

Sonic Riders FAQ/Walkthrough

by Ali1mg

Updated to v1.1 on Apr 11, 2007

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

Sonic Riders
Walkthrough
Written by Ali1mg

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1. FAQ Info

There are a lot of spoilers in this FAQ so if you don't want to know what happens, DON'T READ THIS.

2. Disclaimer

Since I'm the author of this FAQ I give permission to these websites which are IGN and 1UP and gamefaqs. Also no selling. If you see this FAQ on another website that's not the ones I said, email me thanks. Note: Some parts of the FAQ is from the instruction manual.

3. Game Info

Name: Sonic Riders
Rated: E
Platforms: GC, Xbox, and PS2
Number of Players: 1-4

4. Intro

Hey it's me, Alilmg. This is my first walkthrough. (Not first FAQ) This FAQ will be showing you pretty much everything to beat the game and some extras. Also don't think you can beat Sonic Riders in a couple of hours. Since you might have to unlock characters to do with how long you play the game...

5. Controls

Now I'll show you the controls for each system.

a. GCN Controls

I'll show you the GameCube controls.

b. Menu Controls

Control Stick: Change highlighted selection
A Button: Enter Selection

B Button: Cancel/Return to previous screen

c. Game Controls

Control Stick: Move character/Perform Trick Action

Up Control Stick: Move forward/Front flip (during Trick Action)

Down Control Stick: Move backwards/Back flip (during Trick Action)

Left/Right Control Stick: Move sideways/Steer/Sideways spin (during Trick Action)

A Button: Jump/Grind

B/X Button: Air Boost/Attack rival

L/R Button: Brake/Air Slide (with Steer)

L+R: Exit Turbulence/Tornado

Z Button: Not used

↵ Stick: Not used

Start Pause: Pause/Skip event

d. PS2 Controls

I'll show you the Play Station 2 Controls.

e. Menu Controls

Left Analog Stick: Change highlighted selection

X: Enter Selection

Circle: Cancel/Return to previous screen

f. Game Controls

Left Analog Stick: Move character/Perform Trick Action

Up Left Analog Stick: Move forward/Front flip (during Trick Action)

Down Left Analog Stick: Move backwards/Back flip (during Trick Action)

Left/Right Left Analog Stick: Move sideways/Steer/Sideways spin (during Trick Action)

X: Jump/Grind

Circle/Square: Air Boost/Attack rival

L1/R1: Brake/Air Slide (with Steer)

L1+R1: Exit Turbulence/Tornado

Start: Pause/Skip Event

g. Xbox Controls

I'll show you the Xbox Controls.

h. Menu Controls

Left Thumbstick: Change highlighted selection

A: Enter Selection

B: Cancel/Return to previous screen

i. Game Controls

Left Thumbstick: Move character/Perform Trick Action

Up Left Thumbstick: Move forward/Front flip (during Trick Action)

Down Left Thumbstick: Move backwards/Back flip (during Trick Action)

Left/Right Left Thumbstick: Move sideways/Steer/Sideways spin (during Trick Action)

A: Jump/Grind

B/X: Air Boost/Attack rival

L/R Trigger: Brake/Air Slide (with Steer)

L+R Trigger: Exit Turbulence/Tornado

Start: Pause/Skip Event

7. Power-Ups

Item Rings containing Power-Up Items can be found around each track. Simply touch an

Item Box to receive the Item. Items are detailed as follows:

Rings: Gives bonus Rings in various amounts.

Magnetic Barrier: Draw in Rings like a magnet.

High Speed: Sudden boost in Speed.

Explosion: Launches a bomb at players ahead knocking them off balance.

Air: Tops up your Air Tank by various amounts.

Invincible Barrier: Protection from all attacks and obstacles.

Speed Down: Slows you down a crawl.

Question Item: Contains a mystery Power-Up Item.

7. Game Modes

I'll show tell you stuff about each mode.

a. Normal Race

Number of Players: 1-4

A simple race, you can choose what stage and character along with the Extreme

Gear you pick. (the one's you've unlocked) You can also can try too getting rings in Normal Race, for the shop.

b. Time Attack

Number of Players: 1

In this mode you can race against the clock. Try to beat your highest records!

c. World Grand Prix

Compete in 5 races to become the champion.

You can choose two cups, which is Heroes Cup and Babylon Cup.

Points For Each Place:

1st: 10 Points
2nd: 8 Points
3rd: 6 Points
4th: 4 Points
5th: 3 Points
6th: 2 Points
7th: 1 Point
8th: 0 Points

Final Results:

30-39 points: Bronze Emblem 300 Rings
40-47 points: Silver Emblem 400 Rings
48-50 points: Gold Emblem 500 Rings

Hero Tracks

1. Metal City
2. Splash Canyon
3. Egg Factory
4. Green Cave
5. Sand Ruins

Babylon Tracks

1. Night Chase
2. Red Canyon
3. Ice Factory
4. White Cave
5. Dark Desert

After you get a Gold Emblem on each cup you'll unlock...
Look at the Unlockables section to find out!

d. Story Mode

Hold a race based on the storyline. That means you do a race that has to do with the story. For more info go to Walkthrough section.

e. Mission Mode

The Missions are certain things you gotta do for example you have to collect 5 pieces of junk. For more info look at Missions section.

f. Survival Mode

There are two types of contests which are Race Stage and Battle Stage. The goal for the race stage is try to get the Chaos Emerald and get it to through a gate. To win, the player who has went through most gates with the Chaos Emerald wins.

To get the Chaos Emerald from another player, attack them of course.

The battle stage's objective is 'ust a battle which that means attack the other players. There are three stages for battle mode to play on.

g. Tag Mode

Tag Mode is different one because you share an Air Tank with another player. If you're really far ahead or your partner is ahead of you by a lot you'll get a shock. The only way you can tell if you're far ahead or if you are far behind is that you'll see your character's picture on the left or right side of you're Air Tank which that means it tells you how far part you are from each other. To win you and your partner have to get to the finish line before your opponents do.

