land on a high shortcut spider web that also contains this junk.

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3.a.5. Sand Ruins Mission 2 Junk

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Board: Blue Star

Time Limit: 1 minute 10 seconds

Junk Totals:

Green X 2

Yellow X 4

Red X 2

Blue X 3

Gray X 1

Notes:

Junks 7 and 8 are IMO two of the hardest junks to get in this game. I would suggest not bothering with them unless you want a Gold Metal. 4 and 5 can be a little tricky also, the rest are not bad.

Walkthrough: `

Junk 1 (Yellow): After heading out of the gate, head to the right a little. Junk 2 (Blue): Go through the arch and turn to the left, see the rising pillars, stay down the middle of them and you will find this junk.

Junk 3(Yellow), 4(Red) and 5(Green): After the huge jump, head slightly to the left toward the Speed monitor near the sand hill. Jump on that rail to grab 3. Now here is the tricky part, this rail continues downwards, but instead before this rail steeply goes down, you need to double jump to catch the rail that is going along the edge of the ceiling that has junks 4 and 5 on it.

Junk 6(Blue): After getting off this rail to the right a little, shortly before the next big ramp.

Junk 7(Yellow) and 8(Gray): VERY tricky set of jumps. After the large jump, you are now inside. To the left you will see a Speed Monitor. To jump on the first rail that has number 7 on the end of it you need to jump just to the left of the Speed Boosters. If you hit the Speed Boosters you miss it, if you don't have enough speed when you jump you fall down to the lower path and you miss it... but going for the next junk is much trickier... You have to quickly double jump about TWICE because there are three rails close to each other that don't quite run into each other to grab 8, you need quick reflexes to get on the proper rail.

Junk 9(Yellow): Thankfully after that craziness of getting 8, they didn't put 9 on the upper shortcut path... anyway 9 is in the hallway in front of the entrance to the room with the giant rising pillars you have to U turn around. Junk 10(Green): After grabbing 9 and turning to the left, don't hit the Speed Boosters to your left, the green one is in between these boosters and the pillars.

Junk 11 (Blue): In front of the entrance to the giant bow and arrow room. Junk 12 (Red): When on the giant bow and arrow, twirl the control stick clockwise as fast as you can to charge up the bow fully so you are launched to the top of the stadium where this last junk sits.

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3.a.6. Babylon Garden Mission 2 Junk ~\*~\*~\*~\*~\*

Character: Tails
Board: Yellow Tail

Time Limit: 1 minute 15 seconds

Junk Totals: Green X 2 Yellow X 3 Red X 2 Blue X 4

Gray X 1
Notes:

7, 8 and 9 are a little rough, but overall not that bad if you really have your skills down.

Walkthrough:

Junk 1(Blue): Straight ahead from the start in front of the first ramp. Junk 2(Green): After landing off the first ramp, ahead you will see a jumping ramp and a curve to the left, the junk is tightly hugging the inner corner of this curve, so you need to strongly slide to the left or just go through it slowly while hugging but not bumping off of the inner fence.

Junk 3(Red): There is a gateway with three arches, the middle arch has a Flight ramp in it, air ride to grab the junk in front of the first Flight Ring. Junk 4(Yellow): After landing, you should see the junk in the inside corner of the next right turn, this one is easy to grab compared to 2.

Junk 5(Blue): Before the entrance to the turbulent air path.

Junk 6(Blue): After the plane ride the middle Speed Booster Pads will lead you directly into it.

Junk 7(Red), 8(Yellow) and 9(Gray): After the sharp right turn, to the left side of the path 7 is sitting in front of a Trick Jump Ramp with a Flight Ring above it. Take this Trick Jump to catch the Flight Rings so you can Air Ride

to 8 and 9.

Junk 10 (Blue): Before the sharp left turn around the tower, try not to start turning until after you grab the junk, even if you end up flying into the abyss.

Junk 11 (Yellow): After the sharp turn around the tower shortly before the next ramp.

Junk 12 (Green): Backward Flip off the ramp in back of 11 to reach the high shortcut path, after landing if you hit the speed booster in the middle you should run directly into 12.

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3.a.7. Digital Dimension Mission 2 Junk

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Character: Knuckles Board: Red Rock

Time Limit: 1 minute 15 seconds

Junk Totals: Green X 4 Yellow X 3 Red X 2

Blue X 2 Gray X 1

Notes:

You literally have to go through a lot of Hell (and Heaven) it seems to grab this junk... anyway, really not that bad of a level, I don't really have any specific notes.

Walkthrough:

Junk 1(Green): After a slight turn to the left, you will see this junk in front of a Power Monitor, easy to grab before crashing through the statue. Junk 2(Yellow): Take a right after smashing the statue, up ahead you will see the giant scary ghost head behind the ramp.

Junk 3 (Red) and 4 (Gray): Do a Forward Flip off these creepy ramp to catch the high shortcut that takes you above the horrible hands trying to pull you into the abyss... yeah, this track creeps me out... anyway after landing this junk is straight ahead and a slight and easy right and you will find 4.

Junk 5(Green): After turning on the shortcut path now stay straight and in the middle so when the boosters send you off the shortcut you will land directly on this junk.

Junk 6(Blue): In the center of the main path after a left turn.

