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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 grab this one.

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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Character: Sonic

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,

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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    ##        #-                X# #    ##- #
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##x    =# X +#X##x##+## ;xx+=;###    #=-X##    #####    ## #####
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x;    #    .x    =x    ## #    #    ,x    #,    #x

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