Note: All your attacks, character types abilities, and shortcuts are not in Tag Mode.

(I know, it sucks)You're only allowed to pick what stage and which gear you want.

h. Shop

In the shop you're allowed to get Extreme Gear with your Rings.
For more info look at the Extreme Gear section.

8. Extras

Extras have extra stuff in the game.

a. Theater

Allows you to play movies you've unlocked or got in the beginning. It also includes Tutorial for some tips for the races.

b. Audio Room

Allows you to play music from the game.

c. Gear Gallery

Shows you all the gear you've collected.

d. Records

Shows you your best laps and overall time for a track.

9. Tracks

I will now tell the names of each course.

a. Hero Tracks

1. Metal City
2. Splash Canyon

3. Egg Factory
4. Green Cave
5. Sand Ruins
6. Babylon Garden

b. Babylon Tracks

1. Night Chase
2. Red Canyon
3. Ice Factory
4. White Cave
5. Dark Desert
6. Sky Road
7. Babylon Guardian

c. Other Tracks

1. Digital Dimension
2. SEGA Carnival
3. SEGA Illusion

10. Walkthrough

This is the main part of the FAQ. Enjoy!

a. Hero Story

Let's start out doing the Hero Story.

Metal City

Objective: Finish in the top 3!

Character: Sonic

Strategies

1. Once you've gotten a few feet away from the first trick ramp charge up and you'll land on the higher platform. If you'd didn't succeed this you'll see a Grind Rail so go right a bit jump on and grind.
2. Once you see two tunnels, go through the left tunnel because the right tunnel has more cars and there's a Grinding Rail there.
3. Like I said before you'll see a Grinding Rail on the left side so you know what to do, jump and grind on it.
4. After you've taken that turn after you've grinded, you'll see a Trick Ramp so

charge up so you can take a little shortcut.

Splash Canyon

Objective: Finish in the top 3!

Character: Tails

Strategies

1. Once you see the Grinding Rail immediately turn left and charge up to use Air Ride.
2. If you accidently fall from Air Ride before you get to the ramp, charge up once you've gotten near the Trick Ramp and let it go cause there's a platform above.
3. If you didn't succeed the first Air Ride and charge up jump, that's okay because before you ride in the waterfall you'll see a lot of water dropping to the ground so go into it and be prepared to charge up to do Air Ride.
4. After you're done with the second Air Ride/riding through waterfall you'll see a ramp for you to do Air Ride so go ahead and do it.
5. The last shortcut for this stage, after you've gone through the third Air Ride/normal path you'll see a Trick Ramp charge up to get to the higher platform rather than taking the regular path.

Egg Factory

Objective: Defeat Storm! (Finish in 1st Place)

Character: Knuckles

Strategies

1. You know that jump that if you don't do anything you'll just die because you didn't do any tricks or d'nd't charge up your jump enough to get to the platform anyway when you are a few feet away from the Trick Ramp charge up the jump let the button go once you're on the Trick Ramp, the reason why you wanna do this is there's a platform above the lower one.
2. Finally the first Power shortcut anyway when you see the lava falling on the ground you'll go to the left go forward a bit more until you see a shortcut you know what to do go through it.
3. This shortcut is for every character type. After you've seen those machines going in circles you'll see a shortcut leading to the left go through it.

Green Cave

Objective: Defeat Wave! (Finish in 1st Place)

Character: Tails

Strategies

1. The first Flight shortcut lets get started, after you've taken tyhe first sharp turn you'll see the sight that says Flight you know what to do go toward it and remember charge up your jump and use Air Ride once you're off ground.
2. After you've taken the ride on the worm you'll see a ramp charge up and use Air Ride!
3. This shortcut is for every type of character after you've done what ever you did you'll see a Trick Ramp charge up your jump and let it go, also this shortcut is a LOT different than the others it'll bounce you on three webs.
4. This shortcut is only if you failed the web bounce, you'll see a ramp that's leaning to the right side once you've gotten off it use Air Ride.

Sand Ruins

Objective: Defeat Jet! (Finish in 1st Place)

Character: Sonic

Strategies

1. After you've did tricks on the first Trick Ramp or whatever you did anyway you'll see a Grinding Rail, go on it and after a few seconds you'll see another Rail you can do it again but I prefer not doing it because it's going in directions that you're not supposed to go in.
2. After you've grinded or whatever you've done you'll see a small ramp charge the jump up a few feet away from the ramp and you'll land on a higher platform be prepared charge up again and if you succeed this you'll be on the higher platform.
3. This shortcut is only if you didn't succeed it, go through the short tunnel and you'll see a Rail grind on it and you'll see another one grind on it and continue on.
4. The last little thing that you gotta do is after you've taken that sharp turn you'll go in a cannon move you're Control Stick is circles so you will just land on the edge of the temple and land on the Check Point/Finish Line.

Babylon Garden

Objective: Defeat Jet once and for all! (Finish in 1st Place)

Character: Sonic With Blue Star II

Strategies

1. This is a grinding shortcut after whatever you've done on that big ramp you'll come down any you'll see a ramp that 痴 leaning sideways so go on it when you're off the ground and over the rail by a bit go in it.
2. After you've gone on that aircraft you'll see speed boosters go on them and make sure that you'll take the left one because you'll see a rail you know what to do go on it.
3. After you've done with the rail/turn you'll see a ramp charge up your jump

when you're kind of close to it, the reason why you wanna do this is that you'll see a box containing a 100 Ring Power up.
4. After you've taken the second sharp turn you'll see a Trick Ramp charge up your jump and let the button go when you're on it, the reason why you wanna do this is that there's a higher platform above the lower one.

Now you're done with Hero Story now Babylon Story is next.

b. Babylon Story

This story IS a lot harder than Hero Story the reason why is that in every race you gotta come in 1st Place and the tracks are harder so I hope these strategies are good for you. Enjoy!