Junk 7 (Yellow): Go toward the light... after finally entering a better place, head for the rightmost archway in a group of three(these archways are crazy, sometimes there is a stained glass window there and sometimes there is not) and this junk is right in front of it.

Junk 8(Green): The center one in the next group of three archways.

Junk 9 (Yellow): The rightmost of the next group of archways.

Junk 10 (Red): Soon after the track becomes digital, in front of a Power monitor.

Junk 11 (Blue): Smash the two stone slabs behind the Power monitor and it's straight ahead.

Junk 12 (Green): In the middle of the track before you reach the Goal line.

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3.a.8. SEGA CARNIVAL Mission 2 Junk 
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Character: Tails
Board: Yellow Tail

Time Limit: 1 minute 10 seconds

Junk Totals:
Green X 2
Yellow X 3

Red X 2

Blue X 4

Gray X 1

Notes:

7-9 can be kind of tough because they require good timing and good Flight Skills. Some of the shortcuts are blocked off.

Walkthrough:

Junk 1(Blue): Straight from the start toward the ledge, do a strong Flip off the ledge directly in the center.

Junk 2 (Yellow): Head slightly right after landing off the first ramp, easier if you don't hit the speed boosters.

Junk 3(Blue): Shortly after 2 before a small left curve.

Junk 4(Green): After a sharp left turn slightly to the right.

Junk 5(Yellow) and 6(Red): The next ramp sends you to the Pirate Ship. The upper shortcut is blocked off so you don't have to Flip. Inside the ship, head toward the Flight monitor and the Jump Ramp, Jump off it so you can Air Ride and hit Flight Rings, 5 is in front of the second ring and 6 in front of the third.

Junk 7(Blue) and 8(Gray): After being shot out of a cannon and the crazy ride inside a ball... when you land you need to prepare to jump off the first ledge to your right to catch Flight Rings to grab 7 and 8, 7 in front of the second Ring and 8 in front of the last one. Make sure to steer down a little to grab 7 but not too much!

Junk 9(Green): After landing from the Flight Rings it is on the last green floating square platform, under the device that you pass under that well gets you rings...

Junk 10 (Blue): After entering the city area, it's shortly before the drop-off to the right, easier to grab if you don't hit the Speed Boosters.

Junk 11 (Red): Further in the city in front of a building to your left slightly floating in the air, jump to grab it (There is this strange green glowing thing back there... not sure what it is or if you use it to grab the junk... I just avoid this area and jump slightly for the junk.)

Junk 12 (Yellow): On top of the large hill to the right a little.

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3.b. Wave's Junk

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Description:

Collect 8 or more pieces of junk before Wave appears.

Bronze Metal: 8 Junk Silver Metal: 10 Junk Gold Metal: 12 Junk

This time there are nasty bombs in your path, they have purple diamonds above them. Hitting one at it will slow you down and take away some of your Air, so be careful! Also as you can see the Bronze Metal Standard is also now 2 more than Storm's and in general the Junk is placed in less obvious and harder to grab places. Plus Sonic is now on his Blue Star II board which is faster and has worse cornering, which is bad for junk gathering purposes.

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3.b.1. Night Chase Mission 2 Junk 
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Character: Tails
Board: Yellow Tail

Time Limit: 1 minute 5 seconds

Junk Totals: Green X 2

Yellow X 3

Red X 2

Blue X 4

Gray X 1

Notes:

Takes practice and you will miss some first time through, but if you know what to expect it's not bad. 4 just takes a little bit of thinking... 8 and 9 can be hard to catch after just grabbing 7 and 11 and 12 take good trick jump timing. Walkthrough:

Junk 1(Blue): Off the first ramp do a strong Forward Flip to catch the upper shortcut route, then take the left side path.

Junk 2 (Yellow): When the path merges into one again, veer slightly to the right.

Junk 3 (Green): Straight ahead from 2.

Junk 4(Red): After taking the sharp right turn, you will see the Speed Boosters ahead that send you sliding against and arrow sign then to the normal route. Make sure to hit the leftmost of this long line of speed boosters so you are send into a junk instead of a bomb after hitting the sign.

Junk 5 (Blue): Try to dodge the cop cars... it's to the right slightly shortly before leaving the large tunnel.

Junk 6(Yellow): At the two tunnels, it's before the entrance to the right tunnel.

Junk 7(Blue), 8(Yellow) and 9(Gray): In the next area, ignore trick stuff to the side... at first... 7 is in the middle of the road behind the last small grassy strip but to grab 8 and 9 you then have to very quickly veer off to the left side to trick off the little trick ramp to catch Flight Type Rings. 8 is in front of the second ring and 9 in front of the third.

Junk 10 (Blue): in front of the next right curve.

Junk 11 (Red) and 12 (Green): At the next ramp do a strong Backward Flip to end up at the top shortcut instead of the Air grabbing ride. To grab 12 you must do another Backward Flip guickly off the next ramp.

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3.b.2. Red Canyon Mission 2 Junk

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Character: Sonic Board: Blue Star II

Time Limit: 1 minute 10 seconds

Junk Totals: Green X 2 Yellow X 4 Red X 2 Blue X 3

Gray X 1
Notes:

Very tricky to Gold Metal. For 3 and 4 you might want to jump earlier than you think to avoid the bomb. 7-10 involve rapid rail transfers, but not bad once you get the timing down, and 12 since it is in the waterfall and hard to steer just needs careful small steering adjustments when you get near it. Walkthrough:

Junk 1(Yellow): Pretty much straight ahead after the speed boosters.

