

SONIC™

and the Secret Rings



BASED ON A GAME RATED BY THE ESRB **E** EVERYONE

SONIC™ and the Secret Rings

PRIMA Official Game Guide

Written by David S.J. Hodgson



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Product Manager: Jason Wigle

Senior Project Editor: Brooke N. Hall

Proofreader: Kate Abbott

Manufacturing: Suzanne Goodwin

Design and Layout: Calibre Grafix

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Originally hailing from the United Kingdom, David left his role as a writer of numerous British video game magazines (including *Mean Machines*, *Computer & Video Games*, and the *Official Nintendo* and *Sega Saturn* magazines) and a bohemian lifestyle on a dry-docked German fishing trawler to work on the infamous *GameFan* magazine in 1996. David helped to launch the fledgling GameFan Books and helped form Gamers' Republic in 1998, authoring many strategy guides for Millennium Publications, including *The Official Metal Gear Solid Mission Handbook*. After launching the wildly unsuccessful incite Video Gaming and Gamers.com, David found his calling, and began authoring guides for Prima Games. He has written over 30 Prima strategy guides, including *The Godfather: The Game*, *Knights of the Old Republic*, *Perfect Dark Zero*, *Half-Life 2*, and *Burnout Revenge*. He lives in the Pacific Northwest with his wife, Melanie, and an eight-foot statue of Great Cthulhu.

We want to hear from you! E-mail comments and feedback to dhodgson@primagames.com.

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www.primagames.com

SONIC AND THE SECRET RINGS: TRAINING

Blue, Spiky, and Faster than Lightning!

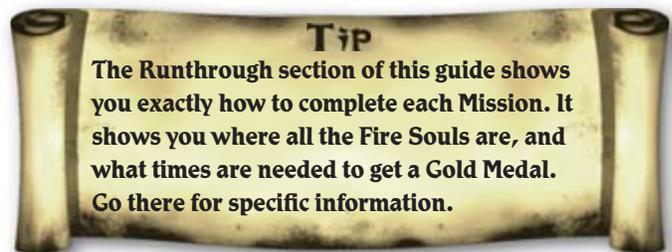
Welcome to the Training section! In this section, you'll find all the basic information you need to survive and thrive in the weird and wonderful adventures within the pages of *The Arabian Nights!* To begin with, we'll run through some menu navigation, basic maneuvers, the Worlds you encounter, and finally, a complete list of all the available Skills, and how you use them.

Menu Navigation

When you reach the Main Menu screen, hold the Wii Remote horizontally, and press **Ⓢ**. You reach this menu, where you can select "Adventure," "Special Book," "Party," and "Options."



shown based on how quickly you've completed the Mission. In this example, we managed to acquire all Gold Medals!

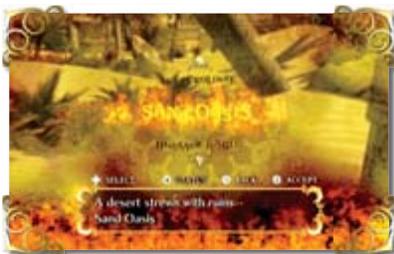


Adventure Mode



Select this mode to take on the massive quest to save the fading world of *The Arabian Nights!* Choose a Save Game Data from the six slots provided. As you can see, the World you're currently in, Sonic's level, the total time you've spent playing, and how many World Rings you've collected are all displayed.

Now select which World you wish to enter. There is a Lost Prologue, where you train to complete basic maneuvers, and seven Worlds, where your adventure starts, continues, and ends.



When you select a World, you can choose any of the Missions that you've opened. Missions that you have completed have a green check next to them. Then there's the name of the Mission.



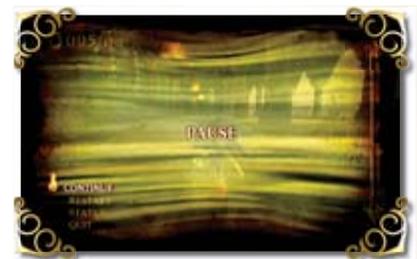
Some Missions also have three Fire Souls to find. Here, you'll see how many you've managed to locate. Finally, a Medal is



As soon as you select the Mission you wish to play, or replay, you enter the Skill Ring menu. Here, you can select one of four Rings. These Rings allow you to equip a set of Skills

for that particular Ring. Read more about Rings and Skills in the Skills section at the end of this Training section.

Once you select the Ring type and equip it, you can start the Mission itself. During the Mission, press **Ⓢ** to enter a Pause menu. From here, you can Continue, Restart, check your Status, or Quit back to the Mission selection menu.



Restart: This allows you to restart a Mission if you make a mistake.

Status: This shows all the information about you, and the Mission itself.

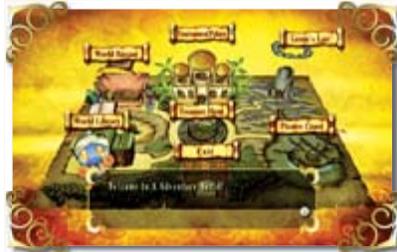
Special Book Mode



The next menu you can select is the Special Book mode. This is 15 chapters long and full of goodies that you unlock during Adventure and Party modes.

Party Mode

If you select Party mode, you're transported to a tattered parchment map owned by Omochao, who is the guardian of the Party Games! These are short mini-games you can play against the computer, or with friends. You can also visit different types of competitions, too! Party mode information is revealed after the Runthrough.



Note

Certain Party Games, characters, competitions, and other goodies are unlocked by collecting Fire Souls during Adventure mode.



Options

Choose this if you wish to fiddle with your in-game options. There are five Options to choose from. Do you want to read the captions in one of six languages? Then choose Text Settings. Do you want everybody to speak Japanese or English? Check out Voice Settings! You can also change your television aspect ratio, your sound, or even delete your Adventure Data!



Note

Once you unlock goodies during Adventure mode, they are available no matter what Data game is loaded.

Adventuring with Sonic

Note

The game manual has a load of interesting information about how to control Sonic, the obstacles he encounters, and how to use and equip Skills. Then check out the Lost Prologue section of the Runthrough; it has all of the important moves listed. Be sure to read this thoroughly before coming back here!

Now that you have a basic understanding of how to interact in the game, it's time to reveal a bit more about how to excel in your adventure!

Mission Parameters



During your Mission, you pick up collectables, fight enemies, and perfect your time to earn Medals.

Collectables



Rings: These can be Gold, and occasionally Platinum. Sometimes, a Mission requires that you **not** collect Rings. Rings add to your Experience Points. Collect at least one Ring, and you can get struck by a foe or a sharp obstacle without restarting.

Pearls and Neo Pearls: These are small or large white glowing circular objects. Sometimes a Mission requires that you **not** collect Pearls. Pearls add to your Soul Gauge energy. This is used to perform the Speed Break and Time Break moves (which basically speed up or slow down time). Pearls also add to your Experience.





Fire Souls: These are small glowing red Rings. Sometimes a Mission doesn't have any, and sometimes it does. In each of the seven Worlds, six of the Missions have three

Fire Souls per Mission. This means the maximum number of Fire Souls you can grab is 126.

Note

Fire Souls have the following properties:

- They add Experience when they are collected.
- Once they are grabbed, and you finish a Mission, they disappear from that Mission, and are permanently added to your Mission menu.
- There are always three Fire Souls in each Mission where they appear. You can Pause the game and see which Fire Soul you've grabbed in the Status menu.
- You can claim any Fire Souls gained during a mission despite being struck and sent back as long as you do not Quit or Restart the Mission

Enemies

Boss enemies have tactics in their appropriate Mission. The other enemy types are Genies, Fire Genies, Flower Spirits, Golems, Gargoyles, Slime Genies, Skeleton Genies (also known as Bone Knights). Here is a Bestiary, showing the enemies:



The Genie (green or purple): Strike with a Homing Attack.

The Fire Genie (red): Strike with a Homing Attack twice, and avoid the flame breath.



Flower Spirit: Strike three times with a Homing Attack when petals are open.



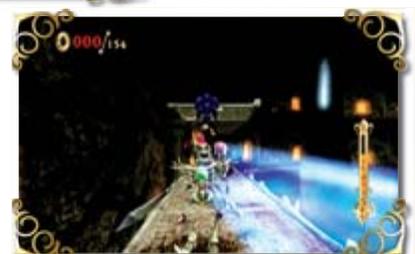
Golem: Strike once in the head, after gaining enough height.



Gargoyle: Strike three times with a Homing Attack, avoiding its claw, wing, and petrifying attacks.



Slime Genie: Strike with a Homing Attack when the Genie isn't electrified.



Skeleton Genie: Strike with a Homing Attack, unless he reanimates. Then flee!

Note

Certain Skills that improve your sliding and back flips also defeat Genies and other foes just like the Homing Attack. Comprehensive tactics are shown in the Runthrough.

Medals

The other point of completing a Mission (and redoing it) is to claim a Gold Medal. Achieve this by finishing in a super-quick time. Tactics are shown in the Runthrough section. Gold (and Silver) Medals unlock certain items in the Special Book.



Levels and Experience Points



Basically, every time you gain Experience Points by completing a Mission, you're closer to increasing your level. The more levels you have, the more Skills and Skill Points you

have, and the more powerful you become. The only way to gain levels is to accrue Experience Points. The maximum level you can obtain is 99, and this takes weeks of play!

Level Experience Calculation

To fully understand exactly what you need to do to gain the maximum number of Experience Points, study the following table, which breaks down the results when you finish a Mission.

Completion: First Screen Calculations

Bonus Type	Action	Calculating Formula	Notes
Action Bonus	Number of collected Pearls	Number of collected Pearls x 1p	Using Soul Gauge will not result in reducing the number of collected Pearls.
Action Bonus	Time Break	30p when used for 3 sec. After that, 10p x number of times will be added per a second.	Upper limit is 1,000p.
Action Bonus	Speed Break	Distance used at one time + 10p x number of times	About half the distance of grind in Stage 1 will be counted as 1. Upper limit is 1,000p.
Action Bonus	Grind	Distance divided by 2	Upper limit is 1,000p.
Action Bonus	Grind Trick	Number of times x 20p	Upper limit is 1,000p. For Action Bonus, 9,999 is the limit in total.
Enemy Bonus	Number of enemies you defeated	Number of enemies you defeated x 50p	—
Enemy Bonus	Boss 1: Sand Scorpion	1,000p	—
Enemy Bonus	Boss 2: Ifrit Djinn	3,000p	—
Enemy Bonus	Boss 3: Captain Bemoth	2,000p	—
Enemy Bonus	Boss 4: Erazor Djinn	4,000p	—
Enemy Bonus	Boss 5: Alf Layla wa-Layla	4,000p	—

So, it takes Experience Points to Level Up: Here are all the ways you can obtain points:

- Collect Pearls (and Neo Pearls)
- Execute Time Break (once you receive the Soul Gauge Skill)
- Execute Speed Break (once you receive the Soul Gauge Skill)
- Grind on a rail
- Execute a grind trick (leap from one rail to another)
- Defeat an enemy
- Defeat a boss
- Collect Rings (both Gold and Platinum)
- Increase your Technical Bonus
- Add a set number of points for a particular Mission
- Collect Fire Souls

Bonus Type	Action	Calculating Formula	Notes
Ring Bonus	Number of collected Rings	Number of Collected Rings x 3p	Total number of Rings collected during the Mission. It will be calculated simply by the number of collected Rings, without any reduction caused from damages or defeats.
Technical Bonus	Undeclared: No damage	x 2.0	—
Technical Bonus	Undeclared: 1 damage	x 1.5	—
Technical Bonus	Undeclared: 2–3 damages	x 1.2	—
Technical Bonus	Undeclared: 4–5 damages	x 1.1	—
Technical Bonus	More than 6 damages	x 1.0	—
Technical Bonus	Defeated	x 1.0	—
Technical Bonus	Mission Failed	x 0.3	—

Second Screen Calculation

Bonus Type	Bonus Contents	Calculation Formula	Notes
Experience	Score achieved in first screen.	Total score achieved in first screen.	—
Mission Bonus	Tutorial completed	1,000p	Time Attack 1 and 2 will be regarded as Medium-length Missions.
Mission Bonus	Short Mission completed	2,000p	—
Mission Bonus	Loop Mission completed	3,000p	—
Mission Bonus	Middle Mission completed	4,000p	—
Mission Bonus	Long Mission completed	7,000p	—
Mission Bonus	Boss Battle	10,000p	—
Mission Bonus	Sand Oasis: Diehard Challenge, Head to Head, No Pearl, Beat the Clock	3,000p	—
Mission Bonus	Sand Oasis: Chain of Rings	2,000p	—
Mission Bonus	Dinosaur Jungle: Stealth Attack	3,000p	—
Mission Bonus	Dinosaur Jungle: Special Challenge (Break the egg)	4,000p	—
Mission Bonus	Dinosaur Jungle: Special Challenge (Carry the egg)	7,000p	—
Mission Bonus	Evil Foundry: Stealth Attack, Perfect Challenge	3,000p	—
Mission Bonus	Evil Foundry: Rampage!	4,000p	—
Mission Bonus	Evil Foundry: Chain of Rings	2,000p	—
Mission Bonus	Levitated Ruin: Rampage!, Collect Rings	2,000p	—
Mission Bonus	Levitated Ruin: Perfect Challenge, Diehard Challenge, Hands Off, Perfect Challenge	3,000p	—
Mission Bonus	Levitated Ruin: Special Challenge	4,000p	—
Mission Bonus	Pirate Storm: Head to Head, Collect Rings, No Pearl	3,000p	—

Bonus Type	Bonus Contents	Calculation Formula	Notes
Mission Bonus	Pirate Storm: Diehard Challenge	4,000p	—
Mission Bonus	Pirate Storm: Collect Rings	2,000p	—
Mission Bonus	Skeleton Dome: Head to Head, Diehard Challenge	3,000p	—
Mission Bonus	Skeleton Dome: Chain of Rings	2,000p	—
Mission Bonus	Skeleton Dome: Special Challenge	4,000p	—
Mission Bonus	Night Palace: Head to Head, Hands Off, No Pearl	3,000p	—
Mission Bonus	Night Palace: Rampage!, Diehard Challenge	4,000p	—
Mission Bonus	Night Palace: Collect Rings	2,000p	—
Experience Bonus	Experience Bonus achieved within the stage. Total from First Screen Calculation	—	—
Experience Bonus	Fire Soul	Number of Fire Souls collected within Mission × 500p	—



The sections at the back of this book show you all the different levels you can reach, and what rewards you receive for Leveling Up. Basically, you receive one or more of the following:

- One level up
- A new Skill
- More Skill Points
- More Rings to carry (as shown in the picture)

Note

The types of Mission shown in the chart previously are detailed in the Runthrough chapter.

Sonic's Skill Rings



Your adventure gradually becomes more difficult, and to counterbalance this, as you gain more levels, you accrue more Experience Points. However, you also accrue more Skill

Points and Skills. Equip these Skills before each Mission, onto one of four Skill Rings.

The Skill Equip Menu

When you enter this menu, you can equip one of four Rings, or customize a particular Ring. Why are there four Rings? Because you can tailor each Ring to a particular set of Skills.

Example #1: The object of a Mission is to defeat enemies as quickly as possible. You want a Ring where the Skills are designed to help you defeat foes, such as increasing your Homing Attacks and your steering.

Example #2: You want to gain a Gold Medal on a Mission, so you equip a second Ring with Skills associated with speed, steering, and increasing your Soul Gauge and maneuverability.

Example #3: You're entering a Mission where you can't grab any Pearls or any Rings. You want a Ring without Skills that attract Pearls or give you a Ring Bonus.

Naturally, all the Skills can be equipped or unequipped based on how many points you have to spend. You can equip the same Skill on more than one Ring.

Skill Actions

The actions (a.k.a. attributes) of your Skill are also important, because if you group the same actions together, you get an increased, and sometimes combined effect. Also, some Skills can't be used with others, no matter what. Usually, you can't combine a load of Flame-type Skills with other Skill Types, so watch these limitations when you select a set of Skills to use.

Here are the actions each Skill possesses:



Ground Action Skill. This helps your ground maneuvering.



Aerial Action Skill. This helps your airborne maneuvering.



Hidden Skill. This is awarded after unlocking something, and each one has a different effect.



Assist Skill: This augments a technique or another Skill to make a more powerful version of it.



Damage Skill. This is usually armor of some kind.



Experience Skill. This usually adds Experience Points to your total for completing a task that normally yields less or no Experience.



Special Skill: This is an extra-powerful Skill with one of many effects! Covet these!



These are Flame types.



These are Wind types.



These are Dark types.

If you group the same types of Skills on a Ring, the effects are more impressive.

TIP

Now that you know the different Skills to choose from, replay any Missions you enjoyed, or couldn't finish, with a different set of Skills selected! If you don't have enough Skill Points (SP), gain more levels!

The Great Skill List

The remainder of this section showcases every available Skill, when it's available, how many points it costs, how many Skill Points you need to equip it, whether you'll see a visual effect in-game, and the attributes the Skill has. You'll also learn how to unlock each Skill, and how to use it during your adventure!

#001: Charge Jump



Attribute: N/A
Visual Effect?: No
Points Cost: 10
Acquisition Level: 0

Notes: When sliding, your speed will drop, but you will jump higher.

Additional: You must defeat Alf Layla wa-Layla in Adventure mode to display, equip, and/or remove.

Tactics: You automatically start the adventure with this Skill. This is useful as the "charge" part is a slide, which allows you to slide through spikes and into foes, and the jump is high. Use this constantly.

#002: Short Jump



Attribute: N/A
Visual Effect?: No
Points Cost: 10
Acquisition Level: 0

Notes: You can make Short Jumps.

Additional: You must defeat Alf Layla wa-Layla in Adventure mode to display, equip, and/or remove.

Tactics: Short Jumps are useful when leaping over small or low objects, such as low barricades, ground spikes, or other low obstacles. The move slows down your speed, but not as much as the Charge Jump. Use when necessary.