Night Chase

Objective: Show Sonic What You're Made of! (Finish in 1st place)
Character: Jet

Strategies

1. When you see the first ramp charge up your jump because there's a platform above.
2. If you didn't succeed that jump you'll see a ramp on the left side, after you grinded for a second you'll see another ramp if you want to take it make sure you jump to the left side or you'll fall off.
3. There are a lot of cars so be careful.

Red Canyon

Objective: Defeat Amy! (Finish in 1st Place)
Character: Wave

Strategies

1. After you've went through your first Trick Ramp you'll see a ramp you know what to do fly.
2. Once you've dropped from the lagoon you'll see the ramp then fly.
3. After you've ridden on the water (the one you get to control your character) for one second and make sure you go on the rock anyway when you come down you'll see the box so go get it.

Ice Factory

Objective: Leave Eggman Robo Behind! (Finish in 1st Place)
Character: Storm

Strategies

1. There are some sharp turns so make sure to do Air Slide.
2. When you see the grinding rail make sure to go on that machine so you can take a Power shortcut.
3. The 100 Ring Power-Up is on the right side of that big machine that goes in circles.
4. Once you^致 see the grinding rail when you have to go on a sideways trick ramp get ready to break a block of ice also a 100 Max Air Power-Up is in the Power shortcut.

White Cave

Objective: Finish in 1st Place!

Character: Jet

Strategies

1. Once you^致 see the first trick Ramp charge up because there^痴 a platform above.
2. After you have gone through the ramp you^值 see a grinding rail you know what to do jump and grind on it.
3. There are some sharp turns so be careful not to fall.
4. After you^致 gone on the bug and after you^致 gotten past that turn go to the edge and immediately jump on the grinding rail.

Dark Desert

Objective: Win the World Grand Prix! (Finish in 1st Place)

Character: Jet

Strategies

1. Once you^致 gotten into that big room go in the middle of the room and after you^致 see that wall ahead there is a grinding rail so go on to grind on it.
2. After you^致 through the chamber thing you^值 see a grinding rail so go ahead and grind on it.

Sky Road

Objective: Run From Eggman Robo! (Finish in 1st Place)

Character: Wave

Strategies

1. There are some sharp turns so be careful not to fall.
 2. After you^致 taken the first sharp turn you^值 see a Trick Ramp ahead and make sure to charge up the jump because there^痴 a turbulence above that makes you miss a sharp turn. Note: This shortcut is a really important one to get ahead so make sure to get on the turbulence.
- Note: Sorry I don^稚 know any shortcuts for Flight characters so email me and I might know then.

Babylon Guardian

Objective: Beat the Guardian!

Character: Sonic

Strategies

1. This level is very easy just try to hit the bottle under him before you^致 gone through all the laps.
2. Their is only one shortcut for every type so the Speed one is on the left side of the course and don^雅 worry you can^雅 miss it.

Great job you beat Story Mode!

11. Shortcuts

Now I'll tell you the shortcuts for every course.

a. Metal City

Speed Shortcuts

1. Once you've gotten a few feet away from the first trick ramp charge up and you'll land on the higher platform. If you'd didn't succeed this you'll see a Grind Rail so go right a bit jump on and grind.
2. Once you see two tunnels, go through the left tunnel because the right tunnel has more cars and there's a Grinding Rail there.
3. Like I said before you'll see a Grinding Rail on the left side so you know what to do, jump and grind on it.
4. After you've taken that turn after you've grinded, you'll see a Trick Ramp so charge up so you can take a little shortcut.

Power Shortcuts

1. Once you've gotten a few feet away from the first trick ramp charge up and you'll land on the higher platform.
2. After you've gone through the tunnel (to do this shortcut go to the right tunnel) you'll see this truck then smash through it.
3. You'll see a Trick Ramp after you take that sharp turn so charge up so you can take a little shortcut.

Flight Shortcuts

1. Once you've gotten a few feet away from the first trick ramp charge up and you'll land on the higher platform.
2. After you've gone through the higher part or lower part of the highway you'll see a ramp so go ahead and fly.

3. After you go through the right tunnel, go to the same ramp as the speed shortcut and you fly into it.

4. You'll see a Trick Ramp after you take that sharp turn so charge up so you can take a little shortcut.

b. Splash Canyon

Speed Shortcuts

1. You can't miss so after you've gone through the turn that is from the beginning

of the race you'll see the grinding rail.

2. After you grinded you'll see a Trick Ramp so charge up your jump and let go because

there's a platform above.

3. After you've ridden the waterfall you'll see a ramp and a grinding rail above it so go

on it when you're right above the rail press A.

Power Shortcuts

1.

Flight Shortcuts

1. Once you see the Grinding Rail immediately turn left and charge up to use Air Ride.

2. If you accidently fall from Air Ride before you get to the ramp, charge up once you've gotten near the Trick Ramp and let it go cause

there's a platform above.

3. If you didn't succeed the first Air Ride and charge up jump, that's okay because before you ride in the waterfall you'll see a lot of

water dropping to the ground so go into it and be prepared to charge up to do Air Ride.

4. After you're done with the second Air Ride/riding through waterfall you'll see a ramp for you to do Air Ride so go ahead and do it.

5. The last shortcut for this stage, after you've gone through the third Air Ride/normal path you'll see a Trick Ramp charge up to get to

the higher platform rather than taking the regular path.

----- 12. Character Info -----

This part of the FAQ will tell you pretty much everything about each character.

----- a. Sonic the Hedgehog -----

Sonic hates evil as much as he loves freedom. Sonic can be short

tempered at times but will always show a gentle side to those
in

trouble. He's normally carefree and easy going, even when the going gets
rough; but when it comes to a showdown he's aggressive and focused like a
hedgehog possessed!

Sonic has always been known as the world's fastest, but inexperienced
with Extreme Gear, he will have to fight to hold onto his reputation.