Junk 2(Blue): At the end of the curve to the left, before the tunnel entrance.

Junk 3(Red) and 4(Yellow): Tricky, once you jump off the ramp and get inside

and hit the speed boosters you have to catch the rail under the speed monitor,

but there is a bomb beside it to the right, so you must steer well and jump on the rail.

Junk 5(Blue): Next to the waterfall on your left and barrels, watch out for bombs.

Junk 6 (Green): To the left of the entrance to the rapids.

Junk 7 (Yellow), 8 (Gray), 9 (Red), and 10 (Yellow): After being thrown up by the rapids, you need to jump off the wheel-like ramp to catch the rail with 7. Double jump where that rail ends to catch the next rail to grab 8 that is floating between those rails and do the same to grab the next rail with 9 and 10 on it.

Junk 11 (Green): In the tunnel before you break through the waterfall. Junk 12 (Blue): In the final rapids before the goal.

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3.b.3. Ice Factory Mission 2 Junk

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Character: Tails Board: Yellow Tail

Time Limit: 1 minute 20 seconds

Junk Totals: Green X 2 Yellow X 3 Red X 2 Blue X 4

Gray X 1 Notes:

To properly get through ice without going all over the place, make sure not to turn left or right even a little bit while riding through the ice or you will go out of control, instead if you are after something in the ice or on the other side, aim for it before hitting the ice and take a straight as an arrow path toward it.

The trick ramps are the next toughest point, since you need to jump off them in a good place to hit the rings.

Some of the yellows and greens maybe off in the below walkthrough, the total at the end of the level says above... but it must be the lighting in the level, I couldn't really tell yellow from green that well.

#### Walkthrough:

Junk 1 (Yellow): Floating high in the air over the first ramp, so straight ahead from the start then do a strong Backward Flip off the ramp.

Junk 2 (Green): Inside corner of the first sharp left turn. Hit the booster pads before the sharp turn, then very sharply turn to the left to grab it.

Junk 3(Blue): Sitting in front of the next ramp off to the left a little.

Junk 4(Green): In the next room it's to the left, near a trick ramp against the wall and a Flight-type monitor.

Junk 5 (Red): At the above mentioned trick ramp you want to jump so you hit the Flight ring in the hole in the wall, but you want to make sure you don't jump too far away from this hole, so jump toward the end of the ramp, if you jump too soon you often fall short and right on top of two bombs. The junk is found in the air after going through three Flight Rings and before entering the shortcut tunnel.

Junk 6(Yellow): Straight ahead after 5 and in the slight curve to the right. Junk 7 (Blue): Make sure when going through the next Flight Rings from Junk 6 that you steer up from the last ring to head back on the normal course. 7 is straight ahead from here on the other side of the large patch of ice. Junk 8(Red): Go through the next room, then it's sitting near the next sharp

right hand turn. To grab it try hitting the third Speed Booster to the right before coming to the turn.

Junk 9(Blue): After the sharp turns near the left wall is another trick ramp, this junk is in front of the ramp.

Junk 10 (Yellow) and 11 (Gray): As with the last trick ramp, you need to jump off this one near the end so you can hit the Flight Rings to grab 10 and 11. Careful when you land from the Air Ride, steer to the right a little or you might hit the wall next to the Eggman sign then fall into the abyss.

Junk 12 (Blue): In the middle of the path before the right curve that takes you to the Goal.

