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>>> IV. Character Types/Abilities <<<

Presenting character types/abilities. Really, the only purpose of this part is to provide you with the lingo to understand what is mentioned later on in this FAQ. To find out a character's type, just highlight them on the character selection screen.

A. Speed (i.e. Sonic)

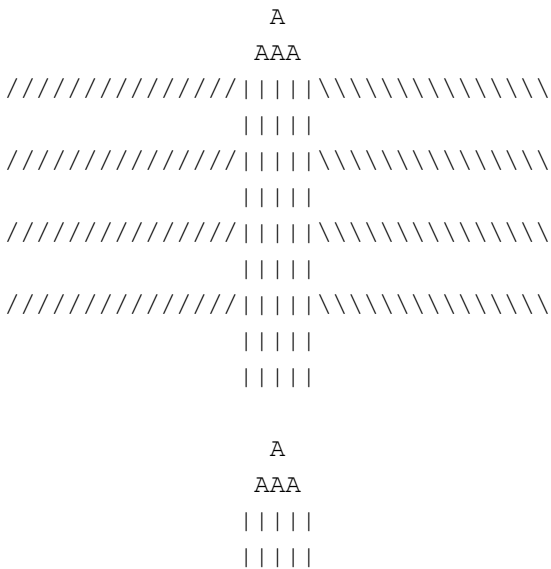
The Speed type characters in this game have the ability to grind. Just ride up to a grindable rail (will usually have a floating blue sign that reads "SPEED" before it), press A to jump, and then press A once more in the air to land on the rail. Remember: Many times you will press A in the air to land on the rail and your character will not immediately land on the rail. DO NOT PRESS A AGAIN!!! Characters will often have a delayed reaction to land on the rail, if you press A again, even if you are still in the air, you will jump off the rail once you land it.

In this FAQ, Grind will be referred to as Grind.

B. Fly (i.e. Tails)

The Fly type characters in this game have the ability to fly through lines of hoops suspended in the air. There are two ways to fly. One is if the ramp leading to the flight path is a designated flight ramp, meaning that the ramp has a large symbol on it, slightly resembling a bird or feather (see ASCII picture below). The other is if the ramp leading to the flight path is a normal ramp. If it is a designated flight ramp, all you need to do is ride up and off it. Just ride up it and let yourself fall off and you will naturally start to fly. Note: designated flight ramps cannot be used as ordinary ramps for jumps. If the ramp leading up to the flight path is a normal ramp, you must jump and perform a trick off it that gets you high enough to pass through the first hoop. Once you pass through, you will begin to fly. Note: When you are flying by either method, some control is required. Steer yourself through each hoop, and remember that up and down are inverted.

Note: In the following ASCII picture, the "wings" (made of /s and \s) are bent down slightly in the real in-game symbol.



In this FAQ, Fly will be referred to as Air Ride.

Ring Box.

b. Much harder to perform, and dependent on a bit of luck, I have heard from others that if you jump off someone's turbulence at just the right time (whether you're on the top or bottom track), you can get the 100 Ring Box. I have never pulled this off myself, but I have heard it works from credible people who claim to have succeeded.

2. Splash Canyon

"Dash through the waterfalls and valleys."

Possibly the easiest 100 Ring Box to get in the entire game. Simply start the course, and when you come to the area immediately after the first left-turn (the one with the Grind shortcut, Air Ride shortcut, and 3 small waterfalls), ride towards the middle waterfall (the one on the far right). The 100 Ring Box is just on the other side, it was simply hidden from view.

3. Egg Factory

"Tear through the burning blast furnace."

This one can be a challenge. Go past the part where you ride on the mesh surface above the lava and then get blown upward by heat, then keep going past where the multiple lava flows are coming from the ceiling. As you are going up the hill afterwards, you will see canisters spinning to the left. Ride in between them (they CANNOT be punched out of the way!) and you will see the 100 Ring Box hanging on the edge of the track. After you get it, just keep going forward and the track will dip so you can safely go under the canisters and take a shortcut. Just remember, don't get hit by the canisters, and don't fall off the track in getting the rings!

4. Green Cave

"Bowl through the jungle."