#003: Homing Attack



Attribute: N/A
 Visual Effect?: No
 Points Cost: 10
 Acquisition Level: 0

Notes: Quickly move the Wii Remote forward to do a Homing Attack when locked-on.

Additional: You must defeat Alf Layla wa-Layla in Adventure mode to display, equip, and/or remove.

Tactics: This is one of the most useful maneuvers in the entire adventure. Use this constantly to attack any foe that is airborne or floating above the ground, and any ground foe that you can't slide into. Once you strike, continue with the Homing Crash.

#004: Homing Dash



Attribute: N/A
 Visual Effect?: No
 Points Cost: 10
 Acquisition Level: 0

Notes: Jump and attack again after striking with a Homing Attack.

Additional: You must defeat Alf Layla wa-Layla in Adventure mode to display, equip, and/or remove.

Tactics: Sonic could execute this 65,535 in a row if there were enough enemies! This is essentially how to "combo" an attack; launch the Homing Crash once you're in the air, and target another foe. Incredibly useful, use it all the time.

#005: Soul Gauge



Attribute: N/A
 Visual Effect?: No
 Points Cost: 10
 Acquisition Level: N/A

Notes: Soul energy is depleted to use Speed Break and Time Break.

Additional: Complete World 3: Evil Foundry: Mission 01. You must defeat Alf Layla wa-Layla in Adventure mode to display, equip, and/or remove.

Tactics: This is the reason for collecting Pearls! Select this immediately, and begin to fill up your Soul Gauge, and augment this with relevant Skills to increase the Soul Gauge. Use this if you wish to employ Speed Breaks or Time Breaks during a Mission.

TIP

For all the information regarding Skill and Time Breaks, check out the Lost Prologue section of the Runthrough.

#006: Jump Cancel



Attribute: N/A
 Visual Effect?: No
 Points Cost: 10
 Acquisition Level: 0

Notes: Press $\text{\textcircled{2}}$ while in mid-jump to land.

Additional: You must defeat Alf Layla wa-Layla in Adventure mode to display, equip, and/or remove.

Tactics: This is an excellent way to precisely land on platforms. Use this when you're flying through the air, and need to immediately stop, or want to fall and land on a small platform. The effect is instantaneous, and the difference between this and braking ($\text{\textcircled{1}}$) is that you're ready to do a Charge Jump as you land.

#007: Jump Dash



Attribute: N/A
 Visual Effect?: No
 Points Cost: 10
 Acquisition Level: N/A

Notes: Quickly move the Wii Remote forward while in mid-jump to launch forward.

Additional: You must defeat Alf Layla wa-Layla in Adventure mode to display, equip, and/or remove.

Tactics: This is another vital maneuver, as it's essentially how you cover long distances in the air, when you can't target a foe and attempt a Homing Attack. Jump, then Jump Dash to head over gaps, chasms, scenery, objects, spiky protrusions, and anything else blocking your way. You slow slightly compared to running, but this is still quick.

#008: Homing Cancel



Attribute: N/A
 Visual Effect?: No
 Points Cost: 5
 Acquisition Level: N/A

Notes: Allows Homing Attack to be cancelled by Jump Cancel.

Additional: You must defeat Alf Layla wa-Layla in Adventure mode to display, equip, and/or remove.

Tactics: Although you may not use this as often as the Homing Attack or Jump Dash, this is another fantastic basic Skill that enables you to ignore any enemies while in the air, after you target them with a Homing Attack. Excellent on Missions where you can't attack foes, or if you want to avoid enemies for a quick finishing time and Gold Medal.

#009: Charger



Attribute: Assist Skill
 Visual Effect?: No
 Points Cost: 12
 Acquisition Level: 30

Notes: Forward acceleration increases.

Additional: Two times faster than normal.

Tactics: This is a simple augmentation to your current ground acceleration. Do you want to go faster as you run from a stop or turbo start? Then equip this Skill!

#010: All-Rounder



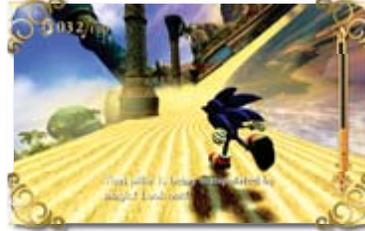
Attribute: Assist Skill
 Visual Effect?: No
 Points Cost: 6
 Acquisition Level: 10

Notes: Reduces speed loss caused by rugged terrain.

Additional: Maximum speed is reduced to 80 percent near water, 95 percent in sand, and 97 percent in grass.

Tactics: This is straightforward; if your Mission includes water, sand, or grass in its surfaces, consider equipping this Skill. Otherwise, remove it in favor of a more impressive one. Use this in the early stages of your adventure.

#011: Quick Step



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 4
 Acquisition Level: 7

Notes: Ground movement to the left and right becomes smoother.

Additional: Maximum speed when you steer is 40 percent as fast as normal running. Now it becomes 100 percent.

Tactics: This is an excellent Skill to equip early on as it steers you much more smoothly than before, and you can make sharper turns than normal. This is great for sudden steering and item grabbing. Equip immediately!

#012: Quick High Step



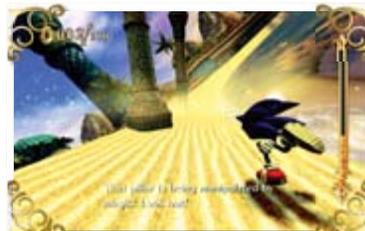
Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 12
 Acquisition Level: 24

Notes: Movement becomes smoother than with Quick Step.

Additional: Maximum speed when you steer is 40 percent as fast as normal running. Now it becomes 180 percent.

Tactics: This enhances your steering even more, making it another excellent Skill to equip for the same reasons as for Skill #012. Note you don't need to (and can't) equip both Skills #011 and #012.

#013: Quick Mega Step



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 20
 Acquisition Level: 67

Notes: Movement becomes smoother than with Quick High Step.

Additional: Maximum speed when you steer is 40 percent as fast as normal running. Now it becomes 1,000 percent faster!

Tactics: Yes, you can steer with insanely sharp turns now. The steering is so severe that you might want to test out a Mission using either #012 or #013 first, because there's a learning curve. However, you can maneuver around anything!

#014: Quick Air



Attribute: Aerial Action
 Visual Effect?: No
 Points Cost: 4
 Acquisition Level: 8

Notes: Aerial movement to the left and right becomes smoother.

Additional: 120 percent more responsive compared to normal aerial moves.

Tactics: Much like the Quick Step, this Skill makes your air moves much more responsive. This is excellent if you have obstacles to maneuver around or items to pick up. Activate it when you receive it.

#015: Super Quick Air



Attribute: Aerial Action
 Visual Effect?: No
 Points Cost: 12
 Acquisition Level: 28

Notes: Aerial movement becomes smoother than with Quick Air.

Additional: 200 percent more responsive compared to normal aerial moves.

Tactics: This enhances your aerial moves even more, making it another excellent Skill to equip for the same reasons as for Skill #014. Note you don't need to (and can't) equip both Skills #014 and #015.

#016: Hyper Quick Air



Attribute: Aerial Action
 Visual Effect?: No
 Points Cost: 20
 Acquisition Level: 71

Notes: Aerial movement becomes smoother than with Super Quick Air

Additional: 1,000 percent more responsive compared to normal aerial moves.

Tactics: When you actually reach the level needed to access this Skill, you should be so good at controlling Sonic, you won't need this Skill! It allows you to maneuver effortlessly, and takes a little while to get used to, but it's a great Skill to choose.

#017: Turbo Boost



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 3
 Acquisition Level: 4

Notes: Acceleration rate to top speed increases.

Additional: Two times faster than normal.

Tactics: Equip this as soon as you obtain it! This causes you to reach your top speed faster than normal, effectively shaving seconds off Mission completion times. It is soon superseded by even more potent acceleration Skills, so use it while it is useful, and don't remove it unless you want to travel slowly! Note that this is activated during the starting countdown, as the announcer shouts "one!".

#018: Rocket Boost



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 15
 Acquisition Level: 24

Notes: Improved acceleration over Turbo Boost.

Additional: Four times faster than normal.

Tactics: This is an improved version of the Turbo Boost, doubling the acceleration speed from a standstill at the start of each Mission, which is even more vital when you're shaving seconds off a time to claim a Gold Medal. Equip this if speed is critical to your Mission.

#019: Warp Boost



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 25
 Acquisition Level: 49

Notes: Improved acceleration over Rocket Boost.

Additional: Instant acceleration to top speed.

Tactics: This is an incredible Skill, and if you time it right, you can instantly travel at top speed off the starting line! The only problem comes when you need to turn quickly, as you may be traveling too fast! Watch out if your reactions aren't instant, especially if you combine this with a greater top speed!

#020: Sub W-Boost



Attribute: Hidden Skill
 Visual Effect?: No
 Points Cost: 20
 Acquisition Level: N/A

Notes: Improved acceleration until you reach top speed, but defensive power weakens considerably.

Additional: Complete World 5: Mission 05 with a Gold Medal to access. A penalty of -20 Rings to your total when you equip this Skill.

Tactics: Useful if you aren't able to activate the Rocket or Warp Boosts, and also if you're good enough not to get struck by anything, because the lack of Rings makes you more vulnerable. You lose the ability to shrug off a hit if you haven't collected 21 or more Rings.

#021: Speed-Up



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 10
 Acquisition Level: 18

Notes: Maximum speed increases.

Additional: 150 percent quicker than normal.

Tactics: If Gold Medals are on your mind, this is the Skill to equip. It allows you to travel one and a half times as fast as your previous top speed, but combine it with better steering so you don't become uncontrollable.

#022: Super Speed-Up



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 25
 Acquisition Level: 39

Notes: Maximum speed increases more quickly than with Speed-up.

Additional: Two times faster than normal.

Tactics: You're now able to reach speeds that are twice as fast the normal top speed, which is great during Speed Breaks, and if you're trying to get a Gold Medal with an incredibly fast run, but make sure you can control yourself at such speeds!

#023: Hyper Speed-Up



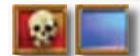
Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 40
 Acquisition Level: 63

Notes: Acceleration rate to top speed increases.

Additional: Four times faster than normal.

Tactics: Watch out! This is pure lunacy, as you're faster than many people can steer! Be sure you augment your steering and acceleration too, and practice these stages because ones with multiple obstacles become very difficult to maneuver around. This is one for the true professional!

#024: Sub HS-Up



Attribute: Hidden Skill
 Visual Effect?: No
 Points Cost: 30
 Acquisition Level: N/A

Notes: Maximum speed increases, but defensive power is weakened drastically.

Additional: Obtain by winning 88 Silver Medals (Gold Medals also count). A penalty of -20 Rings to your total when you equip this Skill.

Tactics: If you can complete most of the Missions at an impressively competent rate, you can unlock this Skill, which sacrifices your ability to withstand a hit from a foe or spike until you've collected 21 Rings. Super Speed-Up is a better Skill to go with.

#025: Landing Dash



Attribute: Ground Action
 Visual Effect?: Yes
 Points Cost: 8
 Acquisition Level: 16

Notes: Grants a higher speed increase when landed.

Additional: When you usually land, your speed is 60 percent of the normal maximum. This increases it to 247 percent, compared to 100 percent as the normal maximum.

Tactics: Basically, this allows you to land and keep going at a reasonable speed, which is a very useful Skill to employ when you're maneuvering through areas and want to keep your speed up. However, you may think about unequipping this Skill if you need to take an area of small landing spots slowly, or you haven't learned the Mission layout yet.

#026: Landing Turbo



Attribute: Ground Action
 Visual Effect?: Yes
 Points Cost: 20
 Acquisition Level: 36

Notes: Grants a higher speed increase than Landing Dash.

Additional: When you usually land, your speed is 60 percent the normal maximum. This increases it to 313 percent, compared to 100 percent as the normal maximum.

Tactics: Over three times the normal speed when you finish a landing means you don't really slow down after dropping in from a jump. It's perfect for negotiating well-known Missions quickly to claim a Gold Medal, but less useful if you want to take your time.

#027: Landing Boost



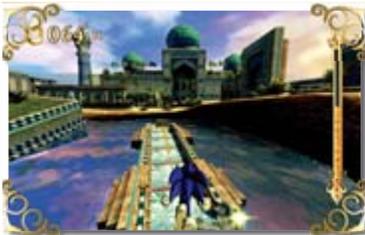
Attribute: Ground Action
 Visual Effect?: Yes
 Points Cost: 38
 Acquisition Level: 48

Notes: Grants a higher speed increase than Landing Turbo.

Additional: When you usually land, your speed is 60 percent the normal maximum. This increases it to 380 percent, compared to 100 percent as the normal maximum.

Tactics: Nearly four times the speed compared to the slowdown after you land? This is one Skill to add to your list if you're determined to crack all the Gold Medals, and need that extra boost of acceleration after each drop. Remember you need the reactions to go with it, too!

#028: Soul Absorber



Attribute: Aerial Action
 Visual Effect?: Yes
 Points Cost: 4
 Acquisition Level: 23

Notes: Soul Gauge increases when you land.

Additional: Gauge increases by approximately one tenth.

Tactics: Are you looking for every opportunity to increase your Soul Gauge so you can launch a Speed or Time Break earlier, or multiple times? Then equip the Soul Absorber, and make sure your Mission has lots of landing points!

#029: Soul Assimilator



Attribute: Aerial Action
 Visual Effect?: Yes
 Points Cost: 12
 Acquisition Level: 37

Notes: Soul Gauge increases more than with Soul Absorber.

Additional: Gauge increases by approximately two tenths.

Tactics: If you want your Soul Gauge to fill faster when you land, equip this. Note that you can't use any of the "Landing" Skills (#025–027) or #031 Sub S-Devourer if you have any of these three Skills equipped. Play around to see which makes more sense to you.

#030: Soul Devour



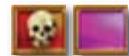
Attribute: Aerial Action
 Visual Effect?: Yes
 Points Cost: 20
 Acquisition Level: 56

Notes: Soul Gauge increases more than with Soul Assimilator.

Additional: Gauge increases by approximately four tenths.

Tactics: You gain almost instant Speed Break or Time Break abilities each time you land using this Skill, and the results mean you can power through Missions and claim numerous Gold Medals. Try this out first to see if you like it; there's a small learning curve.

#031: Sub S-Devour



Attribute: Hidden Skill
 Visual Effect?: Yes
 Points Cost: 15
 Acquisition Level: 46

Notes: Soul Gauge increases when you land, but Rings are consumed.

Additional: Gauge increases, but Rings decrease by 5.

Tactics: You need to weigh up whether the Rings you'll use up outweigh the Soul Gauge gains; usually they don't, but this is a good Skill to try out before you obtain Soul Devour.

#032: Fire Tackle



Attribute: Aerial Action
 Visual Effect?: Yes
 Points Cost: 8
 Acquisition Level: 20

Notes: Increased attack power when performing a Short Jump.
 Additional: None.

Tactics: If you use Short Jumps during your Missions, which a few players do, equip this to take down a foe during a Short Jump. Simply put, if you want to defeat foes using a Short Jump, have this Skill!

#033: Sub F-Tackle



Attribute: Hidden Skill
 Visual Effect?: Yes
 Points Cost: 5
 Acquisition Level: N/A

Notes: Attack power is increased during a Short Jump, but defense is greatly reduced.

Additional: Complete World 2: Mission 08 with a Gold Medal to access this Skill. Your Rings are reduced by 20 if you attempt this technique.

Tactics: Weigh your options. If you can lose 20 Rings each time you make a Short Jump, you can use it to attack any foes on the ground without resorting to a sometimes lengthy Homing Attack. Watch your lack of Rings though; it can hurt you!

#034: Cancel Dash

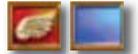


Attribute: Aerial Action
 Visual Effect?: Yes
 Points Cost: 6
 Acquisition Level: 16

Notes: Initial speed when landing from Jump Cancel increases.
 Additional: The usual landing speed (60 percent of normal) is increased to 200 percent.

Tactics: This Skill is useful if you use Jump Cancel a lot during Missions, and want to keep momentum going. Equip other Skills (such as ones that augment the Homing Attack or steering) first, then choose this if you have enough points.

#035: Cancel Turbo



Attribute: Aerial Action
 Visual Effect?: Yes
 Points Cost: 15
 Acquisition Level: 38

Notes: Greater speed increase than with Cancel Dash.

Additional: The usual landing speed (60 percent of normal) is increased to 275 percent.

Tactics: If the increase in points cost is worth the small additional boost of speed you receive, equip this Skill if you're using the Cancel Dash as your primary maneuver. This is useful on Missions where you shouldn't be defeating foes.

#036: Cancel Boost



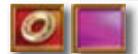
Attribute: Aerial Action
 Visual Effect?: Yes
 Points Cost: 25
 Acquisition Level: 57

Notes: Greater speed increase than with Cancel Turbo.

Additional: The usual landing speed (60 percent of normal) is increased to 350 percent.

Tactics: This augments the Jump Cancel and is the most powerful addition to this Skill, so it should be equipped when you eventually obtain it. By that time you should be tearing through Missions, replaying them to gain Gold Medals, and this helps out.

#037: Cancel Absorber



Attribute: Experience
 Visual Effect?: Yes
 Points Cost: 3
 Acquisition Level: 27

Notes: Earn Experience when landing with Jump Cancel.

Additional: None.

Tactics: Equip this low-cost Skill if Experience Points are what you crave. You can't equip #034–036 if you choose this and the next two Skills, so decide what's more important: speed or Experience.

#038: Cancel Assimilator



Attribute: Experience
 Visual Effect?: Yes
 Points Cost: 8
 Acquisition Level: 42

Notes: More Experience is gained than with Cancel Absorber.

Additional: None.

Tactics: Once again, you must decide whether Experience is better than speed when you land from a Jump Cancel.