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3.b.4. White Cave Mission 2 Junk
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Character: Knuckles
Board: Red Rock
Time Limit: 1 minute 5 seconds
Junk Totals:
Green X 4
Yellow X 3
Red X 2
Blue X 2
Gray X 1
Notes:
Easy, seriously it is, the most straight-forward of Wave's Junk Missions, you
might only have trouble keeping on the course if you are unfamiliar with it. I
really don't have much to say about it other than what I have written below.
Out of all of them 11 is probably the most trouble, followed by 6 which has a
little bit of a falloff danger.
Walkthrough:
Junk 1(Green): Slightly to the left before the grove of trees.
Junk 2 (Yellow): In the center of the grove of trees, try not to hit trees!
Junk 3(Red): At the first ramp do a strong Forward Flip to land on the middle
shortcut, the junk is a little to the right up there.
Junk 4(Blue): On the main path in front of two rocks that surround a Speed
Booster.
Junk 5 (Yellow): Center of main path shortly before centipede ride.
Junk 6(Red): Left side of path after centipede ride in the outer corner of a
right turn. There is a chance of falling off the track here, so be careful.
Junk 7 (Green): Main path between some bombs.
Junk 8(Gray) and 9(Green): Crash through the arrow sign before the curve that
is beyond the Power monitor for a speed booster shortcut to grab quite
possibly the easiest gray junk in the game and a bonus green junk.
Junk 10 (Yellow): After the shortcut on the main path to the left.
Junk 11 (Blue): The higher spider web shortcut is broken... just jump off the
next ramp, this junk is in the inside corner of the right u-turn next to a
bomb, so you have to go around this curve tightly.
Junk 12 (Green): In front of the next ramp, the ramp that leads to the spider
~*~*~*~*~*~*
3.b.5. Dark Desert Mission 2 Junk
~*~*~*~*~*~*
Character: Sonic
Board: Blue Star II
Time Limit: 1 minute 5 seconds
Junk Totals:
Green X 2
Yellow X 4
Red X 2
Blue X 3
Gray X 1
Notes:
Junks 2-4 are very tricky until you realize that you need to mess up a jump as
I describe below in order to slow down. Other than that pretty typical.
Walkthrough:
Junk 1(Green): Do a strong Forward Flip from the first ramp at the top of the
stairs, it's floating in the air shortly before you land.
```

Junk 2(Blue): Floating about the first jumpable ledge slightly to the left,

jump off the ledge to grab it. (To make it easier to get the next two

intentionally get a C rank at this jump so you are going at a slower speed, if you jump off this and land fast you are much more likely to miss the next two junk, possibly hitting the bombs next to 3 and going so fast over the final ridge you can't jump to get 4.)

Junk 3 (Yellow): On the next jump ledge between two bombs. Don't jump here and just grab the junk. Make sure to still go pretty slow

Junk 4(Red): Floating above the third jumpable ridge to the left a little, jump off to grab it.

Junk 5(Blue): Before the entrance to the first inside area.

Junk 6(Yellow): Middle of main path after a couple of nasty turns.

Junk 7 (Red): At the three type room, go straight to take the Speed Path. Jump to catch the rail up ahead with this junk on it.

Junk 8 (Yellow): Just before you reach that weird room with the beam of light that shoots you up into the air, swerve over to the right a little to grab this junk at the very end of the yellow path.

Junk 9(Blue) and 10(Gray): After landing from that strange energy ball part, quickly go to the right so you can jump on a rail instead of hitting speed boosters. This rail has 9 on it, and double jumping will lead you to the rail with 10.

Junk 11 (Yellow): Straight ahead of you after grabbing 10.

Junk 12(Green): Shortly before reaching the goal in the middle of the main path, at the set of speed boosters in front of this junk take the middle one that will propel you into it.

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3.b.6. Sky Road Mission 2 Junk 
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Character: Tails
Board: Yellow Tail

Time Limit: 1 minute 5 seconds

Junk Totals: Green X 2 Yellow X 3 Red X 2

Blue X 4

Gray X 1
Notes:

7-10 trickiest, they need too timing and fast thinking. This track is possibly the hardest in the game and can be hard to stay on.

Walkthrough:

Junk 1(Yellow): Do a strong Backward Flip off the first ramp, it's floating very high up. Make sure you are in the center of the ramp, because avoiding the first obstacle tends to put you off-track slightly.

Junk 2(Yellow): In the next curve in the middle, it's actually pretty easy to grab, but make sure to then turn to the left quickly or you will ride straight off the track.

Junk 3(Blue): After jumping off the next ramp, it's on the track before a right turn.

Junk 4(Green): When going through the above mentioned turn it's important to stay to your left, the right is a ramp you don't want to jump off of, the track narrows considerably and the Green junk is there.

Junk 5(Red): The track swerves to the right past a bomb, and presto, junk 5, but watch out, there is a bomb immediately behind this junk, so swerve quickly to avoid it!

Junk 6(Blue): Left side of the track before a major left curve.

Junk 7(Yellow), 8(Gray),9(Red) and 10(Green): After this major turn, head to the right for 7. Then very soon after that charge up for a jump because a ramp is coming up you have to jump off of and grab the Flight Ring. 8 in front of

the second ring and 9 in front of the third. After grabbing 10 and still in the air, you must quickly steer down to land on top of 10. Junk 11(Blue): On the left side of the track before the next ramp. Junk 12 (Blue): Do a strong Backward Flip off this ramp to catch the higher shortcut to the end to grab this junk. ~\*~\*~\*~\*~\*~\*~\*~

3.b.7. Babylon Guardian Mission 2 Junk

~\*~\*~\*~\*~\*~\*~\*

Character: Knuckles Board: Red Rock

Time Limit: 45 seconds

Junk Totals: Green X 4 Yellow X 3 Red X 2

Blue X 2

Gray X 1

Notes:

Sort of like Digital Dimension, but this time just going through a lot of you know what...