Type: Speed
Default Gear: Blue Star

Dash: ***
Limit: ****
Power: ***
Cornering: **

Attacks:
Level 1: "Here I Come"
Level 2: Spin Dash
Level 3: Super Spin Dash

My Rating: 8.0/10

b. Miles "Tails" Prower

His real name is "Miles," but his friends just call him "Tails." He's a
little kid fox with two tails and a heart of gold. He loves tinkering with
machinery and has made various devices to help Sonic. This time he's pitching
in as the team mechanic, fixing up the Extreme Gear.

Type: Flight
Default Gear: Yellow Tail

Dash: ****
Limit: ***
Power: **
Cornering: ***

Attacks:
Level 1: Electric Plug
Level: Swinging Electric Plug
Level 3: Stronger Electric Plug

My Rating: 8.1/10

c. Knuckles the Echidna

Born on Angel Island, Knuckles spends his days guarding a precious stone called the Master Emerald; for reasons he himself doesn't understand. His hard headed demeanor makes him gullible, and he has been tricked by Eggman on more than one occasion. Bringing his inherent aggression to the race, he plans to show Eggman that this time he means business!

Type: Power

Default Gear: Red Rock

Dash: ****

Limit: ***

Power: ****

Cornering: **

Attacks:

Level 1: Beast Roar

Level 2: Punch

Level 3: Fist Screw

My Rating: 8.2/10

d. Jet the Hawk

Known as the "Legendary Wind Master," Jet leads the Babylon Rogues, a talented group of thieves. Jet's Extreme Gear skills are revered far and wide, earning him an impressive reputation.

He carries a mysterious "control box" said to have been passed down from the ancient Babylonians.

Type: Speed

Default Gear: Type J

Dash: ***

Limit: ****

Power: ***

Cornering: **

Attacks:

Level 1: Sneeze

Level 2: Leaves

Level 3: Screw Attack

My Rating: 7.6/10

e. Wave the Swallow

A superb mechanic, Wave takes care of all of the Babylon Rogues' Extreme Gear. While she's capable of fixing many things, Extreme Gear is her specialty, and her knowledge and experience surpass both Tails and Eggman in this area.

Type: Flight
Default Gear: Type W

Dash: ****
Limit: ***
Power: ***
Cornering: **

Attacks:
Level 1: Scold
Level 2: Wrench
Level 3: Dynamite

My Rating: 8.0/10

f. Storm the Albatross

Storm is the muscle behind the Babylon Rogues' nefarious schemes and Jet's right-hand man. What he lacks in smarts, he makes up for in raw power. He has a quick temper, but is slow in movement. He tends to stutter when excited or flustered.

Type: Power
Default Gear: Type S

Dash: ***
Limit: ***
Power: ****
Cornering: **

Attacks:
Level 1: Tornado Clap
Level 2: Wind Clap
Level 3: Hammer Slam

My Rating: 8.2/10

g. Amy Rose

Wherever Sonic is, Amy Rose is never far behind. She uses her Speedy talents to stay hot on the heels of her favorite hedgehog.

Type: Speed
Default Gear: Pink Rose

Dash: ***
Limit: ****
Power: ***
Cornering: **

Attacks:
Level 1: "Out of My Way!"
Level 2: Piko Piko Hammer (Horizontal)
Level 3: Stronger Piko Piko Hammer (Vertical)

My Rating: 7.5/10

h. Cream the Rabbit

Not only is she cute, but this talented bunny can fly using her ears. She can also use Cheese, her constant sidekick Chao, to attack other racers.

Type: Flight
Default Gear: Smile

Dash: ****
Limit: ***
Power: **
Cornering: **

Attacks:
Level 1: Sad Face
Level 2: Cheese
Level 3: Stronger Cheese

Unlocked By: Beating Hero Story

My Rating: 7.0/10

i. Rouge the Bat

This seductress has a mind for jewels and in this race there are

Chaos Emeralds to be won! With her powers of Flight, she'll put up a terrific fight for she doesn't like to lose.

Type: Flight

Default Gear: Temptation

Dash: ****

Limit: ***

Power: ***

Cornering: **

Attacks:

Level 1: Heart Attack

Level 2: Kick

Level 3: Bat Cracker

Unlocked By: Beating Hero Story

My Rating: 7.5/10

j. Shadow the Hedgehog

Created in the likeness of Sonic, Shadow has the Speed abilities to lead the pack. He uses Chaos Control to attack opponents.

Type: Speed

Default Gear: Darkness

Dash: ***

Limit: ****

Power: ***

Cornering: **

Attacks:

Level 1: Energy Ball

Level 2: Inverted Roundhouse Kick

Level 3: Chaos Control Sphere

Unlocked By: Beating Hero Story

My Rating: 8.5/10

k. Dr. Eggman

This powerful genius has spent years trying to trip up our blue hero and this time he just might have done it! With this World Grand Prix, he's set the stage for the fastest racers in the world to compete against the legendary Sonic!

Type: Power

Default Gear: E-Rider

Dash: ***

Limit: ***

Power: ****

Cornering: **

Attacks:

Level 1: Loud Party Staff

Level 2: Glove Punch

Level 3: Sleeping Gas

Unlocked By: Beating Babylon Story

My Rating: 6.5/10

1. Nights

Nights is from the world of Nighttopia where dreams are played out. But what is Nights? A spirit? A memory? Whatever he, she or it is, Nights plays an important part.

Type: Flight

Default Gear: Night Sky

Dash: ***

Limit: ****

Power: ***

Cornering: **

Attacks:

Level 1: Angry Face

Level 2: Star Kick

Level 3: Star Spin

Unlocked By: Beating all 100 missions

My Rating: 9.0/10

m. Aiai

Aiai is the frontman for Super Monkey Ball, but he hasn't let it go to his head.

Aiai keeps his focus on the two important tasks at hand, bananas and winning.