#039: Cancel Devour



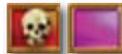
Attribute: Experience
 Visual Effect?: Yes
 Points Cost: 18
 Acquisition Level: 60

Notes: More Experience is gained than with Cancel Assimilator.

Additional: None.

Tactics: Once again, you must decide whether Experience is better than speed when you land from a Jump Cancel. Pick this if you're heading back through Missions, on your way to collecting all the Skills.

#040: Sub C-Devour



Attribute: Hidden Skill
 Visual Effect?: Yes
 Points Cost: 12
 Acquisition Level: 52

Notes: When landing off a Jump Cancel, Experience is gained but Rings are used.

Additional: None.

Tactics: Once again, you must decide whether Experience is better than speed when you land from a Jump Cancel. Use this when you reach Level 52, and swap it out for #039 when you reach Level 60.

#041: Fire Gaze



Attribute: Aerial Action
 Visual Effect?: Yes
 Points Cost: 5
 Acquisition Level: 17

Notes: Increased attack power when performing Jump Cancel.

Additional: A two-meter attack radius is generated.

Tactics: Fire Gaze is an excellent move for falling onto an enemy that you don't have time to defeat with a Homing Attack, and it ensures safety against all foes. A great offensive move.

#042: Sub-F Gaze



Attribute: Hidden Skill
 Visual Effect?: Yes
 Points Cost: 3
 Acquisition Level: N/A

Notes: Attack power increased during a Jump Cancel, but defense is greatly reduced.

Additional: Complete World 1: Mission 11 with a Gold Medal to access this Skill.

Tactics: As long as there are enough Rings to collect during the Mission, and you need to drop down on foes, equip this Skill. The low points cost is also attractive.

#043: Splash Jump



Attribute: Aerial Action
 Visual Effect?: Yes
 Points Cost: 20
 Acquisition Level: 42

Notes: Allows you to jump when you strike an obstacle in mid-air.

Additional: None.

Tactics: Equip this incredibly important Skill immediately. It allows you to "flip" over high walls that you reach with any sort of Jump. You can head back to previous Missions and score objects you couldn't reach before. However, when you've fully learned the Missions and know you won't need this Skill, switch it off because it costs a lot of points.

#044: Turbo Jump



Attribute: Aerial Action
 Visual Effect?: No
 Points Cost: 6
 Acquisition Level: 17

Notes: Increases flight speed while using Jump Dash.

Additional: Initial speed is the same, but it gradually rises to 2.2 times the normal.

Tactics: This is another excellent Skill to equip and never remove, because longer Jump Dashes are imperative, especially when you're leaping high in the air to a floating Grind Rail. Use this!

#045: Boost Jump



Attribute: Aerial Action
 Visual Effect?: No
 Points Cost: 15
 Acquisition Level: 34

Notes: Jump distance is improved over Turbo Jump.

Additional: Initial speed is the same, but it gradually rises to 2.35 times the normal.

Tactics: With all the advantages of the Turbo Jump, plus the ability to land farther than before, test this Skill to see whether the higher points cost is worth it. When you don't need to worry about points, equip this immediately! Otherwise, test it first.

#046: Rocket Jump



Attribute: Aerial Action
 Visual Effect?: No
 Points Cost: 25
 Acquisition Level: 48

Notes: Jump distance is improved over Boost Jump.

Additional: Initial speed is the same, but it gradually rises to 2.5 times the normal.

Tactics: The points cost is gigantic, but the advantages cannot be denied; if you want to cover massive distances from a Jump Dash, equip this. If you're low on points, use a lesser Skill until you Level Up some more.

#047: H-Expand



Attribute: Aerial Action
 Visual Effect?: No
 Points Cost: 5
 Acquisition Level: 12

Notes: Extends the range of Homing Attacks.

Additional: Initial length of attack (18 meters) is extended to 19 meters.

Tactics: This is an essential Skill if you want to take down enemies, because it allows you to start a Homing Attack much farther away than previously. Employ it on any Mission where you have to defeat foes. Conversely, remove it when you aren't attacking enemies: Now create a Ring just for your offensive capability Skills!

#048: H-High Expand



Attribute: Aerial Action
 Visual Effect?: No
 Points Cost: 18
 Acquisition Level: 34

Notes: Extends attack range farther than H-Expand.

Additional: Initial length of attack (18 meters) is extended to 21 meters.

Tactics: As before, if you're attacking foes, you need this maneuver. You can fly through the air with the greatest of ease, and tackle foes from a lot farther away; couple this with other offensive Skills to teach those Genies a lesson!

#049: H-Mega Expand



Attribute: Aerial Action
 Visual Effect?: No
 Points Cost: 28
 Acquisition Level: 52

Notes: Extends attack range farther than H-High Expand.

Additional: Initial length of attack (18 meters) is extended to 25 meters.

Tactics: Make this an integral part of your arsenal at higher levels, including Missions where you aren't allowed to attack foes. You can still strike enemies that require two hits to defeat. The points cost may be large, but the Skill is well worth it!

#050: Fire Lock-On



Attribute: Aerial Action
 Visual Effect?: No
 Points Cost: 10
 Acquisition Level: N/A

Notes: Allows Homing Attack when locked-on to a Fire Soul.
 Additional: Complete World 3: Mission 05 with a Gold Medal to access this Skill.

Tactics: You may wish to postpone any remaining Fire Soul locating until you acquire this Skill. It's only useful for Missions where Fire Souls still remain. With it you can easily grab them, even if they're in hard-to-reach places!

#051: Homing Stability



Attribute: Aerial Action
 Visual Effect?: No
 Points Cost: 6
 Acquisition Level: 14

Notes: Decreases recovery time after performing Homing Attack.
 Additional: Rigidity time is reduced from 0.5 seconds to 0.45 seconds.

Tactics: Don't ignore the potency of this Skill in helping you defeat enemies. This is excellent at shortening the time between targeting a foe you're about to strike once you've defeated a previous one. Equip this at once, but you may wish to remove it if the Mission doesn't require enemy interaction (although this helps you recover after aiming at other objects you can target such as pads or pots).

#052: Homing Balance



Attribute: Aerial Action
 Visual Effect?: No
 Points Cost: 15
 Acquisition Level: 31

Notes: Decreases recovery time further than Homing Stability.
 Additional: Rigidity time is reduced from 0.5 seconds to 0.25 seconds.

Tactics: Weigh this Skill against others when deciding whether to equip. By now, you need all the points you can get, and the large cost may dissuade you from equipping it. However, employ it in any Missions where enemies are attacked.

#053: Homing Recovery

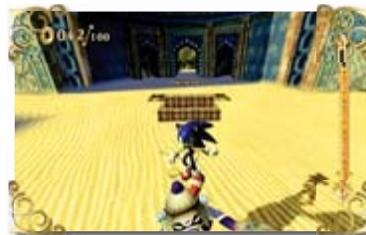


Attribute: Aerial Action
 Visual Effect?: No
 Points Cost: 25
 Acquisition Level: 56

Notes: Decreases recovery time after performing Homing Balance.
 Additional: Rigidity time is reduced from 0.5 seconds to 0 seconds.

Tactics: Equip this Skill for the remainder of your adventure, in all Missions where Genies and attacking are involved. It essentially makes you recover instantly from a Homing Attack. Try this out. You'll be amazed at how well this works on the more problematic Missions where Gold Medals have eluded you previously!

#054: Expert Attack



Attribute: Aerial Action
 Visual Effect?: Yes
 Points Cost: 10
 Acquisition Level: N/A

Notes: Experience is earned with each Homing Attack.
 Additional: Complete World 5: Mission 09 with a Gold Medal to access this Skill.

Tactics: This isn't necessary to achieve Gold Medals, but it's an excellent Skill for Leveling Up.

#055: Quick Jump



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 10
 Acquisition Level: 27

Notes: Decreases the charge time required for a Charge Jump.
 Additional: Time is shortened to 0.25 seconds.

Tactics: You use Charge Jumps all the time, so equip this Skill to become faster and more mobile. This is another essential Skill when tackling the more difficult Missions.

#056: Sub Q-Jump



Attribute: Hidden Skill
 Visual Effect?: No
 Points Cost: 6
 Acquisition Level: 49

Notes: Decreases time required for Charge Jump but defense is greatly reduced.

Additional: None.

Tactics: This Skill is excellent when you aren't concerned about Experience or Ring collecting, you have enough Skill not to get hit by enemies or spiky scenery, and you need the extra points that you get instead of equipped Quick Jump.

#057: Aegis Slider



Attribute: Ground Action
 Visual Effect?: Yes
 Points Cost: 10
 Acquisition Level: 21

Notes: Increases defense power while sliding.

Additional: None.

Tactics: Sliding, skidding across the ground using \odot before launching into a Charge Jump, can also be a very impressive defensive or offensive maneuver depending on whether you have this or the Volcano Slider equipped. You won't get hit and can slide by foes. Use this only in situations where you face these exact circumstances.

#058: Volcano Slider



Attribute: Ground Action
 Visual Effect?: Yes
 Points Cost: 5
 Acquisition Level: 21

Notes: Increases attack power while sliding.

Additional: None.

Tactics: Conversely, the Volcano Slider is a fantastic method of delivering a knock-out slide into any enemy on the ground. If you prefer sliding to Homing Attacks, and use the technique a lot, then equip it. However, if you're low on points, choose other Skills.

#059: Soul Slider



Attribute: Experience
 Visual Effect?: Yes
 Points Cost: 5
 Acquisition Level: 21

Notes: Gradually gain Experience Points while sliding.

Additional: None.

Tactics: This is for those rare occasions where you're redoing a Mission in the hope of obtaining more Experience Points so you can rise another Level. Equip this and other Experience-raising Skills. Otherwise, use the Aegis or Volcano Slide.

#060: Quick Slide



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 4
 Acquisition Level: 9

Notes: Movement to the left and right during sliding is smoother.

Additional: 1.67 times smoother than normal.

Tactics: Don't underestimate this technique, because you slide almost every time you launch into a Charge Attack or Homing Attack. This means you can maneuver left or right more easily, and line up a difficult jump with more prowess. This great Skill is often overlooked.

#061: Quick High Slide



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 12
 Acquisition Level: 32

Notes: Makes left-right movement smoother than with Quick Slide.

Additional: 3.33 times smoother than normal.

Tactics: Play with this and the Quick Slide Skills and you'll notice a difference. It all makes a difference when you're attempting a Gold Medal, but it costs a lot of points when every Skill Point is needed. You may wish to save this for later, while still keeping Quick Slide activated. Try it before you equip it!

#062: Quick Mega Slide



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 20
 Acquisition Level: 69

Notes: Makes left-right movement smoother than with Quick Mega Slide.

Additional: 16.66 times smoother than normal.

Tactics: Choose this when you're at expert stage of your adventuring, and you can line up maneuvers, slide through multiple enemies or around obstacles, and perform incredible, sneaker-burning maneuvers without leaving the ground. Definitely equip this if you can afford to.

#063: Skimmer



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 5
 Acquisition Level: 26

Notes: Decreases drop in speed when sliding.

Additional: 90 percent of usual deceleration.

Tactics: For a low points cost, this allows you to slide much farther before you come to a stop. This is very useful, and obviously combines well with the "Slide" Skills. Equip them both for some well-needed ground maneuvering; perfect for slowing to steer onto a Spring and avoid a hole in the ground, for example.

#064: Super Skimmer



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 15
 Acquisition Level: 41

Notes: Decreases your rate of deceleration more than with Skimmer.

Additional: 70 percent of usual deceleration.

Tactics: Another great Skill, it isn't quite as important as Homing Attack or Jump Cancel. However, if you have the Skill Points, equip this and slide farther, even around incoming targets.

#065: Hyper Skimmer



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 25
 Acquisition Level: 61

Notes: Decreases your rate of deceleration more than with Super Skimmer.

Additional: 30 percent of usual deceleration.

Tactics: This is obviously a fantastic Skill when you're moving on the ground and about to leap in the air. Not slowing down means you can cover much longer areas before launching up with a Charge Jump. Use this when you obtain it.

#066: Slowed Search



Attribute: Assist
 Visual Effect?: No
 Points Cost: 4
 Acquisition Level: N/A

Notes: Enables lock-on to certain objects while in Time Break.

Additional: Obtain by winning 45 Silver Medals.

Tactics: This is a strange Skill, as it allows you to attempt Homing Attacks on any crate or box that explodes, but not jars. Naturally, this means you can continue air combos in areas where these objects reside. Fun, and worth adding if you have the Skill Points.

#067: Sub S-Search



Attribute: Assist
 Visual Effect?: No
 Points Cost: 2
 Acquisition Level: 44

Notes: Enables lock-on to certain objects while in Time Break, but uses more Souls.

Additional: Uses twice as many Souls as normal.

Tactics: Essentially a cheaper alternative to the Slowed Search, this isn't worth obtaining if you already have Skill #066, but can be useful under the same circumstances. Bolster your Soul Gauge first, though!

#068: Surge



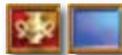
Attribute: Assist
 Visual Effect?: No
 Points Cost: 6
 Acquisition Level: 30

Notes: Sonic's automatic acceleration during Time Break increases.

Additional: Acceleration 1.1 times the normal speed.

Tactics: Another excellent and reasonably cheap Skill to equip, it's useful when you're negotiating areas under Time Break circumstances because you can cover more distance, for the same amount of Soul energy.

#069: Super Surge



Attribute: Assist
 Visual Effect?: No
 Points Cost: 15
 Acquisition Level: 45

Notes: Increases movement speed more than with Surge.

Additional: Acceleration 1.2 times the normal speed.

Tactics: The same advantages as the Surge Skill, but at more than twice the price, means you may have to keep Surge equipped until you have the luxury of spending points on this. If you have enough points though, this is an excellent choice if you plan to use Time Break often.

#070: Hyper Surge



Attribute: Assist
 Visual Effect?: No
 Points Cost: 25
 Acquisition Level: 72

Notes: Increases movement speed more than with Super Surge.

Additional: Acceleration 1.6 times the normal speed.

Tactics: When you finally obtain this Skill, activate it immediately; it's almost like moving at normal speeds during Time Break. You can cover more than one and a half times the amount of ground, even if you don't put Skill points into your Soul Gauge!

#071: Sub H-Surge



Attribute: Hidden Skill
 Visual Effect?: No
 Points Cost: 20
 Acquisition Level: 53

Notes: Sonic's acceleration during Time Break increases, but Soul use increases.

Additional: Uses twice the usual Souls.

Tactics: This is one of the few Skills that aren't worth your time; choose and equip Super or Hyper Surge instead.

#072: Hard Brakes



Attribute: Ground Action
 Visual Effect?: Yes
 Points Cost: 4
 Acquisition Level: 10

Notes: Allows for more effective braking.

Additional: Increases braking to 130 percent of normal.

Tactics: This low cost, high-yield Skill does have one drawback: you may not want to brake more slowly! Instead, save your Skill points for something else! However, if you're exploring difficult stages for the first time, this can save you from a plummet or two!

#073: Back Step



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 2
 Acquisition Level: 5

Notes: Press \odot while moving to Back Step.

Additional: None.

Tactics: This low-cost Skill is as important as many of the abilities that you begin with! The ability to quickly flip back to grab Rings, enemies, or Fire Souls you've missed during the initial runs through Missions is an incredible help!

#074: Fire Step



Attribute: Ground Action
 Visual Effect?: Yes
 Points Cost: 5
 Acquisition Level: 6

Notes: Increased attack power granted to Back Step.

Additional: None.

Tactics: The only real problem with the Back Step was the lack of offensive power, and the Fire Step solves this; now you can miss a foe (such as the Flower Spirits in Dinosaur Jungle) and then flip back into them. This can even save you a little time against foes that take multiple strikes to fall!

#075: Ring Saver



Attribute: Damage
 Visual Effect?: No
 Points Cost: 15
 Acquisition Level: 37

Notes: Reduces the number of Rings lost when damage is taken.

Additional: Reduced Rings - 10.

Tactics: As you have multiple uses for Rings, losing 10 less than usual if you take damage is an excellent Skill to have! However, it is expensive, and once you've cleared a Mission several times, you won't need this Skill. When you're learning a Mission though, this is a great safety Skill to have.

#076: Balance



Attribute: Damage
 Visual Effect?: No
 Points Cost: 8
 Acquisition Level: 15

Notes: Automatic recovery after taking damage.

Additional: Recover from damage three times faster than normal.

Tactics: Just like the Ring Saver, this is designed to aid first-time hedgehogs maneuvering through brand-new territory. Later when you're perfecting levels, you can't get hit once, so you might as well turn off this Skill; but some players like to keep it, in case they make up time later.

#077: Down Cancel



Attribute: Damage
 Visual Effect?: No
 Points Cost: 10
 Acquisition Level: 35

Notes: Press @ when taking damage to negate a knockdown.

Additional: You have 0.6 of a second to negate the damage.

Tactics: Yet another Skill designed to help you negotiate Missions for the first time, this is very handy because you can get back on your feet almost immediately.

#078: Soul Resurrection



Attribute: Damage
 Visual Effect?: No
 Points Cost: 10
 Acquisition Level: 43

Notes: Uses Soul Gauge to revive when defeated.

Additional: Uses 100 Soul Gauge points.

Tactics: Combine this with Soul Gauge (obviously!), and as many Pearl and Soul Gauge improving Skills as you can. Then use this when you're investigating a Mission for the first time and you'll never succumb to a spike or Genie!

#079: Soul Armor



Attribute: Damage
 Visual Effect?: No
 Points Cost: 10
 Acquisition Level: 32

Notes: Reduces the Souls lost when damage is taken.

Additional: 50 percent reduction of lost Soul Gauge becomes 10 percent.

Tactics: Employ this Skill with the Soul Resurrection and when you're investigating a Mission for the first time. It helps keep more Soul energy in your Gauge so you can use Speed Break or Time Break later in a level, even if you're hit.