Medium difficulty overall, easy in the beginning where you can Boost through rows of statues, the end is kind of harder because you can't hit bombs so you have enough air to grab the last junk off the ramp, so you don't want to Boost toward the end so even if you hit a bomb you might still have enough Air left to grab the last one.

#### Walkthrough:

Junk 1(Green): To the left in front of the first set of statues.

Junk 2 (Yellow): To the right in front of more statues.

Junk 3 (Red): To the left in front of statues.

Junk 4(Blue): Middle of right curve.

Junk 5 (Gray): Strong Forward Flip off next ramp.

Junk 6(Yellow): After landing, far left in front of statues.

Junk 7 (Blue): Middle of track in front of statues.

Junk 8(Green): Left side of track in front of more statues and in the middle of two rows of bombs to the left and right, so be slightly more careful.

Junk 9(Green): Similar situation to 8 in the middle of the track.

Junk 10 (Green): To the left of the track, it's a very tight squeeze between bombs, so approach carefully.

Junk 11 (Yellow): Straight ahead from 10 near a sharp right turn, careful of the row of bombs behind it.

Junk 12 (Red): As you can see two rows of bombs define the center of the next ramp. So of course you need to go in between them so you can Backward Flip for the last one.

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3.b.8. SEGA ILLUSION Mission 2 Junk

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Character: Tails Board: Yellow Tail

Time Limit: 1 minute 15 seconds

Junk Totals: Green X 2

Yellow X 3

Red X 2

Blue X 4

Gray X 1

A little tricky, the flips off the ramps can be tough to line up sometimes,

bombs are put in very terrible spots and the last junk is put in a place that is normally a Power-type path! Those sneaky game designers...

#### Walkthrough:

Junk 1(Blue) and 2(Yellow): From the start head to the right and jump off the ledge to catch the Flight Rings. 1 is in front of the second ring, and 2 in front of the fourth one.

Junk 3 (Red): Soon after landing it's in the next curve to the left, try flying above the Speed Boosters before you land.

Junk 4(Green): See how part of the next ramp is blocked by bombs? Go through the narrow gap in the middle and Backward Flip for the junk and to hit the laser-floored shortcut.

Junk 5(Blue): Straight ahead after grabbing 4 on the shortcut.

Junk 6(Yellow): Inside corner of next right curve, there are bombs beside it going across the curve, so be very careful and take the turn sharply.

Junk 7(Yellow): The next left curve, but as you can see there is one bomb to the left of the junk and a whole bunch to the right, so maneuver carefully once again.

Junk 8(Blue) and 9(Gray): After landing in the space port, head to the right and trick off the ramp against the wall to hit the Flight Rings above. 8 in front of the second ring and 9 in front of the fourth.

Junk 10 (Green): Right in front of you when you land from grabbing 9.

Junk 11 (Red): Strong Forward Flip off next ramp.

Junk 12 (Blue): At the Chu Chu Rocket part, squeeze by the bombs and hit the red arrow that is normally a Power path, you will crash into things, but the Junk is in there too.

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3.c. Jet's Junk

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Description:

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

Bronze Metal: 8 Junk Silver Metal: 10 Junk Gold Metal: 12 Junk

Now Jet is following Sonic and he will steal your junk, so you have a lot more to worry about! Now you have to make sure to grab even harder to get Junk quickly and beat Jet. Basically get in first place and stay in first place so you can get it before Jet does. But there is a plus, all of Jet's Junk is the rarest Gray Junk which is great if you are trying to repair the Legend Board...

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3.c.1. EXTRA 1 Mission 5 Junk

Course: SEGA CARNIVAL

Character: Sonic Board: Blue Star

Time Limit: 1 minute 15 seconds

Junk Totals: Gray X 12

Notes:

Pretty tricky, you must stay in front of Jet, and 7-9 in the Super Monkey Ball section are especially tricky since you have to jump quickly and line them up correctly.

Walkthrough:

Junk 1: Forward Flip off the middle of the first ledge. (Jet for some reason doesn't steal this one as far as I can see, but he will get a little ahead of you so you might want to boost after this.)

Junk 2: On the main track to the right a little.

Junk 3: After the first left curve to the right a little(Jet loves getting ahead of you and stealing this one.)

Junk 4: Middle of track after landing in ship.

Junk 5: After sharp right turn, careful, this one is easy to miss.

Junk 6: Shortly before the cannon a little to the left.

Junk 7: In the Monkey Ball part, floating above the ledge on the first tilty green platform, so flip to grab it and make sure to land on the next green platform.

Junk 8: Tricky! Carefully weave through the bowling pins, then get back to the center of the platform before jumping off the next ledge.

Junk 9: On the third green platform, right in front of the little machine that you pass under that gives you rings.

Junk 10: After entering the city, it's right in front of the steep drop-off to the right.

Junk 11: After the ramp and turning, stay to the left side of the track, so you hit the junk instead of a speed booster.

Junk 12: On top of the hill to the right.

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3.c.2. EXTRA 3 Mission 5 Junk

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Course: Night Chase Character: Sonic Board: Blue Star II Time Limit: 1 minute

Junk Totals: Gray X 12

Notes:

If you start ahead of Jet not bad, but be aware Jet will aggressively try to catch up with you and if he gets ahead of you seems to go after each and every piece of junk he can find.

This track is hard not because of where the junk is located, but because of all the obstacles, losing Air and Jet.

Walkthrough:

Junk 1: Before the first ramp to the right a little.

Junk 2: Once inside the tunnel, take the right path and it's against the right wall.

Junk 3: Further down the tunnel, avoid the obstacles staying to the right, it's before the path merges with the other one.