Type: Power
Default Gear: BANANA

Dash: ***
Limit: ****
Power: ***
Cornering: **

Attacks:
Level 1: Yells
Level 2: Monkey Ball
Level 3: Barrel Rolls

Unlocked By: Beating all 100 missions

My Rating: 9.0/10

n. Ulala

Ulala is the beautiful heroine of Space Channel 5. An energetic rookie reporter, she has a strong desire to one day become the best reporter in the whole galaxy.

Type: Speed
Default Gear: Channel 5

Dash: ***
Limit: ****
Power: ***
Cornering: **

Attacks:
Level 1: Fires Gun
Level 2: Hip Attack
Level 3: Fires Gun (Stronger)

Unlocked By: Beating all 100 missions

My Rating: 8.5/10

o. E-10000 G

A participating robot with Power, this robot won't let anything stand in its way!

Type: Power
Default Gear: E-Gear G

Dash: ***
Limit: ***
Power: ***
Cornering: **

Attacks:
Level 1: Blinding Light Bulb
Level 2: Spinning Kick
Level 3: Guru Guru Punch

Unlocked By: Playing the game for 20 hours or playing in 100 races.

My Rating: 6.5/10

p. E-10000 R

Another participating robot, E-10000 R uses its Speed abilities to stay ahead of the competition.

Type: Speed
Default Gear: E-Gear R

Dash: ***
Limit: ****
Power: ***
Cornering: **

Attacks:
Level 1: Head Split
Level 2: Double Arm Spin
Level 3: Head Bash

Unlocked By: Playing the game for 50 hours.

My Rating: 7.0/10

q. Super Sonic

The Super Form of Sonic. The only way to play this character is...

Type: All, Speed, Power, and Flight

Default Gear: Chaos Emerald

Dash: N/A

Limit: N/A

Power: N/A

Cornering: N/A

Attacks:

Level 1: High Speed Dash

Unlocked By: Beat all the Missions with a Gold Emblem and using the gear, Chaos Emerald.

My Rating: 9.5/10

13. Extreme Gear

This part of the FAQ is the Extreme Gear. Note: I won't tell you all the info for each Extreme Gear.

So enjoy.

a. Air Boards

Blue Star

Dash: ***

Limit: ****

Power: ***

Cornering: **

By Robotnik Corp.

Speed type Air board.

Used by: Sonic

Yellow Tail

Dash: ***

Limit: ****

Power: ***

Cornering: **

By Robotnik Corp.

Flight type Air board.

Used by: Tails

Red Rock

Dash: ***

Limit: ****

Power: ***

Cornering: **

By Robotnik Corp.

Flight type Air board.

Used by: Knuckles

Pink Rose

Dash: ***

Limit: ****

Power: ***

Cornering: **

By Robotnik Corp.

Speed type for women.

Used by: Amy

Type-J

Dash: ***

Limit: ****

Power: ***

Co'nering: **

Babylon Standard.

Speed type W (Wave).

Used by: Jet

Type-S

Dash: ***

Limit: ****

Power: ***

Cornering: **

Babylon Standard.

Power type W (Wave).

Used by: Storm

Type-W

Dash: ***
Limit: ****
Power: ***
Cornering: **

Babylon Standard.
Flight type W (Wave).

Used by: Wave

Temptation

Dash: ***
Limit: ****
Power: ***
Cornering: **

By Robotnik Corp.
For women R (Rouge).

Smile

Dash: ***
Limit: ****
Power: ***
Cornering: **

By Robotnik Corp.
Flight type for kids.

Used by: Cream

High Booster

Dash: **
Limit: ***
Power: **
Cornering: **

Astounding boost ability.

Cost: 300

Used by: All characters except Eggman

Auto Slider

Dash: ***
Limit: ***
Power: ***
Cornering: **

Auto Air Slides when cornering!

Cost: 600

Used by: All characters except Eggman

My Description: That means that if you turn it turns a little more so this gear isn't that good.

Powerful Gear

Dash: *
Limit: ****
Power: *****
Cornering: **

Heavy Gear.
Works well even on poor roads.

Used by: All characters except Eggman

Fastest

Dash:
Limit: *****
Power: ***
Cornering:

Gear with the highest top speed.

Used by: All characters except Eggman

Turbo Star

Dash: *****
Limit: *
Power:
Cornering: **

Accelerates quickly to achieve top speed!

Used by: All characters except Eggman

Speed Balancer

Dash: *****
Limit: *****
Power: *
Cornering:

Performs well on straight roads.

Cost: 1,500

Used by: All characters except Eggman

Blue Star II

Dash: ****
Limit: *****
Power: **
Cornering: *

By Robotnik Corp.
Speed type for Sonic.

Used by: Sonic

Access

Dash: ***

Limit: ***

Power: **

Cornering: **

This Gear allows any character that can utilize it to fly.

Cost: 1,500

Used by: All characters except Eggman and flight characters

Beginner

Dash: **

Limit: ***

Power: **

Cornering: *

Consumes little air.

Good for beginners.

Cost: 300

Used by: All characters except Eggman

Accelerator Ring

Dash: *****

Limit: **

Power: **

Cornering: **

By Robotnik Corp.

Speed boost enhanced.

Cost: 500

Used by: All characters except Eggman

Trap Gear

Dash: ****

Limit: **

Power: **

Cornering: **

Can execute unlimited Tornadoes!

Cost: 2,500

Used by: All characters except Eggman

My Description: You know what that means each time you do a tornado it doesn't use air.

Light Board

Dash: ****
Limit: ***
Power: **
Cornering: **

Gear with the lightest weight.

Used by: All characters except Eggman

Slide Booster

Dash: *
Limit: **
Power: *
Cornering: **

Can execute consecutive slides.

Cost: 2,000

Used by: All characters except Eggman

Legend

Dash: *
Limit: **
Power: *
Cornering: *

Has high level Air ability.

Used by: All characters except Eggman

My Description: You can charge up your jump without slowing down.