#080: Sub S-Armor



Attribute: Hidden Skill
 Visual Effect?: No
 Points Cost: 6
 Acquisition Level: N/A

Notes: Reduces Soul amount lost when damaged, but greatly reduces defense.

Additional: Complete World 4: Mission 09 with a Gold Medal to access this Skill. Your Ring loss is -20.

Tactics: Combine this with Ring Saver to negate some of the problems this Skill has, and you have a slightly inferior version of Soul Armor, to use under the same circumstances.

#081: Soul Barrier



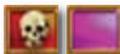
Attribute: Damage
 Visual Effect?: Yes
 Points Cost: 25
 Acquisition Level: 50

Notes: Soul Gauge increases when you lose Rings.

Additional: Soul is increased the same number as lost Rings.

Tactics: Although this seems at first glance to be an appallingly bad Skill to pick, if you're running through a Mission with loads of Rings, and you've already equipped Skills that automatically make you lose Rings when you complete a technique (such as the Sub-F Tackle), this can fill up your Soul Gauge quickly, and you can use Speed and Time Break on Missions where Pearls can't normally be collected!

#082: Sub S-Barrier



Attribute: Hidden Skill
 Visual Effect?: Yes
 Points Cost: 15
 Acquisition Level: N/A

Notes: Increases Soul Gauge as Rings are used, but defense is greatly decreased.

Additional: Complete World 4: Mission 05 to access this Skill. Reduced Rings are -20.

Tactics: With all the benefits of the Soul Barrier, and losing Rings at the same time, this can fill your Soul Gauge quickly, providing you can find enough Rings!

#083: Pearl Collector



Attribute: Assist
 Visual Effect?: No
 Points Cost: 4
 Acquisition Level: 3

Notes: Attracts nearby Pearls.

Additional: Usual radius of 0.5 meters is widened to 1.0 meters.

Tactics: This sucks in lines or circles of Pearls as you pass by or through them, which means you don't have to touch the Pearls for them to be added to your Soul Gauge. Simply run near the trails of Pearls, concentrating on the path ahead. Equip this only when you have a Soul Gauge; otherwise ignore this Skill in favor of other more useful ones earlier in the adventure.

#084: S-Pearl Collector



Attribute: Assist
 Visual Effect?: No
 Points Cost: 12
 Acquisition Level: 25

Notes: Increases the area in which you can collect Pearls over Pearl Collector.

Additional: Usual radius of 0.5 meters is widened to 1.5 meters.

Tactics: Use the previous information from the Pearl Collector, and as soon as you receive the Soul Gauge and this Skill, equip it. This is incredibly useful when you need to concentrate on a pathway and not the Pearls off to the side, or on a rail you don't want to grind on. Obviously, turn this or other similar Skills off when you're attempting "No Pearl" Missions!

#085: H-Pearl Collector



Attribute: Assist
 Visual Effect?: No
 Points Cost: 28
 Acquisition Level: 59

Notes: Increases the area in which you can collect Pearls over S-Pearl Collector.

Additional: Usual radius of 0.5 meters is widened to 3 meters.

Tactics: Although this costs a lot of points and isn't granted until you're well up in levels, it means you don't need to weave toward Pearls on many paths. You can collect Pearls (for your Speed Break) while maintaining an ever tighter racing line!

#086: Ring Bonus



Attribute: Assist
 Visual Effect?: No
 Points Cost: 3
 Acquisition Level: 1

Notes: Adds additional Rings to counter at game start.

Additional: Adds five Rings to total.

Tactics: This is useful when you're collecting Rings (you have five fewer to find!), or need some extra Rings to prevent you from failing a Mission by accidentally hitting an object or enemy that can damage you (if you have no Rings).

#087: Power Restart



Attribute: Assist
 Visual Effect?: No
 Points Cost: 3
 Acquisition Level: 14

Notes: Gives additional Rings when restarting after defeat.

Additional: Increases five Rings to total.

Tactics: Naturally, this is useful when you're exploring a Mission for the first time, and want to reach farther into the zone. However, turn this off later on, because when you're perfecting Missions, there's no room for error!

#088: Mini-Turbo



Attribute: Assist
 Visual Effect?: Yes
 Points Cost: 3
 Acquisition Level: 2

Notes: Quickly move the Wii Remote forward when countdown is at 1 for a boost.

Additional: Start with 1.5 times the usual maximum speed for Sonic.

Tactics: This is a great little technique, soon surpassed by more powerful Turbo starts, but when you receive it, flick the Wii Remote as the announcer says "one!" and your arrow shard flames. You start with a run, not from a standstill, which saves time.

#089: Rocket Start



Attribute: Assist
 Visual Effect?: Yes
 Points Cost: 15
 Acquisition Level: 19

Notes: Faster speed burst than Mini-Turbo

Additional: Start with 1.75 times the usual maximum speed for Sonic.

Tactics: Every second counts, and this, coupled with an increased acceleration and top speed, allows you to zoom into a Mission without delay and in record time. Equip this as soon as you receive it.

#090: Warp Dash



Attribute: Assist
 Visual Effect?: Yes
 Points Cost: 25
 Acquisition Level: 46

Notes: Faster speed burst than Rocket Start

Additional: Start with 2.2 times the usual maximum speed for Sonic.

Tactics: When you reach this level, you should have learned many of the Missions, but take care when combining this with acceleration and top speed Skills; you may find Sonic is now too fast to handle! Take care when assigning this; you need mastery over Sonic's movements, and the best steering, acceleration, and top speed Skills too.

#091: Ring Exchange



Attribute: Assist
 Visual Effect?: Yes
 Points Cost: 25
 Acquisition Level: N/A

Notes: Each Ring collected counts as 2 Pearls.

Additional: Complete World 7: Mission 10 with a Gold Medal to access this Skill.

Tactics: This is one of the most potent Skills around! Imagine converting all Rings into Pearls, and collecting Pearls too! Your Soul Gauge would never run out! This allows you to go back and get even faster times for all your Missions.

#092: Expert Drift



Attribute: Experience
 Visual Effect?: Yes
 Points Cost: 10
 Acquisition Level: N/A

Notes: Gain Experience by drifting when approaching a corner.
Additional: Complete World 5: Mission 04 with a Gold Medal to access this Skill.

Tactics: Whenever you skid around a corner (which occurs automatically), you're awarded 100 Experience points. Add this to your total for Missions with many sharp corners, and you'll Level Up in no time!

#093: Homing Bonus



Attribute: Experience
 Visual Effect?: Yes
 Points Cost: 20
 Acquisition Level: N/A

Notes: Bonus Experience for defeating multiple enemies with Homing Attack.

Additional: Complete World 7: Mission 02 with a Gold Medal to access this Skill. Defeat two enemies = 20 EXP. Defeat 3 = 50, 4 = 100, 5 = 150, up to 9 = 200 each time, up to 15 = 300 each time, more than 16 = 500 each time.

Tactics: This is another incredible way to gain levels, especially when you're replaying Missions with a load of enemies, and groups of them. Simply go back through previously explored Missions and start racking up the points!

#094: Ring of Zero



Attribute: Experience
 Visual Effect?: No
 Points Cost: 10
 Acquisition Level: N/A

Notes: When the Ring count is 0, the amount of Experience gained increases.

Additional: Complete World 6: Mission 05 with a Gold Medal to access this Skill. Experience is doubled.

Tactics: A great way to rack up more Experience than normal, especially on Missions where the object is to ignore all the Rings or avoid them.

#095: Chain Bonus



Attribute: Experience
 Visual Effect?: No
 Points Cost: 30
 Acquisition Level: N/A

Notes: Bonus Experience is earned when collecting Rings in succession.

Additional: Complete World 7: Mission 05 with a Gold Medal to access this Skill. 20–24 chain = 100 points, up to 29 = 200, up to 34 = 300, up to 39 = 400, up to 44 = 500, up to 49 = 700, more than 50 = 1,000.

Tactics: This is yet another great way to increase your Experience quickly, but only where you have Missions that allow you to collect chains of Rings. Pick Missions where this is the object, or the object is to (for example) collect 100 Rings for best results.

#096: Collection Present



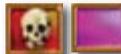
Attribute: Experience
 Visual Effect?: Yes
 Points Cost: 50
 Acquisition Level: N/A

Notes: Limits the total number of Rings. When Rings reach 100, Experience is gained.

Additional: Complete World 7: Mission 14 with a Gold Medal to access this Skill. When you reach 100 Rings, you gain 10 Experience for every 20 meters traveled.

Tactics: This is another great way to pile the Experience on if you're leveling up!

#097: Sub C-Present



Attribute: Hidden Skill
 Visual Effect?: Yes
 Points Cost: 30
 Acquisition Level: 63

Notes: Limits total Rings. When Rings reach 100, Soul is used to gain Experience.

Additional: None.

Tactics: It's not quite as potent as the Collection Present, but as long as you keep your Rings up and collect Pearls, you can gain increased Experience. You can't have this or #096 though.

#098: Quick Grind



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 4
 Acquisition Level: 11

Notes: Grinding increases grind speed.

Additional: The time to maintain initial speed becomes 1.2 times longer than usual.

Tactics: Employ this excellent Skill the moment you obtain it. Basically, instead of slowing down when you grind, you keep your speed up for longer! Use this to quicken your pace through Missions, but switch it off if you need a little extra time to negotiate tricky rails, or if the Mission doesn't have any rails to grind on; spend your points on a more relevant Skill in these cases.

#099: Fast Grind



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 12
 Acquisition Level: 29

Notes: Increases acceleration more than with Quick Grind.

Additional: The time to maintain initial speed becomes 1.5 times longer than usual.

Tactics: Essentially the same Skill as the Quick Grind, but useful during Missions where grinding is necessary. This isn't the first Skill to choose over something like an increase in your Homing Attack though.



#100: Mach Grind



Attribute: Ground Action
 Visual Effect?: No
 Points Cost: 20
 Acquisition Level: 51

Notes: Increases acceleration more than with Fast Grind.

Additional: The time to maintain initial speed becomes 4 times longer than usual.

Tactics: By the time you access this Skill, you should be using the grind technique more, and this allows you to stay on a rail much longer, enabling you to focus on other parts of the landscape.

#101: Sub M-Grind



Attribute: Hidden Skill
 Visual Effect?: No
 Points Cost: 10
 Acquisition Level: N/A

Notes: Maximum grind speed increases but gradually consumes Rings while in use.

Additional: Obtain by winning 15 Silver Medals.

Tactics: This is a good Skill to use at lower Levels, before you can obtain the Fast or Mach Grind, and it works the same way, although once you start to grind, you lose Rings; make sure you have enough and don't need them!

#102: Crest of Fire



Attribute: Special
 Visual Effect?: Yes
 Points Cost: 25
 Acquisition Level: N/A
 Notes: Equipping six

Flame Skills unlocks the power sealed in those attribute Skills.

Additional: Obtain by winning 105 Silver Medals.

Tactics: These three Skills are the stuff of fables, but combining a group of similar Skill types with the Crest seems to give each of the Skills more power!

#103: Crest of Wind



Attribute: Special
 Visual Effect?: Yes
 Points Cost: 25
 Acquisition Level: N/A
 Notes: Equipping 10

Wind Skills unlocks the power sealed in those attribute Skills.

Additional: Obtain by winning 110 Silver Medals.

Tactics: These three Skills are the stuff of fables, but combining a group of similar Skill types with the Crest seems to give each of the Skills more power!

#104: Crest of Dark



Attribute: Special
 Visual Effect?: Yes
 Points Cost: 25
 Acquisition Level: N/A
 Notes: Equipping eight

Dark Skills unlocks the power sealed in those attribute Skills.

Additional: Obtain by winning 100 Silver Medals.

Tactics: These three Skills are the stuff of fables, but combining a group of similar Skill types with the Crest seems to give each of the Skills more power!

One Ring to Rule Them All!

Now that you've learned how to obtain all the Skills and what the Skills are capable of, here's an idea for how to equip your four Rings, so you aren't constantly changing them before each level:

Ring A: Offensive

This should have all the necessary power to quickly tackle every enemy, and it's what you'll use most of the time. You must be nimble and have high Skills in steering, ground and air maneuvering, turbo starts, sliding, grinding, and jumping of all kinds.

Ring B: Defensive

Sacrifice Skills that allow you to defeat foes for Speed. This allows you to race through Missions at incredible rates and claim Gold Medals. Ignore Skills that help you slow down or pause and concentrate on boosting maneuverability and Soul Gauge.

Ring C: Learning the Mission

Place all the Skills that help you negotiate through a Mission the first time into this Ring. Choose Skills that allow you to Back Flip, lose fewer Rings, and spend extra time in an area without restarting. Then, once you learn the Mission, replay it with Ring A or B.

Ring D: Ringless and Pearlless

In certain Missions, the objective is to avoid all Rings or Pearls. Turn off either the Pearl Collector or Ring Bonus Skills in this Ring, so you can easily start these types of Missions without needless equipping.

Your Own Choices

Of course, you should devise your own Skill Rings, based on the Wind, Dark, or Flame elements for example, and make sure you equip loads of your favorite Skills no matter what Ring you choose to use.

THE RUNTHROUGH

Introduction: Welcome to the Runthrough!

Welcome to the runthrough! This is just like a walkthrough, but faster. In this section, you'll find tactics for each Mission in the adventure. We also reveal the locations of all the Fire Souls and the time you need to beat each Mission to claim a Bronze, Silver, and Gold Medal!

To grasp the adventure's structure, check out the chart at the back of this guide. The Mission chart lists all the Missions in the game, how they are unlocked, and what your tasks are.

TIP

To receive the most Experience Points—and claim the Gold Medal—you need to return to each Mission once you've accumulated enough Skills. Use these Skills to perfect your score. The type of Skills needed for a Gold Medal are revealed at the end of each Mission. Refer to the Training section for advice on particular Skills within the types listed in the runthrough. Good luck!



WORLD 0: LOST PROLOGUE



The Lost Prologue is a secret World of the *Arabian Nights* that Shahra has uncovered! It has far more chapters (or “Missions”) than the other Worlds, but all of the Missions are designed to train you in a specific technique. Check back to this World periodically after you complete the first eight Missions, and if you’re having trouble with certain techniques, come back and try them out in the relative safety of this environment. This long snaking pathway of parchment—interspersed with archways and sometimes some bright pink barricades, columns, and steps—was created by Shahra to help you hone your talents.

Note

Please remember! The way the Missions are unlocked during your Runthrough depends on which previous Missions you chose. This guide has all of the Missions listed numerically, one after the other. The game allows (and insists that) you play other maps first before returning to Missions. Choose the World and Mission you seek information about, and locate it within this runthrough.

Note

The first time you attempt a Mission, you lack “Skills.” Return here after collecting more Experience, Skill Points, and equipped Skills to claim the Gold Medal. For more information on the right Skills for the job, consult the Training section of this book.

Mission 01: Paragraph 01

Unlocked: After selecting “NEW DATA”

The World of the Book



Sonic is having a quick doze in his home when a voice tells him to wake up! He stirs from his slumber, reaching for his clock. There’s a Ring in its place! As he grabs the Ring, a Genie appears, freaking the blue hedgehog out! “Do not be alarmed!” the Genie says. She is Shahra, Genie of the Ring. She tells Sonic that the book she’s from—part of the *Arabian Nights* tomes—is disappearing, page by page!



It is the work of an evil spirit: the Erazor Djinn! He couldn’t bear to remain in the book, so he has begun to set the inscriptions free. If the stories are silenced, they’ll be lost forever, and Erazor Djinn will be unleashed into your world! Sonic thinks this must be fun, and Shahra offers herself as a helper; she’s the Genie of the Ring, after all. Sonic slips the Ring on his finger.



Sonic is the master of the Ring, and Shahra is bound to protect him if he rubs the Ring. Shahra appears, and Sonic starts to sneeze. He needs a handkerchief, and Shahra provides him with plenty. Be careful what you wish for, Sonic! Then it’s time to head into the world of the *Arabian Nights*. Sonic hops on a magic carpet and zooms into the pages of the book!



Overview

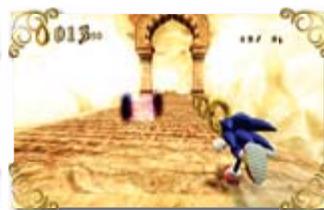
“Tilt the Wii Remote left and right and collect 50 Rings!”

This Mission is simplicity itself—you must weave left and right, tipping the Wii Remote from side to side, and collect 50 Rings along the way. As you progress, pink barricades appear, giving you more reason to sidestep left and right. Now get going!

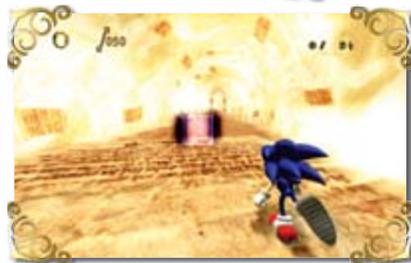


Part 1: The Left and Right Stuff

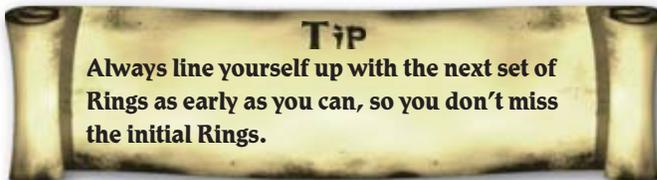
The countdown begins! You don't need to press any buttons or accelerate. A special Skill, that you'll get later on, allows you a quick "turbo"-style start. Off we go!



Steer back into the middle for the third series of Rings. Concentrate on grabbing them all by running through them. Then maneuver to the right, avoid another small pink barricade, and pick up a few more Rings. You should have around 15 by now.



Almost immediately, a short pink barricade appears in front of you. You stop, and Shahra tells you to steer around it by tipping the Wii Remote left or right. Do this now!