Junk 4: Before the huge right curve, up ahead is where the police cars come from.

Junk 5: Police car tunnel, slightly to the right.

Junk 6: At the next two tunnel entrances, it's in front of the left tunnel.

Junk 7: Exit of this tunnel, slightly to the right.

Junk 8: Middle of track past the train tracks (are if you are unlucky the train itself...) be careful of bombs in this area too.

Junk 9: Main path before gentle left curve.

Junk 10: Middle of next sharp U-turn to the right, watch out for bomb sitting behind it.

Junk 11: Middle of track after sharp turn

Junk 12: Middle of track shortly before next ramp.

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3.d. Junk Totals Summary

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Sometimes it is nice to have things listed out in one place.

Metal City Mission 2 Junk

Green X 2

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Yellow X 3
Red X 2
Blue X 4
Gray X 1
Splash Canyon Mission 2 Junk
Green X 2
Yellow X 4
Red X 2
Blue X 3
Gray X 1
Egg Factory Mission 2 Junk
Green X 2
Yellow X 3
Red X 2
Blue X 4
Gray X 1
Green Cave Mission 2 Junk
Green X 4
Yellow X 3
Red X 2
Blue X 2
Gray X 1
Sand Ruins Mission 2 Junk
Green X 2
Yellow X 4
Red X 2
Blue X 3
Gray X 1
Babylon Garden Mission 2 Junk
Green X 2
Yellow X 3
Red X 2
Blue X 4
Gray X 1
Digital Dimension Mission 2 Junk
Green X 4
Yellow X 3
Red X 2
Blue X 2
Gray X 1
SEGA CARNIVAL Mission 2 Junk
Green X 2
Yellow X 3
Red X 2
Blue X 4
Gray X 1
Night Chase Mission 2 Junk
Green X 2
Yellow X 3
Red X 2
Blue X 4
Gray X 1
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Red Canyon Mission 2 Junk
Green X 2
Yellow X 4
Red X 2
Blue X 3
Gray X 1
Ice Factory Mission 2 Junk
Green X 2
Yellow X 3
Red X 2
Blue X 4
Gray X 1
White Cave Mission 2 Junk
Green X 4
Yellow X 3
Red X 2
Blue X 2
Gray X 1
Dark Desert Mission 2 Junk
Green X 2
Yellow X 4
Red X 2
Blue X 3
Gray X 1
Sky Road Mission 2 Junk
Green X 2
Yellow X 3
Red X 2
Blue X 4
Gray X 1
Babylon Guardian Mission 2 Junk
Green X 4
Yellow X 3
Red X 2
Blue X 2
Gray X 1
SEGA ILLUSION Mission 2 Junk
Green X 2
Yellow X 3
Red X 2
Blue X 4
Gray X 1
EXTRA 1 Mission 5 Junk
Gray X 12
EXTRA 3 Mission 5 Junk
Gray X 12
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4. Treasure Guide
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Purple Treasure capsules as I said before contain Boards and Instruction
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Manuals... There seems to be more treasure than there needs to be... ehh, I'm slightly confused which is why I haven't matched up Treasure to specific Boards and Instruction Manuals

There are four types of missions with Treasure, summarized below:

#### Chasing:

Knuckles (Power) Mission. You chase down a moving object in the level that is carrying the treasure then smash the object to complete the mission and claim the treasure. Use Boost, Speed Pads and Shortcuts to catch up with the moving object. Smash other objects to fill up your Air. As an extra note, to get a Gold Metal you must catch up with the object and smash it very quickly before going through the rest of the level.

#### Smashing:

Knuckles (Power) Mission with High Booster Board.

The High Booster Board does indeed have a very fast Boost, but burns a lot of air in general and that fast of a speed up can be hard to control, so only use Boost when smashing through stone statues. To get the treasure you just need to smash the required amount of stone statues. There are always three sets of stone statues, the first one is the hardest, the second set second hardest and third easiest, as you can imagine you have to smash the first set to get a Gold Metal, but the third is fine if you just want to get the treasure and a Bronze Metal.

#### Grinding:

Sonic (Speed) Mission. The treasure is on a rail that is part of a series of rails you must grind to complete the mission, it requires good double jump timing.

#### Air Riding:

Tails (Flight) Mission. These missions have you catching a lot of Air Rings, the Treasure of course is in the air, requires good flying control.

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4.a. Storm's Treasure
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The easiest Treasure... since these are Storm's Missions.

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4.a.1. Metal City Mission 5 Treasure 
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Description:

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

Type: Chasing

Character: Knuckles
Board: Red Rock
Time Limit: 1 minute

Notes: Typical Chase Scene

Walkthrough: The red car starts out on the first upper shortcut, so use a Forward Flip, it drives the normal path after that and disappears at the line ride part near the end.

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4.a.2. Splash Canyon Mission 5 Treasure

Description:

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

Type: Grinding Character: Sonic Board: Blue Star

Time Limit: 1 minute 5 seconds

Notes:

You need good rail switching skills.

Walkthrough:

After grabbing the first rail, you grind multiple rails after another for a while. The treasure is on a rail next to the first waterfall over the fast water (link 6) and there are a few tricky transfers, this mostly takes timing.

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4.a.3. Egg Factory Mission 5 Treasure 
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Description:

Get the treasure that the robot has before Storm appears.

Type: Chasing Character: Knuckles

Board: Red Rock

Time Limit: 1 minute 10 seconds

Notes:

Walkthrough:

The robot is first on the normal path, but then takes the Power type shortcut to the left of the lava curtain section and then takes the hidden shortcut in the discolored section of the right wall in the giant turning machine room.

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4.a.4. Green Cave Mission 5 Treasure ~\*~\*~\*~\*~\*~\*~\*~\*~

Description:

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

Type: Air Riding Character: Tails Board: Yellow Tail