Magic Carpet

Dash: *
Limit: ****
Power: ***
Cornering: *

Legendary Extreme Gear.

Used by: All characters except Eggman and Flight characters

My Description: This gear looks like it sucks but it doesn't because all of the

Speed and Power characters are allowed to do Air Ride except Eggman.

Air Broom

Dash: ***
Limit: **
Power: ***
Cornering: **

This Gear allows any character to grind.

Cost: 2,500

Used by: All characters except Eggman and speed characters

Hovercraft

Dash: ****

Limit: *****

Power: ****

Cornering: ***

Gear said to be used on a grand adventure.

Cost: 1,500

Used by: All characters except Eggman

My Description: Like I said before this gear is not worth buying because it has

VERY, VERY BAD turns its like if you want to turn, you end up turning around.

Chaos Emerald

Dash: *****

Limit: *****

Power: *****

Cornering: **

Emerald holds an ancient power.

Used by: Sonic

Extra information

1. Turns Sonic into Super Sonic at beginning of race with 30 rings.
2. Uses rings instead of air.
3. When all rings are gone, you turn back into Sonic.

Faster

Dash: *

Limit: *****

Power: ***

Cornering: *

By Robotnik Corp.

Top speed enhanced.

Cost: 800

Used by: All characters except Eggman

Gambler

Dash: **

Limit: ***

Power: **

Cornering: *

Gear used by a legendary gambler.

Cost: 4,000

Used by: All characters except Eggman

My Description: This gear is good and bad cause it has horrible stats and the reason why it's good is if you get into 1st place you get double the amount of Rings.

Power Gear

Dash: **

Limit: ****

Power: *****

Cornering: **

By Robotnik Corp.
Endurance enhanced.

Cost: 500

Used by: All characters except Eggman

Opa Opa

Dash: *

Limit: ****

Power: *****

Cornering: **

Gear holds a Knight's soul for an attack.

Cost: 2,500

Used by: All characters except Eggman

My Description: Even though it has one star for Dash it has a great boost.

The Crazy

Dash: ***

Limit: ****

Power: ***

Cornering: **

This Gear uses Rings instead of Air.

Cost: 2,000

Used by: All characters except Eggman

My Description: It's just like the Chaos Emerald gear except you can use it with every character except Eggman and you don't change into the Super-Forms.

Night Sky

Dash: ***

Limit: ****

Power: ***
Cornering: **

From Twin Seeds. Only for a Nightmaren.

Used by: NiGHTS

BANANA

Dash: ***
Limit: ****
Power: ***
Cornering: **

Banana Gear found on Jungle Island.

Used by: Aiai

E-gearG

Dash: ***
Limit: ****
Power: ***
Cornering: **

Enhanced E-10000G.
Production Model.

Used by: E-10000G

E-gearG

Dash: ***
Limit: ****
Power: ***
Cornering: **

Enhanced E-10000R.
High-end gear.

Used by: E-10000R

Channel 5

Dash: ***
Limit: ****
Power: ***
Cornering: **

Channel 5 exclusive.
Only for reporters.

Used by: Ulala

Berserker

Dash: **
Limit: **
Power: ***
Cornering: **

Said to be used by a legendary night.

Cost: 2,500

Used by: All characters except Eggman

My Description: You can attack without boosting.

b. Bikes

E-rider

Dash: ****

Limit: *****

Power: ****

Cornering: ***

High-performance, but burns too much Air.

Used by: All characters except Ulala, E-10000G, and E-10000R

My Description: Great stats but uses too much air.

Air Tank

Dash: **

Limit: **

Power: **

Cornering: *

Has basic attributes, but holds much Air.

Cost: 1,000

Used by: All characters except Ulala, E-10000G, and E-10000R

My Description: This gear has bad stats but gives you a Level 2 Air Tank.

Heavy Bike

Dash: **

Limit: *****

Power: *****

Cornering: *

Heaviest Gear in existence.

Cost: 800

Used by: All characters except Ulala, E-10000G, and E-10000R

My Description: This gear is great for you people like me, who HATE the Turbulence because this gear is so HEAVY it just can't ride on the Turbulence.

Destroyer

Dash: **

Limit: **
Power: ***
Cornering: **

This Gear grants characters "Power"!

Cost: 3,500

Used by: All characters except Ulala, E-10000R, and power characters

Omnipotence

Dash: **
Limit: **
Power: **
Cornering: *

Super Gear.
All skills granted to character.

Cost: 5,000

Used by: All characters except Ulala, E-10000G, and E-10000R

My Description: You know what that means you get every skill granted to your character but the thing that stinks about is that when you do the skill you don't get any air and the gear doesn't have good stats.

Cover-S

Dash: ****
Limit: ****
Power: ****
Cornering: ***

Speed type enhanced.
Accelerate+
Endurance+

Cost: 500

Used by: Sonic, Amy, Jet, and Shadow

Cover-F

Dash: ***
Limit: *****
Power: ****
Cornering: **

Flight type enhanced.
Accelerate+
Endurance+

Cost: 500

Used by: Flight characters only

Cover-P

Dash: ****
Limit: *****
Power: ***
Cornering: ***

Power type enhanced.
Accelerate+
Endurance+

Cost: 500

Used by: Knuckles, Storm, Eggman, and Aiai

Hang-On

Dash: ***
Limit: ****
Power: ***
Cornering: **

Collector's Gear.
It has great Value.

Cost: 2,000

Used by: All characters except Ulala, E-10000G, and E-10000R

My Description: All it does is play music in the background.

Super Hang-On

Dash: ***
Limit: ****
Power: ***
Cornering: **

Collector's Gear.
It has great value.

Cost: 2,500

Used by: All characters except Ulala, E-10000G, and E-10000R

My Description: All it does is play music in the background.

c. Skates

Darkness

Dash: ***
Limit: ****
Power: **
Cornering: **

By Robotnik Corp.
Air skate burns less air.