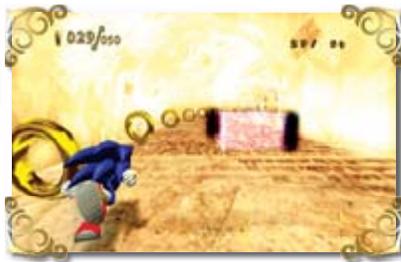
Two more barricades appear on the left and right sides of the pathway. Run in the middle between them.



As you pass under the archway, there's a pink barricade on the right, left, and right. Snaking between them is another trail of Rings, but these are in a wavy pattern. Run to the left, then follow the trail of Rings right a little, then left a little.



Just beyond these two barricades are your first Rings. Stay in the middle and collect them all. Then shift to the left and collect the second set, to the left of another small pink barricade.



The next set of Rings has you starting in the middle, then steering left around the barricade, and following the trail of Rings to the far right, around a second barricade, and continuing to follow the Ring trail to the left. You should have around 38–40 Rings by now.

The final stretch of Rings has you maneuvering slightly left, right, then left again. Then comes a last line that completes your total of 50. If you are still missing Rings, continue along the path, but don't expect a good finishing time!



Mission Complete!

You've finished! Hopefully you grabbed your 50th Ring during the final dash through the straight trail of Rings. Your time gets recorded, and a medal is awarded. A good player should have a time of around 25 seconds, earning a Bronze Medal.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:30
	Silver	00:21
	Gold	00:20

Use Skills related to **Wind** and **Ground Action**.

Rewards



Missions Unlocked

World 0: Lost Prologue: Mission 02: Paragraph 02



Special Book Pages Unlocked

Chapter 10: #7: Opening Movie

Chapter 11: #13: The World of the Book

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 02: Paragraph 02

Unlocked: After finishing 0-1 Paragraph 1

Overview

"Use the Charge Jump move to reach the goal!"

Now that you've mastered the art of running left and right in a straight line, it's time to add a second maneuver: the Charge Jump! Attempt this technique by pressing **Ⓢ**. The longer you hold **Ⓢ**, the higher you jump.



Part 1: High-Stepping Hedgehog!



The plan is to reach your goal (a large floating piece of parchment with the word "goal" written on it) in the quickest possible time. As you begin, accelerate a little, then

press **Ⓢ** for half a second until you slow down, then release and jump over the first low pink barricade.

As you land from this high leap, another barricade rumbles up from the ground. Land, then quickly press **Ⓢ** and release as you reach the barricade. Fly over it, and don't hit it, or you'll lose time.





The next barricade is higher. You *must* press **Ⓢ** down for a second to charge your jump, or you won't ascend high enough to leap over the barricade. This doesn't mean you must stop moving, though. Hold **Ⓢ** as soon as you land, and when the smoke gathers around Sonic's feet, release and let him fly! The two Rings above the barricade are optional but allow you to keep in the middle of the path. Attempt the same Charge Jump at the next identical barricade.



The final barricades are three steps. Simply charge your jump as you slow down at the first step, leap up and through the two Rings, then Charge Jump quickly at the second, and again at the third step. The final step leads through two final Rings, and the "goal" ahead. After you're through, you've made it!

Note

Expect around a 20-second completion time, and a Bronze Medal, the first time you attempt this Mission. You may need a little practice to reach this score. Come back here later to improve on this!

Mission Complete!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

-  Bronze 00:35
-  Silver 00:20
-  Gold 00:17

Use Skills related to **Wind** and **Aerial Action**.

Rewards



Missions Unlocked

World 0: Lost Prologue: Mission 03: Paragraph 03

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 03: Paragraph 03

Unlocked: After finishing 0-3 Paragraph 3

Overview

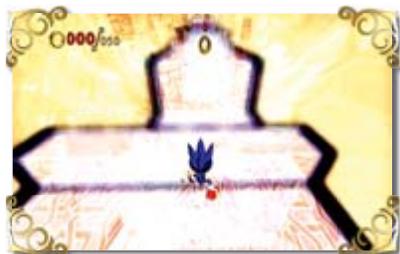
"Use the Jump Dash move to reach the goal!"

With the Charge Jump and weaving left and right taken care of, you now learn how to quickly accelerate through the air after a jump. Make this move—the Jump Dash—by flicking the Wii Remote forward while you're in the air. It allows you to cross gaps and keep your speed up after you tackle an enemy. Let's get going!



Part 1: In the Air Tonight

After you begin your dash, run forward until Shahra informs you to quickly move the Wii Remote. A pink barricade and structure appears, so execute a Charge Jump (with **Ⓢ**) and launch up and over the shallow barricade.



This lets you fly over the large gap. If you come up short and land in the gap, Charge Jump out of there. As you soar using the Jump Dash, execute the dash immediately so that you're zipping along at a lower level. That way you can collect the three Rings. These are optional, though. Now execute the same maneuver at the next shallow barricade and gap.

TIP

The Jump Dash is one of the most important techniques to master, as it keeps you from stopping or slowing down on the more fraught and frantic Missions to come. Use the Charge Jump to ascend vertically, and the higher you reach, the longer the Jump Dash becomes. However, the longer the vertical Charge Jump, the more time you'll waste, so experiment with quick and short versus long and slow Jump Dashes.

- Quick and short Charge Jumps into Jump Dashes allow you to speedily cross smaller gaps.
- Long and slow Charge Jumps into Jump Dashes slow you down a little, but allow access over large distances.



Just after the second gap is another one. Try to Charge Jump over the small barricade without stopping—this becomes important later. Leap and Jump Dash through the Rings (or over them), and then press **Ⓢ** immediately. This drops you down into a Charge Jump. Quickly release, then Jump Dash over the obstacle.

TIP

Pressing **Ⓢ** during a Jump Dash or while you're flying through the air is an excellent technique. Although you reduce speed to literally a standstill, you can choose *exactly* where to land, then execute a quick Charge Jump and Jump Dash to continue on your way. Use this when crossing scary-looking gaps!



Run off the magical platform, through the archway, and execute another Charge Jump, over a shallow barricade, then Jump Dash across the chasm. The gap is bottomless, so

don't come up short! Try a long vertical Charge Jump rather than a small one here.

Caution

Bottomless chasms are scary, so if you come up short and plummet down, you appear back on the track, usually a few feet behind the gap you failed to cross. If you're after the best time, though, pause the game and select "Restart." Falling affects your time and Medal chances!

Leap another two of these gaps, steering toward the Rings. Then execute a final Charge Jump and Jump Dash over the final chasm and through the archway and complete your Mission!



Note

Expect around a 30-second completion time, and a Bronze Medal, the first time you can attempt this Mission. You may need a little timing practice to reach this score. Remember to come back here later to improve on this!

Mission Complete!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:35
	Silver	00:26
	Gold	00:23

Use Skills related to Wind, Ground Action, and Aerial Action.

Rewards



Missions Unlocked

World 0: Lost Prologue: Mission 04: Paragraph 04

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 04: Paragraph 04

Unlocked: After finishing 0-3 Paragraph 3

Overview

“Use Homing Attacks to defeat 10 Genies!”

You can now steer left and right, Charge Jump, and Jump Dash through the air. But what about your hard head and offensive power? This is where your combat mettle is tested. Ten Genies appear throughout the Mission, and your goal is to defeat them with a single strike: the Homing Attack. When you see a foe, wait for a red lock-on target to appear, then execute a Jump Dash to finish him!

DIFFICULTY



Part 1: A Hard-Headed Hedgehog!

Note

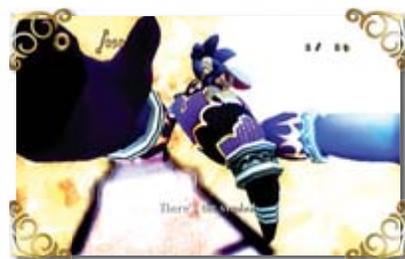
The following tactics show the first 10 available Genies, and the quickest time to finish this Mission. You can land, backtrack, or ignore Genies, but your time and rewards won't be as great.

Start running, and follow the onscreen instructions. The barricades and path build up in front of you, and out of a patch of smoke, a Genie appears! He floats in one spot. As soon as he appears and can be struck, a green target appears. Charge Jump before the shallow barricade, so you're in the air when the target appears.



As you head upward during your Charge Jump, the green target changes to a red target. The instant this happens, execute a Jump Dash move: flick your Wii Remote forward. A Jump Dash while automatically locked onto a target is the Homing Attack move!

As you head upward during your Charge Jump, the green target changes to a red target. The instant this happens, execute a Jump Dash move: flick your Wii Remote forward. A Jump Dash while automatically locked onto a target is the Homing Attack move!



Boink! You hit the Genie and he disappears! You automatically gain some height and soar skyward after each strike, and you also collect some white Pearls. You can't use these yet. Later, when you gain the Soul Gauge and Speed Break Skill, you can gather these.

Boink! You hit the Genie and he disappears! You automatically gain some height and soar skyward after each strike, and you also collect some white Pearls. You can't use these yet. Later, when you gain the Soul Gauge and Speed Break Skill, you can gather these.

Tip

Hitting enemies has the following advantages:

- You gain points.
- You gain height.
- You can target another foe instantly afterward and “chain” your attacks together.
- You can Jump Dash afterward.
- You collect 15 Pearls from each foe you defeat; these become important to gather when you achieve a particular Skill.

Don't get struck by an enemy, though. If you do, you slow down and lose Rings. If you have no Rings, you have to restart the section of the Mission you're on.



Jump Dash as you soar skyward after hitting the first Genie; this enables you to glide over the small barricade below. Genies #2 and #3 now appear along the magical pink path.

Charge Jump quickly, then deliver a Homing Attack on the first, and immediately again at the second.

Tip

Make your double Homing Attack an “air combo” to speed your progress. Hit both Genies without landing. It's easy! They get targeted automatically, so just flick your Wii Remote forward twice.



Gain a faster time by Jump Dashing when you're airborne after hitting the second of the pair of Genies. Land on the path, and run to the chasm and shallow barricade. Charge

Jump, then execute a three-hit Homing Attack on the trio of floating Genies (#4, 5, and 6). If you don't, you'll fall into the chasm. Practice makes perfect!



Jump Dash through the archway and land on the parchment path as it turns right. Another Genie pops into view. The instant this occurs, try a Homing Attack, and stay airborne as

Genie #8 appears afterward. When the two-hit air combo is complete, land with a Jump Dash.

Run along the pathway as it continues to turn, and the ninth Genie appears in the distance. Keep your speed up with a quick Charge Jump, and launch a Homing Attack as soon as the red target appears. The final Genie appears the second you hit the ninth one, so finish him while still in the air. Excellent air combat, Sonic!



Note

Expect a completion time of just under 40 seconds, and a Bronze Medal, the first time you can attempt this Mission. You may need a little timing practice to reach this score. Remember to come back here later to improve on this!

Mission Complete!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:40
	Silver	00:28
	Gold	00:25

Use Skills related to improving your enemy takedowns.

Rewards



Missions Unlocked

World 0: Lost Prologue: Mission 05: Paragraph 05

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 05: Paragraph 05

Unlocked: After finishing 0-4 Paragraph 4

Overview

"Use proper braking to reach the goal!"

You should have mastered steering, Charge Jumps, Jump Dashes, and Homing Attacks by now. Adding proper braking (with Ⓢ) allows you to become much more agile. You can study areas to come, timing leaps instead of hurtling forward and losing control. Although it seems strange, success in this simple Mission is achieved by slowing down!

DIFFICULTY



Part 1: An Unhurried Hedgehog!

Shahra is telling you to step on the brake, so oblige her, but not until the correct moment! Begin your run forward, staying in the middle of the path as it becomes a tiny narrow rail, and continue forward. Uh-oh! Ahead are four floating spike balls! You can't jump over or head around them!



Instead, continue until you're about 15 feet away from the spike ball that's directly ahead of you, then press and hold **⓪**. Wait until the spike ball rises up out of your way, then continue. Don't get hit!



Continue along the tiny but long path to the second set of spike balls. Ignore all except the one that's directly ahead of you, then brake as you reach it, waiting for it to ascend out of your way. Now continue.



Continue along the narrow path to the last set of spike balls, and focus on the one that's ascending up through the path. Brake only slightly (if you're after a quick time) and continue onward, through the archway and to the goal. That's all there is to it!

Note

Expect a completion time of just under 35 seconds, and a Bronze Medal, the first time you attempt this Mission. You may need a little timing practice to reach this score. Remember to come back here later to improve on this!

Mission Complete!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:35
	Silver	00:22
	Gold	00:20

Use Skills related to **Wind** and **Ground Action**.

Rewards



Missions Unlocked

World 0: Lost Prologue: Mission 06: Paragraph 06

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 06: Paragraph 06

Unlocked: After finishing 0-5 Paragraph 5

Overview

"Use back moves and collect 25 Rings!"

With steering, Charge Jumping, Jump Dashing, Homing Attacks, and braking are all part of your maneuvering repertoire, you now learn another important technique: the back up. Achieve this by quickly flicking the Wii Remote backward, toward you. This allows Sonic to slow, stop, and reverse, depending on the angle you flick the Wii Remote. Practice this Mission to understand the sensitivity of the Wii Remote before you try the more difficult Missions.

DIFFICULTY



Part 1: Back Up!

As you begin this Mission, it is important *not* to dash forward from your starting point, but instead to back up in a straight line (steering isn't necessary). You're collecting Rings too, so tilt the Wii Remote back and begin your gathering. Collect all 16 Rings from this selection.



Careful reversing is in order. Step to the right a little, so you hit the next snaking trail of Rings just right of the path's center. This trail of Rings snakes to the right and then the left. You'll have an extra Ring if you've collected all of them and demonstrated your reversing abilities!

Note

Expect a completion time of just under 10 seconds, and a Bronze Medal, the first time you can attempt this Mission. You may need a little timing practice to reach this score. Remember to come back here later to improve on this!

Mission Complete!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:10
	Silver	00:06
	Gold	00:05

Use Skills related to **Wind**, **Ground Action**, and Ring gathering.

Rewards



Missions Unlocked

World 0: Lost Prologue: Mission 07: Paragraph 07

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 07: Paragraph 07

Unlocked: After finishing 0-6 Paragraph 6

Overview

"Use 10 Short Jump moves and reach the goal!"

Now that you've learned the main jumping techniques, refine your maneuvering by learning when and where to attempt the Short Jump. Achieve this by simply pressing **Ⓢ** instead of holding it. The key to completing this Mission is to attempt 10 Short Jumps before you reach the goal, or you'll fail. Here's where to leap:



Part 1: Jump Up, Jump Up, and Get Down

Follow Shahra's instructions as you accelerate toward the first low barricade, and press and release **Ⓢ** quickly. You easily clear the first shallow barricade.



to try to jump the gap under the archway. Don't fall onto the parchment path below.



Drop down onto the parchment path and race toward the two final barricades. Try your final Short Jump here (or your final two if you missed a leap earlier). The quickest

way to finish is to have nine Short Jumps completed as you near the right-side barricade. Leap over it, and sail to victory!

Tip
The number of jumps you've completed is displayed in the top-right corner. Keep an eye on that total!

Leaps #2 and #3 occur quickly as two more shallow barricades appear ahead of you. Quickly press **Ⓢ** as you reach each of them. Don't do this too late or you'll stop behind a barricade, and lose some time.



Your fourth leap occurs at a stepped barricade, and it's slightly higher than the previous ones. Leap a little earlier, land on the first step, leap again, and jump over the second, onto the parchment path below.



Tip
If you managed to leap over the step with one quick jump, execute another one on the parchment path. You need to complete five Short Jumps before you reach the next section.



Now it's time for a longer set of steps! Execute two more Short Jumps as you run and leap up the shallow stepped platform, just as you have been doing. Then leap using your eighth jump

Caution

Don't steer around these barricades. You need to bring your jumping total to 10 before you reach the goal line!

Note

Expect a completion time of just under 18 seconds, and a Bronze Medal, the first time you can attempt this Mission. You may need a little timing practice to reach this score. Remember to come back here later to improve on this!

Mission Complete!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

● Bronze	00:25
● Silver	00:18
● Gold	00:15

Use Skills related to Wind, Ground Action, and Aerial Action.

Rewards



Missions Unlocked

World 0: Lost Prologue: Mission 08: Paragraph 08

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 08: Paragraph 08

Unlocked: After finishing O-7 Paragraph 7

Overview

“Use grinding to reach the goal!”

You have all manner of steering, leaping, and stopping covered, but what about when you reach a railing and want to quicken your pace? You grind along the lip of the rail, a cool maneuver that’s slightly quicker than running. It is *very important* to remember that you can get off the Grind Rail at any point! Find out how below.



Part 1: The Daily Grind

It is very difficult *not* to complete this Mission, as you have two squared-off rails to grind on. Simply jump onto either of them, and you start to grind! As you continue along the Grind Rail, sparks start to come from your feet; don’t be alarmed.



Caution

If you simply continue to slow down, you’ll eventually stop and fall off the rail. This isn’t a problem until there’s a bottomless drop on either side of the rail! Practice safe grinding, because you’ll need it soon enough.

Note

The only way to actually start grinding is to land on a rail from a Quick or Charge Jump. If you walk or run across a Grind Rail, you won’t grind on it. This can actually be advantageous, as you’re a lot less maneuverable when you grind!



The second method of exiting a grind is to simply tip the Wii Remote left or right and actually leap from the rail. This is critical to learn, as you can’t easily jump off rails once you’re grinding on them! Try leaping across to the rail that’s left or right of you.

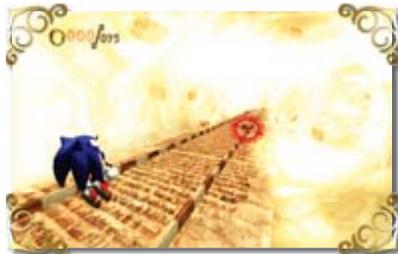


Note

If you try this in later Missions (which you must because many rails lead to bottomless drops or nasty obstacles!), you can leap either left or right, even if there isn’t another rail to leap to. In this case, you land on the ground nearby, which is useful if you want to stop grinding immediately!