Time Limit: 1 minute 20 seconds

Notes: Takes a pretty good amount of steering.

Walkthrough:

You can either Air Ride from the very first Ring you can catch (Forward Flip from first ramp from the center) or you can take the first flight type ramp later in the level if you are not trying to Gold Metal it. Anyway, it's in the vast expanse... it's not directly in the path you are going, you have to steer up to grab it then down again to hit the next ring.

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4.a.5. Sand Ruins Mission 5 Treasure

Description:

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

Type: Smashing Character: Knuckles Board: High Booster

Time Limit: 1 minute 15 seconds

Notes: Smashing the last set of statues is the easy way to get the treasure,

first set for the Gold.

Walkthrough:

Set 1 (For the Gold): Out of the starting gate a little to the left, there is two, then boost to the left kind of sharp to try to catch three more, than to the right for two more. Not very easy since there are pillars in your way. Set 2: After the first large jump near the Sand Hill to the left the Speed

Boosters, then two more to the right you need to boost to, kind of hard Set 3(Easiest to get Treasure): Before the rising pillar room tunnel there are a bunch in a row that are easy to boost through and smash, highly recommended to break these for the treasure.

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4.a.6. Babylon Garden Mission 5 Treasure

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Description:

Grind 6 or more times to get the treasure before Storm appears.

Type: Grinding Character: Sonic Board: Blue Star

Time Limit: 1 minute 20 seconds

Notes: Requires one jump onto another rail before the rail you are on actually

ends, but other than that actually not bad.

Walkthrough:

The first set of rails are not important Treasure-wise since they end at the turbulent air path. But it is pretty important to catch the next set of rails. Catch the second set after the plane ride with a good hard jump since you might have to get over the fence a little bit. Now here is the important part, the second rail you are on will curve strongly to the left and you will see another rail at this curve, double jump before the bend to get on the rail with the treasure.

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4.a.7. Digital Dimension Mission 5 Treasure

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Description:

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

Type: Smashing Character: Knuckles Board: High Booster

Time Limit: 1 minute and 15 seconds

Notes:

Once again last set of statues is easiest for the Treasure. I will only describe the third set for now, remember destroy the first set to get the Gold Metal.

Also I think the number might be a little off and you actually need 8 in a row. Walkthrough:

Set 3: When the dimension turns digital you can smash the stone pillars down the center of the track, you have to eventually veer off to the left a little while smashing them to get them all.

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4.a.8. SEGA CARNIVAL Mission 5 Treasure

Description:

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

Type: Air Riding Character: Tails Board: Yellow Tail

Time Limit: 1 minute 20 seconds

Notes:

Pretty easy steering, unlike Green Cave you don't have to go a little out of your way to grab the treasure.

Walkthrough:

Treasure-wise, you don't have to catch the first ones, you can start before the Pirate Ship. The treasure is located in front of one of the Flight Rings

above the castle, not extra steering required.

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4.b. Jet's Treasure

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Instead of Wave having Treasure, 8 of Jet's Missions take you Treasure Hunting through the Babylon Story courses. There are pesky bombs in the way, so be careful!

4.b.1. EXTRA 3 Mission 1 Treasure

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Course: Night Chase

Description:

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

Type: Chasing

Character: Knuckles
Board: Red Rock
Time Limit: 1 minute

Notes:

The Police Car looks like all the rest of the numerous police cars in the level, but it's the faster one with the yellow diamond on top. It's actually pretty easy to Gold Metal.

Walkthrough:

The Police Car starts on the first shortcut and goes down the right path of that shortcut, so do a Forward Flip off the first ramp, plus it's unpleasant if you end up on the lower route. At the two tunnels it swerves to the left to confuse you but ends up taking the right tunnel. It takes the normal route after that and disappears at the little air gaining ride thing.

4.b.2. EXTRA 3 Mission 2 Treasure

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Course: Red Canyon

Description:

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

Type: Grinding Character: Sonic Board: Blue Star II

Time Limit: 1 minute 10 seconds

Notes:

Pretty similar to Splash Canyon and in the same place but actually easier.

Walkthrough:

You can either catch the first rail by doing a strong Forward Flip off the first ramp, or the next one inside that is a little easier, doesn't matter for the treasure. On a rail next to the large waterfall.

4.b.3. EXTRA 3 Mission 3 Treasure

Course: Ice Factory

Description:

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

Type: Chasing

Character: Knuckles
Board: Red Rock

Time Limit: 1 minute 15 seconds

Notes:

Pretty easy to catch up with it, use the slippery ice to your advantage around corners, if you don't want to slip around go straight through ice without

turning.

Walkthrough:

Robot takes the normal route at first, then takes the Power-type shortcuts through the giant fans, then normal route. Robot eventually falls into a hole shortly before the end.

4.b.4. EXTRA 3 Mission 4 Treasure

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Course: White Cave

Description:

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

Type: Air Riding Character: Tails Board: Yellow Tail

Time Limit: 1 minute 20 seconds