Used by: All characters except Eggman, E-10000G, and E-10000R

My Description: You know what that means each time you use a boost or Air Slide it doesn't use as much air. Use this gear if you use a real lot of air at one time.

Grinder

Dash: **
Limit: ****
Power: **
Cornering: **

This Gear allows any character to grind.

Cost: 2,000

Used by: All characters except Eggman, E-10000G, and speed characters.

Advantage-S

Dash: *
Limit: *****
Power: *
Cornering: *

Speed type custom.
Accelerate+
Top Speed+

Cost: 1,000

Used by: All speed characters except E-10000R

Advantage-F

Dash: *****
Limit: **
Power: *
Cornering: *

Flight type custom.
Accelerate+

Cost: 1,000

Used by: Flight characters only

Advantage-P

Dash: **
Limit: ***
Power: *****
Cornering: *

Power type custom.
Endurance+
Power+

Cost: 1,000

Used by: Knuckles, Storm, and Aiai

Cannonball

Dash:

Limit:

Power:

Cornering:

Can execute constant boosts!

Cost: 3,500

Used by: All characters except Eggman, E-10000G, and E-10000R

My Description: This gear sucks, you can't do attacks, don't get air from doing tricks, don't get air from doing your character's ability, worst stats, and the only good thing is you can do boosts every two seconds without losing air.

14. Missions

I'll now tell you how to beat each mission.

a. Storm's Missions

Metal City

Mission 1

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

Character: Amy

Time Limit: 60 seconds

Gold requirement: 30 points

How to get a Gold Emblem: Charge up your jump a lot and make sure the second to last Trick ramp do a Back Flip to get more points.

Mission 2

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

Character: Tails

Time Limit: 60 seconds

Gold requirement: 12 junks

How to get a Gold Emblem: I think you can find
all of them except the last one, when you get to the last Trick Ramp
do a backflip to get the last piece of junk.

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

How to get a Gold Emblem: Just do some boosts at a time and use all
the Power shortcuts. Also do a Back Flip on the second to last Trick ramp.

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

How to get a Gold Emblem: I don't think this will be hard for you...

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

How to get a Gold Emblem: Hmm... just boost a lot till' you destroy it.

Splash Canyon

-----'
Mission 1

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

Character: Amy

Time Limit: 60 seconds

Gold requirement: 22 points

How to get a Gold Emblem: Charge up your jump a lot.

Mission 2

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

Character: Sonic

Time Limit: 60 seconds

Gold requirement: 12 junks

How to get a Gold Emblem: I think you can find all of it except the last one which you got to do a Back Flip on the last Trick ramp and you'll be on a rainbow to obtain the last piece.

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

How to get a Gold Emblem: Make sure you hit a lot of stuff so you can boost a lot. Also do the Power shortcut.

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

How to get a Gold Emblem: No strategy for this mission.

Mission 5

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

Character: Sonic

Time Limit: 65 seconds

Gold requirement: 11 grinds

How to get a Gold Emblem: Watch out so you won't fall. Also you get the Treasure when you're on the waterfall. (While grinding)

Egg Factory

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 treasure that the robot has before Storm
appears.

Character: Knuckles

Time Limit: 70 seconds

Gold requirement: 21 seconds or less

Green Cave

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

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

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

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

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

b. Wave's Missions

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

Night Chase

Mission 1

Objective: Perform tricks to get 14 or more points 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

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

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 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

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

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

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

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

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: Sm'sh 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

c. Jet's Missions

Jet's missions are unlocked after completing ALL of Storm
and Wave's missions. That 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

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

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

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

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

15. Song Lyrics

This part of the FAQ will tell you the lyrics of the songs, so enjoy.

a. Sonic Speed Riders

I'm gonna hit you with Sonic Speed...

I'm gonna hit you with Sonic Speed!
(Ha! Ha! Ha! Ha!)

Ridin' on the wave of Super Sonic!
(Ugh! Ugh! Ugh!)

I'm gonna...
I'm gonna...
I'm gonna...
I'm gonna show you!

I'm gonna...
I'm gonna...
I'm gonna...
I'm gonna show you...

I'm gonna show you what true speed is!
(Ha! Ha! Ha! Ha!)

Ridin' on the waves of a Super Sonic!
(Ugh! Ugh! Ugh!)

I'm gonna...
I'm gonna...
I'm gonna...
I'm gonna show you!

I'm gonna...
I'm gonna...
I'm gonna...

Super Sonic...
Super Sonic...
Super Sonic Speed!

b. Catch Me if You Can

(But while...) Pummel out the sun...
(Get my...) Cumin' out to stun...
(But while...) Your chance is none...
(Get my...) Nothing can be done...
Catch me if you can... (Can... can....)

(But while...) There's no turnin' back!
(Get my...) Reach but never catch!
(But while...) You can't fathom that!
(Get my...) Wonders you can't have!

(Take the world...) There's no turning back!
(Change the world...) Reach but never catch!
(Break the world...) You can't fathom that!
(Make the world...) Wonders you can't have!
Catch me if you can... (Can... can....)

(Jet the Bird, Jet the Bird...) There's no turnin' back!
(Sky time, sky time...) Reach but never catch!
(Jet the Bird, Jet the Bird...) You can't fathom that!
(Sky time, sky time...) Wonders you can't have!

There's no turnin' back...
Reach but never catch...
You can't fathom that...
Wonders you can't have!

So catch me if you can, when you're born to dream
And a wolf from a scene, but we never could reach
Airtime max, on the random V
Like life, rock bottom, it's the bloody scene
One by two, I stuck in the vanity
Hawk tail, wing, call, through a heaven center, Jessie is speed
Speed rush, sweet to a melancholy victory
No chance to understand...
Catch me if you can!

Catch me if you can!
Catch me if you can!
Catch me if you can!
Only if you can!

(Jet the Bird...) Pummel out the sun...
(Sky time...) Cumin' out to stun...
(Jet the Bird...) Your chance is none...
(Sky time...) Nothing can be done...