When sparks appear and you start to wobble, your grinding is slowing you down. You have three options. You can execute a Quick Jump by tapping Ⓞ. This is shown in the screens nearby. Sonic flips his stance, and your speed returns. Do this every time you want to *stay* on a rail, but not slow down.

The final way to get off a Grind Rail is to leap off it with a Charge Jump. Press and hold **Ⓜ** or you'll just flip your stance. When you're airborne, either steer or stay straight.



Going for Gold! After maneuvering under the archway, you can hop off the rail, stop and back-track, and defeat both Genies. However, this isn't necessary. If you're returning here to claim a Gold Medal, you should have the Skills necessary to quickly target both Genies after hitting either Spring. But you can't do this the first time you try!

Once you're past the two green meanie Genies, you traverse a second section of two rails. Interspersed on the rails are staggered Springs. Try any of the following plans between here and the finish:



TIP

Steering after a jump allows you to land *next* to the rail instead of on it. This is advantageous if there's something you want to check out instead of passing, or the railing ends in an obstacle. Not steering after a jump allows you to land back on the rail at full speed. This is great when you have a long rail containing an obstacle.

- Grind, flicking your stance, and hitting a pad, then landing on the rail directly ahead.
- Grind, flicking your stance, and hitting a pad, then landing on the rail to the side.
- Grind, Charge Jump, and manually leap over any pads to save some time.
- Grind, then tilt the Wii Remote left and right, and dodge each pad, but keep continuously grinding to the goal. This is the best plan as you reach the goal quickly.
- Ignore grinding altogether and run!



Whatever your techniques along the first set of rails, keep grinding until you reach the archway. Ahead are two Springs (one at the end of each rail). Simply run into either,

and you sail up and over the two Genies that appear. Land on the next Grind Rail and continue.

TIP

Springs are incredibly useful pieces of scenery dotted throughout the lands. They point in various directions, and when you hit them, you bounce in that direction. This occurs if you manually run into them, but also if you target and complete a Homing Attack. The Spring has a red target just like an enemy. Practice targeting and leaping into Springs too! Some Springs in the Missions to come are hidden inside stone blocks!

TIP

When you're past the last Grind Rails, execute a Charge Jump and pass under the goal scroll. This is faster than running under the goal.

Note

If you miss the Springs that slow you down, expect your fastest completion time of around 25 seconds, and a Bronze Medal, the first times you can attempt this Mission. You may need a little timing practice to reach this score. Remember to come back here later to improve on this!



Mission Complete!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:27
	Silver	00:21
	Gold	00:19

Use Skills related to **Wind**, **Ground Action**, and specifically related to speeding up your grinding.

Rewards



New World Unlocked!

World 1: Sand Oasis has been added to the World Select List!



Missions Unlocked

World 1: Sand Oasis: Mission 01: Go for the Goal



Special Book Pages Unlocked

Chapter 8: #2: Erazor Appears

Erazor Appears



Shahra appears and Sonic wants to know how to reach that infernal Erazor Djinn. The trek to meet him will be easier than anticipated—he conjures himself in front of Sonic and Shahra with a spectacular summoning. Sonic leaps out of the way of Erazor Djinn's flailing fists! "You must be that blue rat that just got added to the story!" Erazor Djinn mockingly guffaws.



Sonic offers a rodent rebuttal, and Erazor asks Shahra where the seven World Rings are located. She pleads with him, telling him she's sure they don't even exist! Erazor summons an arrow of flame to punish her, but Sonic dashes forward and blocks the attack. The arrow sticks in him! Erazor now seeks the life of King Shahryar; this must be prevented.

First Skill Awarded!



You have gained 8,000 Experience Points and reached "LV:01"! Congratulations! You can now begin to collect additional Skills. When the movie has finished, and before beginning

World 1, Mission 01, you can access one of four Rings.

Each Ring can be imbued with a number of skills. As you progress through the adventure, and wish to try to claim a Gold Medal on each Mission (or ones you've already completed, but haven't scored a Gold Medal on), we'll list the most important Skills you need to achieve this. In fact, we've been doing this already!



Now you have an additional selection screen prior to each Mission. For the moment, equip your first Skill (#086 Ring Bonus); make sure the green light is on to the left of it, and the SP (Skill Point) bar is maxed out at 003/003.

TIP

The exact order that Skills are awarded varies depending on how many Experience Points you gain from completing each subsequent Mission.

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!



Mission 09: Paragraph 09

Unlocked: When Speed Break Skill becomes available*

Overview

“Use 1 Speed Break to reach the goal!”

You have just acquired one of the most important additions to your adventuring: the ability to perform a Speed Break! Now that you have the Soul Gauge, press  when your Soul Gauge is at burning point (orange) and maneuver like crazy as you create a sonic boom that takes out enemies and obstacles standing in your way. Collect the Pearls, release the Speed Break, and cruise to a super-fast victory!

Note

You can receive the Soul Gauge after completing “Go for the Goal” in Evil Foundry.

DIFFICULTY



Part 1: Sonic Boom!

Bring yourself out of the starting point with a turbo, then dash through the initial trio of Rings, winding through a snaking, three-tier trail of Pearls. Stay in the middle so you fill your Soul Gauge quickly; it should be ready to activate around two-thirds of the way through the Pearls.



You pass a second set of Genies after heading under an archway. The goal line is just up ahead. Note that you must use a Speed Break () before you reach the goal line to

complete this Mission. You slow down to regular speed as you dash over the line.

Note

Pearls are now an essential part of your adventuring strategy. Pick them up, then use the Speed Break to push yourself forward (ideally through areas with long stretches of ground to traverse incredibly quickly).

Launch the Speed Break just as you reach the three Genies; there's no need to strike them, as this only wastes time. Then stay in the middle as you dash at crazy speeds down the parchment path.



Mission Complete!

 **Going for Gold!** You're likely to end up with a Bronze Medal the first few times you try this. This is because your Soul Gauge isn't large enough yet. Come back with a large Soul Gauge, and you'll have more time to run at crazy speeds: enough to cross the victory line and claim Gold!

 **Going for Gold!** Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:10:00
	Silver	00:08:30
	Gold	00:07:00

Use Skills related to Pearl collecting, improving your Soul Gauge, and maximum speed.

Rewards

There are no rewards for completing this Mission, but you can get a bonus when completing with a Gold Medal.

Note

Remember—look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 10: Paragraph 10

Unlocked: When Time Break Skill becomes available*

Note

You can receive the Soul Gauge after completing "Go for the Goal" in Evil Foundry.

Overview

"Use Time Break to reach the goal!"

Whenever a Mission features a particularly annoying or difficult area, call upon the mighty Time Break to slow down time and allow you to reach otherwise impossible places! Fill your Soul Gauge until it burns, then press \oplus . You enter a wobbly, sepia-toned time where previously impossible paths can be yours. Try this out now!

DIFFICULTY



Part 1: Running Out of Time

Begin with a turbo dash off the start, and (just as in Paragraph 09), wend through a triple trail of Pearls. Your Soul Gauge, to the screen's right, slowly fills up until it turns orange.



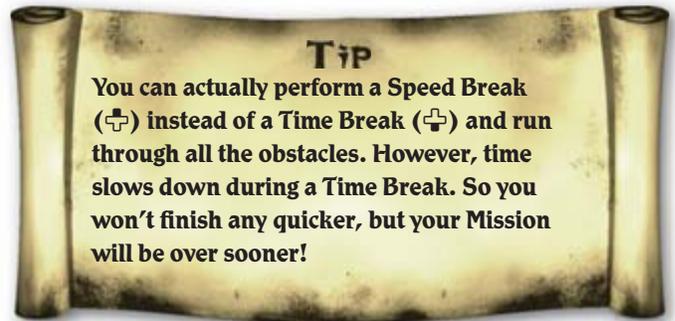
This means you can use Time Break, but don't do it yet!

Instead, bring some Homing Attack action into the trio of assembled Genies, one after another, in a three-hit combo attack. Your Soul Gauge should now be completely full. Excellent! Now it's time to run through some fearsome obstacles.



Run toward the quartet of rolling spike balls, then press \oplus to activate Time Break! Follow the path of the middle ball, moving left and right, and stepping to either side to avoid the ball.

You can still be struck by the balls, but you have much more time to enter the space they leave.



Continue with the Time Break (or press \oplus again to stop it, and again to restart) and move to the next set of spike balls. Stay to one side of the middle ball, and move between it

and the outside ball that moves left and right.

Stay at around two thirds of the way left or right, and head toward the final set of spike balls, which are set out exactly like the first set. Run between the middle and side ball, then Jump Dash or speed across the goal to victory!

Mission Complete!



Going for Gold! It's going to take a massive turbo start (the best turbo Skill you can muster), and a quick-filling gauge to finish this Mission within seven seconds for the Gold.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 00:18:00
- Silver 00:08:00
- Gold 00:07:00

Use Skills related to Pearl collecting, improving your Soul Gauge, and maximum speed.

Rewards

There are no rewards for completing this Mission.

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 11: Paragraph 11

Unlocked: When you reach Level 21

Overview

"Use Volcano Slider to defeat three Genies!"

Reach Level 21 as soon as you can to earn a cool new technique that allows you to defeat enemies **while on the ground!** Now you don't have to time Homing Attacks in the air; simply employ the Volcano Slider Skill. Remember to equip it first, then meet us on the starting line!



Part 1: Slip Sliding Away!



First, make sure you've equipped the Volcano Slider Skill. Otherwise, you can't skid into any of this Mission's three Genies. Turbo start, and as you reach the pink floating block, Slide under it using , straight into the first Genie, and then let go; you continue to run along the narrow path.

Note

Remember that the total in the screen's top-right corner shows how many Genies you must strike before victory is assured! Don't forget to Slide into all three, or you'll fail the Mission once you step over the goal.



Finish the Mission by keeping your speed up, and Sliding under a rising spike ball (there's no need to slow down), and straight into a fire Genie, defeating it, and a final Genie floating just behind him. As soon as you connect with this final Genie, the Mission is complete; there's no need to rush to the goal.

Mission Complete!



Going for Gold! It's going to take a massive turbo start (the best turbo Skill you can muster), and an improved set of Sliding Skills to take Gold in less than three seconds!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:08:00
	Silver	00:05:00
	Gold	00:03:00

Use Skills related to your maximum speed and Sliding (not grinding!).

Rewards

There are no rewards for completing this Mission.

Note

Remember — look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 12: Paragraph 12

Unlocked: When 45 Silver Medals are collected

Overview

"Use Homing Attacks during Time Break to defeat the enemies!"

Now that you've gathered an impressive number of Silver Medals, you've finally unlocked the last Mission in the Lost Prologue, which involves some major timing situations! Combine the techniques you used to defeat floating foes (Homing Attacks) with those used to avoid fast-moving obstacles (the Time Break) in a slow-motion attacking strategy.

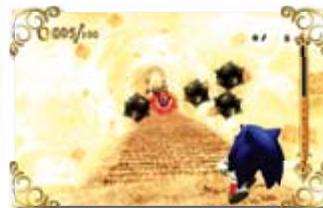


Note

Missions completed with Gold Medals also count toward your Silver Medal total.

Part 1: Target Acquired!

After a blistering turbo start (as shown), spend some milliseconds collecting the Neo Pearls scattered about the scenery. Grab as many as you can without backtracking. By now you should have Skills that help you fill your Soul Gauge quickly.



Now for the tricky part: simultaneously jetting through the cluster of spike balls and hitting your target without being struck by the balls themselves. Do this by Charge Jumping and releasing just after you grab the last Neo Pearl (picture #1).



As soon as you launch into the air, execute a Time Break. When everything slows, wait for the red target to appear and flick your Wii Remote forward, but only after the spike ball passes in front of your Genie target. Fly through the gap and hit the Genie.

Fortunately, the Genie is behind the spike ball cluster, and you can continue your air combo (picture #3) by instantly targeting the floating chest beyond. Homing Attack into the chest, then immediately brake and land on the parchment path.

Note

There are three Genies to defeat. The number you've beaten is shown in the screen's top-right corner.



Now for the final two foes! Begin to collect the Neo Pearls, then steer right to grab the last few while executing your Charge Jump. Step to around 15 feet away from the Genie (see picture #1) because the cluster of spike balls covering the Genie rotates out toward you quite far.

Jump up vertically after entering the Time Break, and then flick the Wii Remote forward just after the spike balls move to reveal an unobstructed path to your foe (picture #2). Strike him, and then immediately (with Time Break still effective) slam into the third Genie (picture #3) without landing or returning to normal speed. Your Mission ends as soon as you strike him.

Mission Complete!



Going for Gold! Gold Medal awards are difficult to obtain. You must tackle each Genie without pause, and slow down as infrequently as possible. Learn the rotating patterns of the spike ball clusters so you launch just as the gap opens to the Genie, even if there's a ball in your way as you begin the Homing Attack.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 00:20:00
- Silver 00:10:00
- Gold 00:07:00

Use Skills related to your maximum speed, turbo, Soul Gauge, Pearl collecting, and aerial combat.

Rewards

There are no rewards for completing this Mission.

Note

Remember—look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 13: Paragraph 13

Unlocked: When you reach Level 20

Overview

"Use the Fire Gaze move and break 20 boxes!"

Pressing while jumping has previously allowed you to stop quickly after a vertical dive. After you reach Level 20 and get the Fire Gaze skill, you can dish damage too. This is perfect for landing on foes or breakable scenery! As you'll discover, this Skill has a large area of effect, allowing you to smash more than one box at a time.



Part 1: Boxing Clever



After a quick turbo out of the starting point, zoom forward, and then make a Short Jump using (no need to charge), and when you're roughly over the cluster of three boxes, press and hold it. You drop down and burn through the crates in an impressive explosion! Now for the remaining 17 boxes!

Note

The total in the screen's top-right corner shows how many more boxes you must break.

As soon as you land from the Fire Gaze plummet, you're still charging, so leap and then Jump Dash farther down the parchment path, to a second set of boxes. Drop down through them. That's six you've destroyed. Then Jump Dash down the road.



Your next crates are positioned differently, so drop into the middle of them, as shown. After taking care of your ninth box, run or Jump Dash through the archway, moving to the

left, and drop on another three boxes.

After destroying the 12th box, Jump Dash to the three sets of three boxes that complete this Mission. Drop down through the first three, Charge Jump up and then drop down into the second three, Charge Jump up again, and finally drop down into the final three. That's 21 boxes destroyed—more than enough to claim your medal!



Mission Complete!



Going for Gold! It's going to take a massive turbo start (the best turbo Skill you can muster), and an improved set of jumping skills to earn a Gold Medal!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	00:30:00
 Silver	00:18:00
 Gold	00:13:00

Use Skills related to your maximum speed, jumping, and landing.

Rewards

There are no rewards for completing this Mission.

Note

Remember—look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 14: Paragraph 14

Unlocked: When you reach Level 35

Overview

"Do Down Cancel!"

The Down Cancel move is another new technique designed to help you out of some particularly sticky situations. It allows you to quickly regain your momentum by standing up, just after you've been hit or have struck an object. If you're knocked back, simply press  while you're reeling, and you'll quickly stand.

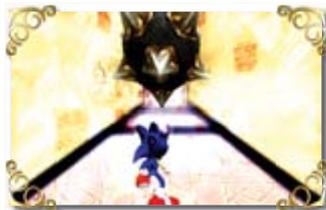


Part 1: Spike Ball Battering

After an exceptional turbo start, execute the perfect Down Cancel. Naturally, this begins by actually equipping this Skill—you did do that, right? Once you're sure, run through the trail of Rings, toward the archway.



You must hit the Spring, fly through the air, and then brake, or drop down as soon as you're over the spike ball on the pink platform ahead of you. Brake using either ① or ②, and land on the ball itself; don't under- or over-shoot this target!



As your Rings go sprawling, quickly hit ② to recover using the Down Cancel Skill. As soon as you succeed, the Mission ends. If you miss this spike ball, you can optionally leap across the pink platform, and try again on another ball, or a Genie. Of course, this doesn't allow you to claim any medals.

Mission Complete!



Going for Gold! Getting Silver is simple using the tactics described earlier. Keep practicing by landing on the first spike ball, and you'll claim Gold.

You may wish to employ the fastest turbo start, acceleration, and leaping distance too.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

● Bronze	00:15:00
● Silver	00:08:00
● Gold	00:05:00

Use Skills related to your maximum speed, jumping, and acceleration.

Rewards

There are no rewards for completing this Mission.



Mission 15: Paragraph 15

Unlocked: When you reach Level 5

Overview

"Use Back Step to collect 10 Rings"

Now that you've reached Level 05, you should be almost as nimble in reverse as forward. You must perform a series of Back Step techniques, using the Skill you just learned. Don't forget to equip it first!



Part 1: Flip Mode Fun!

TIP

This Mission is impossible until you enter the Equip menu and select Skill #073 Back Step!



As you start, do *not* employ a Mini-Turbo or other dashing start. You're moving backward, not forward! Instead, follow the onscreen instructions, and quickly press then

release  while moving backward, and you'll execute a flipping Back Step. Stay in the middle, and grab a single Ring, then the two Rings.

TIP

From now on, there's a quick and a slow way to finish this task. The slow way is to maneuver just behind each subsequent set of Rings and flip into them. The fast (and much better) way is to quickly collect 10 Rings by missing a few, but not slowing down. This is the difference between obtaining a Bronze and a Gold medal!

Your Ring total should be three. Instead of moving to the right to grab the two Rings there, gradually maneuver left, and diagonally Back Step into the next set of Rings, increasing your total to five.



Caution

There's a limited path here. Don't run forward into any of the Rings because this wastes time and doesn't add Rings to your total. Skill #086: Ring Bonus doesn't help, either!

TIP

Are you having trouble reversing immediately from your starting position? Are you jumping straight up instead of Back Stepping? Don't worry; just hold your Wii Remote with the buttons facing the ground for *the entire Mission!* You'll automatically run backward instead of forward. Easy!