Notes:

Kind of difficult, you need really good steering skills throughout the level.

Walkthrough:

Treasure-wise, you don't have to catch the first few, but it is important to start where the Giant Centipede usually is, in fact you have to take Air Rings across that. Once you reach the other side, you will eventually approach a Flight Ramp, but the treasure is floating above the ramp, which is why you need to fly into this area. You have to steer up a little then down again to catch the next ring.

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4.b.5. EXTRA 4 Mission 1 Treasure

Course: Dark Desert

Description:

Destroy 7 stone statues in a row to uncover the hidden treasure before Jet

appears.

Type: Smashing Character: Knuckles Board: High Booster

Time Limit: 1 minute 10 seconds

Notes:

I will only describe the easiest third set for now, I will probably finish this in the future.

Walkthrough:

Set 3: Near the end of the level where the last Power-type shortcut is. Basically, you first need to go past the line of bombs to the right then line yourself up to the shortcut, Boost through all of the blocks, you might have to adjust your courses slight to the right during the smash fest, there are plenty of blocks there.

4.b.6. EXTRA 4 Mission 2 Treasure

Course: Sky Road
Description:

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

Type: Grinding Character: Sonic Board: Blue Star II

Time Limit: 1 minute 10 seconds

Notes:

I dislike this one... the background makes it hard to see the blinking red and blue lights at the end of rails. Also it makes you jump before sharp corners

when you are not sure when the gap is coming up.

Walkthrough:

As before, you don't have to catch the first rail, but it turns out to be easiest that way. Eventually you will come to the part with very sharp corners, remember there is a gap before each sharp corner you must jump over and a gap in front of the rail with the Treasure on it, there is a tendency to see the treasure and not notice anything else. This rail is about three fourths of the way through the level.

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4.b.7. EXTRA 4 Mission 3 Treasure

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Course: Babylon Guardian

Description:

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

treasure before Jet appears.

Type: Smashing Character: Knuckles Board: High Booster Time Limit: 45 seconds

Notes:

Short level that is surprisingly pretty easy.

Walkthrough:

Set 1(for the Gold): Smash the first three, then put on your boost to grab the rest, you need to veer slightly to the left for the next few then for the last one boost again slightly to the right. The bombs are annoying but actually pretty easy.

Set 2: Pretty straightforward, you have to adjust to the right then left a

Set 3 (easiest for treasure): First three straight, then veer slightly right for the rest.

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4.b.8. EXTRA 4 Mission 4 Treasure

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Course: SEGA ILLUSION

Description:

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

Type: Air Riding Character: Tails Board: Yellow Tail Time Limit: 1 minute

Notes:

Easy compared to White Cave.

Walkthrough:

In front of a Flight Ring just before you get to the Spaceport, so you must catch the flight rings at either the first or second ramp, both ramps the rings are to the right.

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5. Four Legendary Boards 
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Well, here are the four boards and nice info about them such as what color junk you need to repair them and their basic stats. I would tell you where they are found and where their repair manuals are, but that will be a future version of this guide.

~\*~\*~\*~\*~\*~

Characters:

Everyone except Eggman

#### Notes:

It is indeed fast, but this board cannot regain Air with Tricks, using type specific shortcuts, or the parts of levels that make you twirl your control stick like crazy. I actually sort of like this board, but I like to boost a lot and you can't very much with the board simply because you can't get as much air to recharge, but it's speed does make up for that weakness. I would rate it as almost as good as the character's original boards...

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Treasure B: Turbo Star
~\*~\*~\*~\*~\*~\*~\*\*
Junk Required:
Green X 40
Yellow X 20
Red X 10
Blue X 10
Gray X 0

Description: Accelerates quickly to achieve top speed!

# Stats:

Dash \*\*\*\*\*
Limit \*
Power

Cornering \*\*

#### Characters:

Everyone except Eggman

#### Notes:

I haven't found a horrible ability weakness with this board... ehh, there probably is one and I haven't noticed it... anyway this board is designed with Boosting in mind, I like it, but I wish it was a little easier to steer and it had at least some limit and power.

~\*~\*~\*~\*~\*~\*~\*~\*
Treasure C: Powerful Gear
~\*~\*~\*~\*~\*~\*
Junk Required:

Green X 10 Yellow X 20 Red X 10 Blue X 40 Gray X 10 Description: Heavy Gear. Works well even on poor roads. Stats: Dash \* Limit \*\*\*\* Power \*\*\*\*\* Cornering \*\* Characters: Everyone except Eggman Notes: It might not have great boost or extremely good cornering, but overall I found this gear to be not bad. ~\*~\*~\*~\*~\*~ Treasure D: Legend ~\*~\*~\*~\*~\*~ Junk Required: Green X 20 Yellow X 20 Red X 20 Blue X 20 Gray X 40 Description: Has high level Air ability. Stats: Dash \* Limit \*\* Power \* Cornering \* Characters: Everyone except Eggman Notes: It doesn't have great stats, but it jumps off ramps automatically, but you cannot get extra air from these jumps. ~\*~\*~\*~\*~ 6. Ouestions?: Got Questions? E-mail me, angnix@gmail.com I will answer them if they are not

stupid. And of course with the above address you can use Gmail Chat if you can catch me online that is. I will only answer questions relating to the FAQS, do not e-mail me and try to start a personal relationship or something, I will not respond to such e-mails.

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