No one here, in my class of heap.
The ruler of the winds could never be beat!
Don't mess, don't mob, you're put to test,
Like Jet, as hawk, I'll ride in your nest!
I never come down, high, low,
A breath on my chimney with wings enthroned.
Jet, fly, hawk, the sky is me'
All for the speed I was born to be!

Take the world! There's no turnin' back...
(there's no turnin' back...)
Change the world! Reach but never catch...
(reach but never catch...)
Break the world! You can't fathom that...
(you can't fathom that...)
Make the world! Wonders you can't have...
(wonders you can't have...)

(But while...) Pummel out the sun!
(Get my...) Cumin' out to stun!
(But while...) Your chance is none!
(Get my...) Nothing can be done!

Chaos and the Emeralds, life as a feneral,
Whatcha' gonna do when nothing is perpetual?
World domination, the best technology;
Haven't got the interest in that former glory.
Put me in the air and my speed will lead,
All in the shine like a miracle weed!
I just won't stop till the treasures of me,
Set it before I was born to be!

(Take the world!) Pummel at the sun!
(Chase the world!) Cumin' out to stun!
(Break the world!) Your chance is none!
(Make the world!) Nothing can be done!
Catch me if you can...

16. Unlockables

This part of the FAQ tells you the things you can unlock. Note: I'll not show you how to unlock the characters, look in the Character Info section.

Now I'll show you.

a. Story Mode Unlockables

Babylon Story: Beat Hero Story
Storm's Missions: Beat Hero Story
Smile: (Extreme Gear) Unlocking Cream the Rabbit
Temptation: (Extreme Gear) Unlocking Rouge the Bat
Darkness: (Extreme Gear) Unlocking Shadow the Hedgehog
Skates in Shop: Beat Hero Story
Opening Movie: Beat Hero Story
Insert Movie: Beat Hero Story
Wave's Missions: Beat a race in Story Mode after another to get new tracks for Storm's Missions
All Babylon Tracks: Beat a race after another to get new tracks

Babylon Cup: Beat Dark Desert in Story Mode
Bikes in Shop: Beat Babylon Story
Digital Dimension Track: Beat Babylon Story
Babylon Guardian Track: Beat Babylon Story
Magic Carpet: (Extreme Gear) Beat Babylon Story
E-Rider: (Extreme Gear) Beat Babylon Story
Ending Movie: Beat Babylon Story

b. World Grand Prix Unlockables

SEGA Carnival: Get a Gold Emblem in Heroes Cup
SEGA Illusion: Get a Gold Emblem in Babylon Cup

c. Mission Mode Unlockables

Fastest: (Extreme Gear) Collect enough junk and find the treasure
Turbo Star: (Extreme Gear) Collect enough junk and find the treasure
Powerful Gear: (Extreme Gear) Collect enough junk and find the treasure
Legend: (Extreme Gear) Collect enough junk and find the treasure
Jet's Missions: Beat Storm's and Wave's Missions
BANANA: Beat all 100 Missions
Night Sky: Beat all 100 Missions
Channel 5: Beat all 100 Missions
Opa Opa in Shop: Beat all 100 Missions
The Crazy in Shop: Beat all 100 Missions
Hang-On in Shop: Beat all 100 Missions
Super Hang-On in Shop: Beat all 100 Missions

17. Charater Quotes

Sonic the Hedgehog

"Alright! Now we're talking!"

"Alright! Bring it on."

"A magic carpet?! I thought those only existed in fiction."

Miles "Tails" Prower

"Don't worry Sonic! I'll unlock the secret of the extreme gears for us!"

"I'll do my best!"

"Haha! Did you see that?!"

"Sonic! The emerald's over there!"

"Wait Sonic, use this!"

Knuckles the Echidna

"Did she just call me a red mutt?"

"I get it okay? It's a board that floats and that's good enough for me."

Doctor Eggman

"This is an outrage! I hosted the EX World Grand Prix for a piece of cloth!? I can't believe I wasted my time for such a piece of junk!"

Amy Rose

"I'm not gonna hold back!"

Shadow the Hedgehog

"Now witness my true power!"

"You're so slow!"

Rouge the Bat

"Hey! Ladies first!"

Babylon Rouges

Jet: "Anyway, why are you here?"

Storm: "Um... Egghead? No, uh... Egg Salad?"

Wave: "Some guy named Dr. Eggman..."

Storm: "...has a proposition for you."

Wave: "No one can tune a Gear like I can! Accept it, buddy, it's not the board,

your skills just SUCK!"

Storm: "W--wha?! Suck?!"

Wave: "Yes. S-U-C-K, suck."

Storm: "Su-- Su--"

Jet: "STOP IT!"

Wave: "You think you can win with that board?"

Wave: Eat my dust!

Wave: If they don't want it we'll take it. Treasure is treasure.

Wave: And that's that!

Wave: I never imagined anyone would enter the race with such a piece of junk.

Jet: "No way I'm gonna lose!"

18. Contact Me

Please follow on what's below, I can't stand when people e-mail me without making any sense, etc. So please, follow on what's below or your e-mail will be DELETED!!!

#1: IF you send me spam or any other type of crap like that (you know what happens).

-If the subject is (name of game) (name of FAQ) (question, comment, suggestion, etc).

-Please make sure the e-mail is clear so I won't have to ask "Can you make that clearer" or something like that, it will save my time and yours.

Shortening your words

is fine (are:r, you:u, etc) but you can not do ones that don't make sense (i:1 or |, a:@) or I'll be

asking myself, "What the fuck is this person trying to say?"

-Be sure to READ my FAQ before e-mailing me, the answer to your question might be in there already (it will save my time and your time).

-Don't include your name, if you want to add some type of name, just add in your username.

-Don't e-mail me about putting my FAQ(s) on your site, the answer will always be NO!

That's all...

My e-mail address is faqs@al1mg.net

My email is faqs@al1mg.net

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