There is most likely another way to pull this off, but I don't know of one. This will require either a Fly character or someone riding the Access or Magic Carpet. Ride through the stage as normal until you come to the part with the many vines immediately before the giant centipedes. Air Ride off of the flight ramp, and go through the FIRST HOOP ONLY!!! After you go through the first hoop, angle yourself slightly downward so that you can land on the highest vine you can see (rather than going forward, it will be going across the screen from right to left). When you get off, the 100 Ring Box will be right in front of you. Get it and get on the centipede.

5. Sand Ruins

"Tear through the ruins in the desert."

This 100 Ring Box can be obtained with or without Air Ride, but Air Ride certainly makes it easier.

a. After the first jump of the stage, you will see a flight ramp on the edge of the cliff to the right. Take it, and the flight hoops will take you straight to the 100 Ring Box.

b. After the first jump of the stage, you will find yourself in a sandy outside area complete with quicksand to draw you off the cliff. As you near the end of this stretch, a pillar will fall to your left. Pull a perfect trick off of it, and you will land on a higher platform where the 100 Ring Box is.

6. Babylon Garden

"Run across the fortress floating in the air."

This one's a toughie, sorta. Go along the stage until you come to the part where the jets fly you along for a bit. After you land, follow the track until you see a Fly shortcut. Don't take it, I'm just using it as a landmark. Keep going forward, and you will see a tiny ramp immediately before the large area that the jets destroy upon your arrival. Pull a trick off that ramp, and if you do it right you'll both nab the 100 Ring Box and make it across the gap (yes, that is a risk here).

7. Digital Dimension

"Race through the phantasmal space."

This one's difficulty level is comparable to that of Splash Canyon's; it's incredibly easy. Simply ride through the demonic portion of the stage until you finally come out upon the heavenly portion. The moment you land, head left and you will see a place where you can take a Fly shortcut. Immediately before the flight ramp is, you guessed it, the 100 Ring Box.

8. SEGA Carnival

"Carnival course with a SEGA theme."

As far as I know, this course has no 100 Ring Box.

B. Babylon Stages

These are the stages played in Babylon Story and are the second choice when picking one of the two versions of a stage.

1. Night Chase

"Run through expressways at night."

Just keep going until you're at the part where there's four ramps, two to your left, two to your right, and an intersection in between the first and second ramps on both sides. It's also the place where cars come by going from side to side on the screen. Once you're there, pull a jump off the end of the second ramp on the right. If you do it right, you'll nab the 100 Ring Box from the air.

2. Red Canyon

"Dash through the valley at sundown."

This one's a cinch to pull off. Keep going through the stage until the jump right before the end of the lap. Go off it, and once you land, keep left. The 100 Ring Box'll be waiting for you at the bottom.

3. Ice Factory

"Rush through the frozen factory."

Go along the stage as normal until you come to a part with canisters just like in Egg Factory, except they aren't moving. The 100 Ring Box is in between the first two.

4. White Cave

"Dash through the snow of spores."

After the first jump of the stage, you will enter an enclosed, pipe-shaped area. As you near the opening, go up the right side of the pipe until you are almost completely upside-down. You should see the pipe continuing from the opening to your right, and disappearing in front of you and to your left. When you're just about to go off the gap, press B to Boost off the ceiling you're riding on. If you pull it off just right, the gravity of another vine besides the normal one to the left of the ramp (when you're right side up) should pull you in. Ride around to the top of the vine, and you'll see the 100 Ring Box toward the end of the vine.

5. Dark Desert

"Run through the desert during a solar eclipse."

All right, this one requires that you *gasp* be in lower than first place. Make sure you're behind someone after the first set of jumps, and get on your opponent's turbulence. They will take a left into an enclosed path and then take a sharp right. As you are taking that turn on their turbulence, perform a trick off of it. You should fly through the ceiling to a shortcut and the location of the 100 Ring Box.

6. Sky Road

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

If I have one thing to say about this 100 Ring Box, it's "Wait 'til the third lap." Why? Because it's impossible to do on the first, and near impossible (plus deadly) on the second. Anyways, all you have to do is this. On the third lap, make sure you don't take the giant never-ending turbulence path. After you land from the jump that would have put you on that path, turn right and keep right. You'll see a small gap and a tiny ramp in front of it. Pull off a trick just right and that's right, you've got yourself a 100 Ring Box.