Now continue reversing, cutting a slightly diagonal path and Back Stepping through the trio of Rings in the middle of the parchment path, and continue to leap into three more Rings to complete your total and bring home the Gold!



Note

Expect a completion time of just under 4.8 seconds, and a Gold Medal, the first time you can attempt this Mission. You may need a little timing practice to reach this score. Remember to come back here later to improve on this!

Mission Complete!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:15:00
	Silver	00:06:00
	Gold	00:05:00

Use Skills related to backing up (the flipping Skills), although Gold is easily obtained from the start.

Rewards



Special Book Pages Unlocked

Chapter 1: #15: History of Sonic—2005

Chapter 2: #14: Title Log: Initial 2

Note

The Special Book rewards are based on how easy it is to access the rewards necessary to unlock each page. Chapter 1: #15 is unlocked with two Silver Medals (usually after you complete Lost Prologue: Paragraphs 17, then 15). Chapter 2: #14 is unlocked after you receive Gold Medal on this Mission. The remaining Special Book pages aren't revealed in the Runthrough, as they appear only after you obtain a certain number of medals of a particular type. Check the appendices for all that information.

Note

Completing this Mission unlocks no additional Missions! Instead, choose World 1: Mission 06 or 09 from the Sand Oasis menu. Remember—look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Mission 16: Paragraph 16

Unlocked: When you reach Level 42

Overview

“Splash Jump Practice: Head for the goal!”

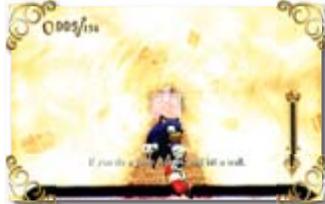
Now that you've acquired the Splash Jump Skill, it's time to use it to scale previously unreachable heights at the tops of walls! Splash Jumps are important for this. Do it by Jump Dashing a wall and hitting it: instead of falling down, you automatically flip over it. Now practice!



Part 1: Up the Wall



After an impressive turbo start, begin your Jump Dash at this point (picture #1); well before you actually reach the first pink wall blockade itself. Launch yourself across and into the wall, with a Jump Dash, and you'll hopefully strike the top of the wall (picture #2). Once you hit the wall, you don't need to press any buttons; you'll automatically flip over without losing too much speed (picture #3).



Continue to race forward. You can now try to launch into a column with two Rings above it, but if you're trying to finish quickly, race around them instead.

Run around the long right bend to the structure with one pink wall, and another floating pink box in front of it. Execute a Splash Jump and then drop to the other side. Or, land and brake atop the first structure, then Jump Dash at the second, to flip over and claim the Rings on the floating area (note that this slows you down).



Platinum Ring Master!

The final pink structures include a wall and two upper floating platforms. If all you're concerned about is finishing quickly, hit and flip over the wall, and boost to the goal line. If you want to claim the hard-to-reach Platinum Ring, flip up onto the second structure, claim the Rings and brake quickly, then Jump Dash and land on the third structure; ideally on the Platinum Ring itself.



Mission Complete!



Going for Gold! Getting Gold on this Mission requires incredibly fast top speeds, improved Splash Jump skills, and ignoring the higher platforms with Rings on them.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:45:00
	Silver	00:20:00
	Gold	00:16:00

Use Skills related to your turbo, maximum speed, and the Splash Jump.

Rewards

Note

Remember — look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 17: Paragraph 17

Unlocked: When you reach Level 2

Overview

“Use Skill (Mini-Turbo) and head for the goal!”

Now that you've reached Level 02 and been awarded your second Skill — the Mini-Turbo — it's time to use it. Simply complete the short obstacle course after starting with a Mini-Turbo that quickens your start launch. Simple, as long as you equip the Skill first!



Part 1: Rolling Start!

TIP

This Mission is impossible until you enter the Equip menu and select Skill #088 Mini-Turbo!

Once you have the skill equipped, flick the Wii Remote (as if you're trying a Jump Dash or a Homing Attack) when the announcer says “one!” during the start countdown. The timing is important here; don't flick too early or too late! Repeat the Mission until you've learned *exactly* when to time the Mini-Turbo.





Look at the counter in the top-right corner. It tells you if you've been successful with the Mini-Turbo. You should also be running at a quickly immediately. Now head between the

two sets of pink vertical barricades, then to the side of three that appear sequentially in the middle of the parchment path. Then head back to the middle and to the goal.

Note

Expect a completion time of just under eight seconds, and a Silver Medal, the first time you can attempt this Mission. You may need a little timing practice to reach this score. Remember to come back here later to improve on this!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

-  Bronze 00:09:00
-  Silver 00:07:30
-  Gold 00:04:00

Use Skills related to your turbo, maximum speed, and left/right maneuvering.

Rewards

There are no rewards for completing this Mission.

Note

Completing this Mission unlocks nothing! Instead, choose World 2: Mission 02 from the Sand Oasis menu. Remember—look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission Complete!



Going for Gold! Getting Gold on this Mission requires incredibly fast top speeds, improved Turbo skills, and the ability to quickly weave without touching any barricade.

Mission 18: Paragraph 18

Unlocked: When you reach Level 19

Overview

“Use Skill (Rocket Start) and head for the goal!”

Much in the same way you attempted to use the Mini-Turbo to reach your goal in the previous Mission (#17), you should employ exactly the same techniques, but with Rocket Start. The most problematic part of this Mission is the beginning; you must launch yourself properly!



Part 1: Rocketing to Victory

Between the time the announcer says “one!” and the start, flick the Wii Remote forward. The timing is slightly different (it's a little longer after the “one” than the Mini-Turbo).



Play around with the timing until you can achieve a Rocket Start more often than not. If you're successful, you'll know about it; you race forward, and the top-right corner counter is completed. Now you need to race between six sets of columns, run to one side of a middle one, between two, around a middle one, and again, and then position yourself in the middle for a final dash through some tightly spaced columns (picture #2).

Mission Complete!



Going for Gold! Getting Gold on this Mission requires incredibly fast top speeds. Make sure your acceleration, steering, and turbo start Skills are employed!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 00:10:00
- Silver 00:07:00
- Gold 00:05:00

Use Skills related to your turbo, maximum speed, and left/right maneuvering.

Rewards

There are no rewards for completing this Mission.

Note

Remember — look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 19: Paragraph 19

Unlocked: When you reach Level 46

Overview

“Use Skill (Warp Dash) and head for the goal!”

By the time you become a seasoned racer, you're given a new special ability that makes the Mini-Turbo and Rocket Start seem like strolls in the park! This is the Warp Dash, and it's fast. Combine it with acceleration, steering, and top speed improvements, and make sure you don't hit a pink wall!



Part 1: Warp Records

As with the previous two Missions where speed and steering are the most important Skills, this all hinges on you perfecting the Warp Dash. This Skill has a smaller “sweet spot” when you should flick the Wii Remote forward. Play with the timing, flicking after the announcer says “one!” but before “go!” Keep doing this until you execute the Warp Dash and the number on the top right of the screen changes, once you begin.



Keep straight as you run between eight sets of pink columns on either side of you, then head left. Run around the pillar in the middle, but line yourself up early for a gap in the pink wall left of center just after that.



As you can see, the space between the wall is tiny, so be accurate in your steering. The walls have gaps to the left, right, middle, left, and right, until you exit.

TIP

Even if you don't get a Warp Dash, you can still investigate the layout of the Mission before restarting.



After you're away from the walls, you have 10 sets of low columns. Fortunately, they are on either side of you, so as long as you stay in the middle, you're assured of victory!

Mission Complete!



Going for Gold! Gold requires not only the best turbo start (such as the Warp Dash, which you have), but also increased ground maneuverability acceleration and top speed.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:11:00
	Silver	00:09:00
	Gold	00:08:00

Use Skills related to your maximum speed, turbo, and ground steering and movement.

Rewards

There are no rewards for completing this Mission.

Note

Remember — look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 20: Paragraph 20

Unlocked: When Sand Scorpion and Ifrit Golem are defeated

Overview

"Time Attack 1: Clear the stage as quickly as possible!"

Now that the Sand Scorpion and Ifrit Djinn are defeated, you can access a whole new zone in the Prologue World. Dash through it as quickly as you can! You must judge the best place to launch a Speed Break, know where to avoid obstacles, and learn where to steer or jump around ground spikes. There's a handy map available, too!



Part 1: The Old Switcheroo

Begin with a turbo off the starting line, and head directly forward, collecting the groups of Pearls and then stepping on the switch pad at the end of them. This activates a trail of Rings to your right. Steer this way, and head through all the Rings.



This leads to a Spring, which bounces you up in the air, and allows you to target a floating treasure chest. Inside are more Pearls for filling your Soul Gauge. Drop down, and hit the dash panel and second switch pad to activate more Rings ahead of you.



TIP

Dash panels are an important part of the scenery during many of your adventures.



When you run over one, you gain a burst of speed. Dash panels allow you to dash up walls, accelerate to maximum velocity, and quicken your overall time. Unfortunately, this is occasionally at the expense of checking out an area for goodies.

Quickly speed through these Rings, bounce up on a Spring to a second floating treasure chest to bag more Pearls (although you must be quick!), and then Jump Dash to the ground.



The parchment path curves around to the right now. Resist the temptation to execute a Speed Break, and instead, leap or run through the boxes and collect more Pearls on the ground.

TIP

Try the Pearl-collecting tactic, but also see how your time is affected by ignoring the floating treasure chests entirely. You cover the first section more quickly, but you can't Speed Break as long.

Part 2: Speed Break Slamming!



Wind around the curved course, avoiding boxes but gathering the trail of Rings and next trail of Pearls. Assuming you've completely filled your Soul Gauge by the time you reach the archway, employ it as you collect Rings before the next section. Blast through the two pink columns, then go left around the middle one (there are Rings on this side), and into the middle for the final two columns.

As you exit, stay in the middle. If you elect not to use the Speed Break (picture #2), defeat the four Genies that arrive, or ignore them. Compare the Pearls they drop to the time it takes to defeat them. Also, if you decide to defeat the Genies, head right around the middle column, bounce on the green Genie's head, and smash a floating treasure chest here for Pearls!



Whatever choice you made about launching a Speed Break, *now* is most definitely the time to attempt one, as you close in on a very narrow bridge stretching across a

bottomless chasm! This way, you bypass two Genies (which you can otherwise slide or Homing Attack into), grab the Rings in the middle, and avoid a rotating spike ball. Defeat two more Genies if you want the block wall to explode!

TIP

If you run out of Speed Break power and are stuck on this bridge, slam into the floating Genies near the spike ball with a Homing Attack. This explodes the wall, and underneath is a dash panel. Use it!



After heading through the archway, and assuming you're slowing down after the Speed Break, stay in the middle, then steer left and right as you grab three trails of Rings.

Then watch out for spike traps! Stay left (as shown), then right, and finally leap over the third spike trap.

Once over the wide spike trap, steer left, and then right so you aren't struck by the final two traps. Now accelerate toward the archway with the trail of Rings ahead of you. Strike the big ramp, and begin to reach the final part of this circuit!



Part 3: Grind the Gap!



You have some grinding to do in a moment. But first launch yourself off the ramp, fly over the first couple of floating pink platforms, and land on the stepped platform. It's better to land on the top of the step with a brake (ⓐ or ⓑ) rather than hitting the step and wasting time. Wait for two Genies to appear, then launch Homing Attacks into both of them! After striking the second Genie, land on the parchment path ahead.



Rush through the archway collecting Rings, and then begin to grind along the rail, collecting Pearls as you go. This is important because there's another Speed Break opportunity after the next archway! You can then hit the Spring, and land on the rail to your left or straight ahead of you. A better method (if your Jump Dash can reach) is to Jump Dash just before you reach the Spring, so you don't hit it and spend additional time in a vertical leap! Once on the last rail, leap off before you strike the Spring, and head through the arches. Run through the trail of Pearls, then launch a second Speed Break, and cruise all the way to the goal!



Although Sonic is shown running here (picture #1), you should launch a Homing Attack into the Genie, then grind on the rail in the middle of the parchment path. At the very last second, leap right (avoiding the spike wall), and grind on a second rail. Then grind and leap left, then grind and leap right, and then finally grind and leap left one last time. Collect Rings on each occasion, and make sure you leap before you're struck by the spike wall! Finally, grind over the goal line, to victory!

Mission Complete!



Going for Gold! Shaving off a minute between the Bronze and Gold Medal scores is going to take some patience. It also requires a higher top speed, a huge Soul Gauge, correct gathering of all available Pearls, and launching Speed Breaks at the times detailed previously. Steering improvements help, too! Note that you should finish with 45 seconds on the clock to claim Gold!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

● Bronze	01:45:00
● Silver	01:10:00
● Gold	00:55:00

Use Skills related to your maximum speed, steering, air steering, grinding, and Soul Gauge improvements.

Rewards

There are no rewards for completing this Mission.

Note

Remember — look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!



Mission 21: Paragraph 21

Unlocked: When Captain Bemoth and Erazor Djinn are defeated

Overview

"Time Attack 2: Clear the stage as quickly as possible!"

Have Captain Bemoth and Erazor Djinn finally succumbed to your prowess? Then you can attempt the second of the Time Attack challenges! Much more difficult than the first, this one involves a lot of quick timing, cunning use of the Speed Break, and a little bit of waiting. If this course looks familiar, it's because you're racing the previous Time Attack (Paragraph 20) track in reverse (but with added obstacles).



Platinum Ring Master!

After the first rail you ride, leap right, ride the second rail, leap left, and head onto the final rail without hitting spike balls on either side of the path. Watch out on the second rail for a Platinum Ring right at the end, next to the spike wall. It's difficult to grab before you leap, but it is possible!



Ride the final rail, because there are spike balls on each side. Also, a Genie drops some Pearls that you badly need. Strike him, then Jump Dash and land on the aerial rail running

from the top of the spike wall, collecting Rings as you go. Follow the trail of Pearls to the archway from the left to the middle of the path.



Part 1: Grind the Gap!

Begin with a large-scale turbo off the starting point, and then slide into the first Genie you see. He's guarding a series of rails, each with a spike wall at the end, and spike balls rotate along the sides of the parchment path. Once the Genie is defeated, grind on the first rail.



It's time to complete a tricky set of maneuvers! First, try a Homing Attack on the Genie waiting under the archway, and immediately combo that into an attack on the Genie down below, floating at the near end of the first rail. Ride the rail collecting Rings, charging a jump as you go. Jump up, avoiding the spike ball, but collecting the Neo Pearl at the end (for more Soul Gauge power!).



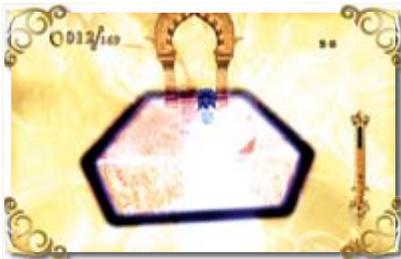
Platinum Ring Master!

Land on the next rail to the right, and grind along it. Snag a double trail of Pearls, and then a Platinum Ring at the far end, just before the spike ball. Grab the Platinum Ring if you can, but don't fall off after striking the ball.



Part 2: Mind the Gap!

Jump to the last rail and grind through Pearls to reach the parchment path and an archway. Run through a trail of Rings and execute a Charge Jump as you slow to the end, then launch into an air combo as two Genies arrive—they're the only way you can cross this gap. Bash them both (the second is a Fire Genie).



Jump Dash to the floating platform, then (with a combination of braking and Jump Dashes) negotiate the floating platforms until you reach the last one (shown here). Land and

quickly defeat two more Genies that appear below you, in the gap. Choose whether filling your Soul Gauge with their Pearls beats ignoring them and Jump Dashing to the archway. We recommend that you defeat the Genies unless your Soul Gauge is full.



With a Speed Break, you can simply run over the ground spike traps. Otherwise, avoiding them is easy. Stay left, right, jump the wide spike trap, then left and right again. Then stay

left and steer to the middle, then left and steer to the middle again, collecting Rings as you reach the archway.

If your Soul Gauge is big, you can speed through this narrow bridge section, but if you slow down, take a moment to tackle the Genies arriving in this area: This allows you to gather more Pearls for another Speed Break later. Bop each of the three Genies with a Homing Attack.



TIP

If you can, launch a second Speed Break either now, or after you're through the next archway.

Run around the corner collecting Rings, and face a couple of pink pillars. Dash between them, then steer left and Charge Jump up into a floating chest, if your vertical jumps are high enough. Or, ignore the chest and collect the Rings to the right. Then accelerate through the archway.



TIP

If you can't leap high enough vertically, check out the Skill list in this book and return with the appropriate method; or better yet, Splash Jump over one of the pink pillars, then Jump Dash at the chest.

Part 3: Speed Break Bonanza!



Run along the long right turn, collecting Pearls as you go. At the first cluster of crates, launch into your second Speed Break. Power through the boxes, collect the Rings on the right, pass through another set of Pearls, and then dash right, left, and right of the three pink columns to the finish.

If you slow down, run out of Pearls, or wish to defeat a final trio of Genies, hit the Spring just before the first pink pillar. You bounce up and can see the Genies arriving from the sides.



Target and defeat them in an air combo, or use Splash Jump and somersault across the tops of each pillar to victory!

Mission Complete!



Going for Gold! Shaving off a minute between the Bronze and Gold Medal scores takes some patience. It also requires a higher top speed, a huge Soul Gauge, correct gathering of all available Pearls, and launching Speed Breaks at the times detailed previously. Steering improvements help, too! Note that you should finish with 45 seconds on the clock to claim Gold!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	01:45:00
	Silver	01:10:00
	Gold	00:55:00

Use Skills related to your maximum speed and sliding (not grinding).

Rewards

There are no rewards for completing this Mission.

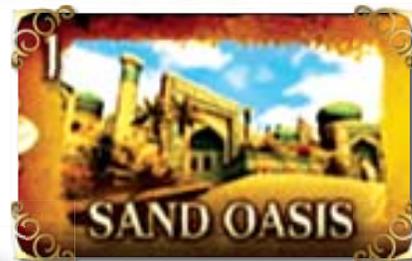
Note

Remember — look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!



WORLD 1: SAND OASIS

Welcome to the first real world of the Arabian Nights! The Sand Oasis is a sprawling land of temples, ramps, broken bridges, sand, traps, spiky balls, fiery corridors, and more traps! However, the Missions here help you prepare for the more difficult lands later on. You have tasks in two main areas: a meandering path through the oasis (watch out for a big purple tourist), and a circuit within a temple. For many missions, you can get Gold Medals only when you return with more Skills. Still, there is a host of entertaining challenges awaiting in the hot sun.



Note

The way the Missions are unlocked during your Runthrough depends on which previous Missions you choose. This guide has the Missions listed numerically, one after the other. Normal gameplay has you traverse other worlds while returning to the Sand Oasis to continue missions. Choose the World and Mission you seek information about, and locate it within this Runthrough.

Mission 01: Go for the Goal

Unlocked: After finishing 0-8 Paragraph 8

Overview

“Find King Shahryar!”

This huge Mission is designed to let you experience a variety of techniques. It offers a new one to try out too: the wall shimmy! Speed across the sand, weaving down the massive temple steps into an outdoor obstacle course of sand, Pearls, and Rings. After some banked turns and rail grinding, you’ll negotiate broken bridges, and find out that blue hedgehogs don’t swim! The action continues up a wall, into a fiery temple, then out to the oasis water. Next comes a wall shimmy across the edge of a temple, a scary drop, and more broken bridges to navigate before the path to the King’s throne is assured!



Part 1: Temple Top and Drop

Before you begin, choose a Skill Ring to wear. Pick “A,” and add Skills you’ve collected to the Ring. The first time you attempt this Mission, you have only one Skill: #086, Ring Bonus.



On subsequent occasions, choose a variety of Skills that help you gain a Gold Medal (check the “Going for Gold” boxes for more information). Be sure your “SP” reads “003/003” before you start; that way you know you’ve equipped the Skill correctly.

As the countdown begins, you're in a long temple corridor. Note that your Ring total should be "005/050" after equipping Skill #086, Ring Bonus. Trot forward, as Shahra tells you that you're off to find the king's palace. As you reach the corner, make a left.



You automatically weave through the sandy thickets and half-submerged pillars, collecting Pearls along the way. These are useless to gather at the moment. Grab them when you retry this Mission with the Skills you need to use them. Continue around the banked path.



Gather a trail of Rings as you climb the steps. Stay in the middle (shift the Wii Remote to the left) so you grab them all. Race up the steps, appearing atop a temple ramp. Increase the pace

and stay right to gather another set of Rings. Move left, and gather a third set of Rings along the ramp's left side.



You pass over a short, flat area with a medalion on the ground, then the second part of the ramp brings you down to the sandy earth below. During this time, stay around

two-thirds of the way to the left, so you can gather the Rings that snake left, right, left, and right again.



Going for Gold!

Just after you bag your last trail of Pearls, launch into a Speed Break, and zip through the banked turn of Rings. Collect more Pearls from the vertical circles, then keep the maximum velocity of Speed Break handy for your next clearing. This is possible only once you return to this Mission with the Soul Gauge.



Continue though the last of the Pearls, toward a long banked turn that heads right. Along the way are three sets of Rings to optionally gather. You should have reached

your maximum of 50 by now (or more if you're returning to complete this again). Stay on the left, and move right so you don't miss the third trail of Rings.

Gather five floating circles of Pearls at the long banked turn to the left. Follow the right (and outer) bank of the turn to run through the middle of the Pearls, then straighten out and make a little tilt to the right to hit the dash panel on the ground.



Ringing the Changes

Sonic moves too quickly to respond to a missing Ring. Line yourself up early, before you reach the first Ring, to ensure that you grab them all. Also catch Rings on the side of Sonic's body, rather than running straight through them; that way you have less distance to steer when the trail of Rings snakes in the opposite direction.

Note

There are 35 Rings to claim (not including any with which you may begin this Mission).

Tip

Currently, the Pearls don't affect your score, but they will if you return later to claim a Gold Medal.

Tip

Dash panels are an important part of the scenery during many of your adventures.



When you run over one, you gain a burst of speed. Dash panels allow you to dash up walls, accelerate to maximum velocity, and quicken your overall time. Unfortunately, this is occasionally at the expense of checking out an area for goodies.

The pathway continues along a very long, sandy banked path. Stay to the right to avoid a series of pillars that begin to appear and start to fall around you. As long as you keep moving, you'll be fine. What magical power is manipulating these things?



Continue at maximum speed as more falling pillars attempt to thwart you. Look ahead and react quickly, and you won't be struck. Line yourself up with the series of Rings ahead.



Execute a Charge Jump and launch as you grab the last Ring to leap over the final falling pillar. If you're too slow, you'll hit the pillar, come to a stop, and waste time.

Part 2: Mean Genie Mayhem!



Just after the final fallen pillar is a huge chunk of masonry that has also fallen down. Try a Charge Jump (ideally without stopping) and land atop the crumbled structure. As you land, a Genie appears ahead. Shahra tells you it's Erazor's henchmen.

a Genie appears ahead. Shahra tells you it's Erazor's henchmen.

Treasure Alert!



Although you can ignore the Genie and continue winding through the upright pillars, there's a treasure chest to smash if you need some

Pearls. Simply Charge Jump, then try a Homing Attack on the first Genie. A second Genie appears above the pillar to the right. Time the next Homing Attack correctly. Wait until you're dropping, because that's when the red target appears, as shown.

Once you've bashed the second Genie, a third one appears on the pillar to your left, and the stone box resting on the sharp-edged



pillar explodes, revealing a treasure chest. Wait until you're starting to fall, then try a Homing Attack on the third Genie. If you defeat him, a red target appears on the chest. Wait for it, then execute a Homing Attack and open the Pearls inside.

Treasure Chests

Treasure chests are usually hidden from view and contain a variety of goodies. Chests can contain dozens of Pearls or additional Rings. Sometimes they are worth checking out, but consider the extra time needed to find them.



Pearls

Pearls are added to your Soul Gauge, which is only available once you acquire the necessary Skill. If you're returning to this Mission, you can fill up your Soul Gauge, then activate either a Speed Break or a Time Break. These speed up or slow down time, respectively. The Speed Break allows you to finish quicker, and it's the only way to claim a Gold Medal on many Missions.



With or without the first Genies tackled, fall to the sand below and run forward. Another Genie appears, and Shahra tells you Genies can be defeated for Pearls. However,

you should know this by now. Strike the Genie that's appeared directly ahead with a Homing Attack.

Land on the Grind Rail behind the Genie and grind toward the large archway in the distance. Optionally leap left or right (by tilting the Wii Remote left or right), and collect additional Rings on the rails to either side of the middle one. Pillars ascend from the ground on each side. You have three paths available now:



1. You can ignore the Genies, leap off the rail to the left, and collect the trail of Rings leading to the cluster of pillars and archway.
2. You can stay in the middle, dispatching first one Genie, then another that appears in front of the cluster of pillars near the archway. This is recommended.
3. Or, you can ignore the Genies, leap off the rail to the right, and collect the circle of Pearls if you need them. This isn't recommended, as there are more Pearls inside the Genies.



Platinum Ring Master!
If you tackled the Genies, there's one more just after you run through the falling cluster of pillars. Once he's defeated, the boxes just before the set of five dash panels explode, and in the middle is a cool-looking Ring with a star in the middle. Land (using ) and grab it. This is worth 20 regular Rings!

Part 3: Hedgehogs Can't Swim!



Dash through the archway and into a winding pathway with Pearls in five separate trails. Tweak your left and right steering as you move through the tight turns to grab all of

the Pearls (you don't need the Pearls the first time you try this Mission). The corners are left, right, left, right, and then left and straight to a corner you'll automatically skid around.



Going for Gold! Just after you've collected the last of the Pearls, launch into a massive Speed Break, assuming you have a full Soul Gauge. You tear through the broken bridge section, crossing all the way to the spike ball and switch pad if you time it correctly. This saves a lot of time.

Straighten out and dash across another trail of Rings, then up a ramp and over the ocean, onto a stretch of broken bridge. Land on the Grind Rail and begin to slide down it. Remember to quickly jump to keep your speed up.



Caution

Blue hedgehogs cannot swim so don't expect to maneuver in the water if you fall in. If this occurs, you either start back at the beginning of the section with water in it or fail the Mission if the goals include not being defeated.



You shoot off the first piece of bridge, flying off a large ramp and landing on a second stretch of broken bridge. This contains a trail of Pearls and a Grind Rail. Land on the rail, flip stances to keep going fast, and launch off the next big ramp.



Once off the ramp, you automatically strike a Spring and bounce across to a third and final bridge section, through some Rings. Grind along the rail, collecting more Rings, then fly off the final large ramp and over the water, collecting more Pearls (from the vertical circles) and Rings (from the floating trail).

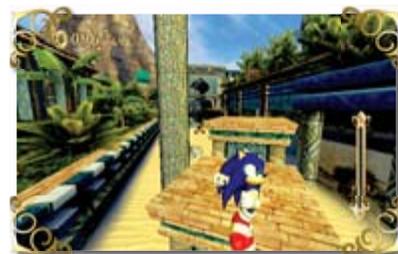
Part 4: Forget the Fire Soul!



Back on dry land, turn left and run down a sandy path with a trail of Rings. Don't head there too quickly, or you'll strike the floating spike ball at the far end. If you're after a fast

time, and you don't have the Splash Jump Skill, weave to the right of the spike ball.

When you have Splash Jump, you can Charge Jump higher than normal, brake at the spike ball, and wait for it to rise. Then stand on the switch pad on the ground beneath the ball.



Tip

Switch pads are another important piece of scenery.

Stand on one, and something happens. The "something" can vary wildly, from pillars appearing in front of you to a trail of Rings appearing on a timer. Check out every one that you see.



When you have a Skill such as Splash Jump and you activate the switch, two tall, angular pillars sprout from the sand ahead of you. Run to the first pillar, Charge Jumping then Splash Jumping so you stand on the second. Drop down in mid-jump by using  and land atop the pillar.



Caution

The first time you run through this Mission, you cannot access this area. Don't waste your time trying. The two Genies may appear, but you can't leap high enough to attack them.



When you have Splash Jump and you're on the second of the two summoned pillars, launch a Homing Attack on the three appearing Genies. The bounce you receive after striking the third Genie allows you to land on a second appearing platform. A Spring appears at the end of the platform, allowing you to target it. It sends you through a flaming red circle known as a Fire Soul. Congratulations! You've found the first of three Fire Souls in this Mission. Finish by riding a previously invisible rail through a trail of Rings toward the arched temple structure.

You Got a Fire Soul!

TIP

If you're playing this Mission for the first time, you cannot reach this item. You can see it as you run underneath it. Remember where it is and come back later.

Fire Souls

Missions can have zero or three Fire Souls to find. The exact number is shown on the Mission Select menu screen (the white "[-]" marks to the left of the medal icon). Gather as many of these as you can, because they unlock goodies such as Party Games. You can find out exactly what is unlocked at the back of this book.

It's time to tackle two more Genies. These guys are extra tough. They breathe fire, which can knock Rings out of you or cause you to restart a section of the Mission if you're hit. Launch a Homing Attack on the first Genie, then stay in the air and combo into the second before landing.

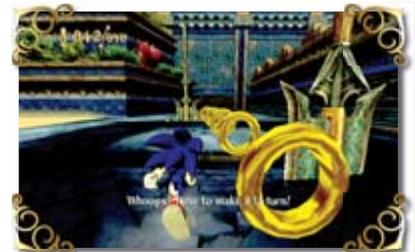


TIP

Fire Genies blow blasts of fire in a counter-clockwise circle around themselves. If you're caught by this, you'll lose Rings. To defend yourself, simply attack when the line of fire has passed your trajectory, or when the Fire Genie takes a breather.

Part 5: Into the Temple of Fire

Once you're past the two Fire Genies, Shahra is worried because a dead end lies ahead. Don't worry; Sonic can make a U-turn. Stay in the middle of the path and follow the snaking trail of Rings (grabbing them as you go). Ignore the spears that land on either side of you. Hit the dash panel and you automatically rocket up, around, and down the wall.



Stay in the middle of the path as you weave through more magical spears, then follow the trail of Pearls down to the entrance of the Fire Temple. You'll find out why it's called this in a second. Shahra thinks it might be cooler inside. She's wrong!



This temple interior is full of nasty fire-belching burners, and you must not get singed. Steer right, left, and right (collecting Rings as you go) around the vertically belching burners. At the end of the first section of corridor, Charge Jump over the side burners and through the circle of Pearls.

Fly through the air, down through another set of Pearls, then proceed along the second corridor. Weave left, then right, collecting Rings, then execute another Charge. Jump as you reach the wall of fire at the far end. Flick the Wii Remote forward to Jump Dash through the Fire Soul. Don't forget it!



Leap off the first Grind Rail and onto the second, switching your stance with quick presses of ② so you don't slow down. Stay between the falling pillars and hit either of the dash panels on the sand. This leads to a courtyard with three paths.



Note

This is the first Fire Soul you've gathered if you're attempting this for the first time. It's the second one if you're retrying this with a number of additional active skills.

You Got a Fire Soul! 000

Part 6: Beach Side Grind



Drop through the circle of Pearls with the Fire Soul so that you aren't caught by another jet of fire, and run through the trail of Rings, screeching right, and boosting out of the

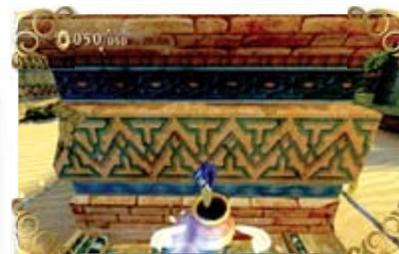
temple using a dash panel. You appear on a glistening sandy beach. It would be picturesque and relaxing except for those giant incoming spears. Run!



Going for Gold! If you're playing this again with the Soul Gauge activated, and you've ignored the out-of-the-way Fire Souls, emerge from the Temple of Fire and launch an optional Speed Break, hopefully sending you across the beach, all the way to the temple wall.



Follow the trail of Rings into the water and ignore the Pearls unless you absolutely need them. Instead, concentrate on avoiding the nasty spikes in the water. Either leap over them, or better yet, grind along the rail to your right.



The first option is taking the grinding rail on the left. This gives you Pearls and avoids the middle platform ahead. The second is to grind on the right rail. This gives you Rings, and also avoids the middle platform. But the best plan is to Charge and Jump Dash into the flying pot ahead of you.

TIP

The flying pot is a difficult-to-manuever piece of scenery. You can move it up and down, and where prompted, diagonally up and down. Achieve this by shaking the Wii Remote up and down. Press ② to leap from the pot at the top of the platform, then attack the waiting Genie.



Press the Jump button to get off of the flying pot.



Platinum Ring Master!

If you strike the Genie, then drop and begin to grind immediately, the boxes behind the Genie atop the platform explode, and inside is a Platinum Ring! Grind along, collecting Rings, then try a Homing Attack on the two remaining Genies, or else drop off the end of the platform.

Part 7: Shimmy Near the Wall Spikes

Dash up the side of the temple and stop at a tiny ledge. Tilt your Wii Remote to the right and begin to shimmy to the right, around the temple's cylindrical exterior, collecting Rings as you go.



Shimmying

When you're on tiny narrow ledges, the only way onward is to shimmy left or right. Do this by tilting the Wii Remote, but remember: the more sharply you tilt, the faster Sonic shimmies. Time your shimmying to avoid obstacles.



Keep going to encounter two wall spike areas. Wait for the first to protrude, then shimmy past both of them, around the second cylindrical column, and toward

a series of four adjacent spike walls. Simply wait for the first spike wall to retract, slow down slightly, then shimmy on through in one fluid move.

Caution

If you're struck by those nasty spikes, you won't fall (on this occasion). Instead, you grab onto a rail below. Flick the Wii Remote to get back up on the ledge, ideally when you're flashing (and invincible) or when the spikes retract. Watch that Ring count, though; spikes hitting you when you aren't carrying Rings results in a section restart.



After another two separate spike walls, another set of Rings, and some ineffectual spear throwing, you rest on the edge of a ledge that suddenly gives way. You ride a tide of sand on the large piece of falling masonry, all the way back down to the ground. Sprint onward, staying between the two trails of Rings to grab them all. Continue between the falling pillars, following another long trail of Rings, to another set of broken bridges.

Part 8: A Bridge (Almost) Too Far



You're almost there! Charge Jump onto the upper section of bridge, then either jump over, or land on the three jars below the next bridge section. There are a couple of Rings to grab

here. Leap onto the upper bridge, and either grind on the rails to the left or right, or collect the Rings in the middle.



Platinum Ring Master!

Put your jar smashing techniques into practice again by crashing over the next low bridge section's lip. You bounce into the air, and capture a Platinum Ring surrounded by Pearls.



Run through more Rings and leap over, or smash into, another load of pottery. The middle jar holds a green Genie you can defeat, and a blue Genie appears if you stay here too long. Grab Rings from the jars and continue.



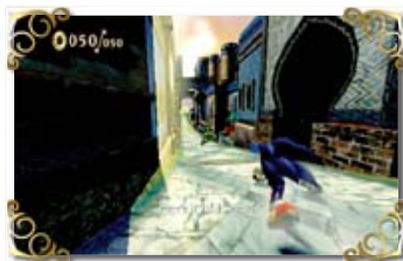
The bridge curves to the right, and there are two Springs to target. The Spring on the left wall (after a Homing Attack) deposits you near the right Grind Rail (one of three leading to a gap and two narrow spans). The right side Spring deposits you near the left Grind Rail. Don't take either. There's something better if you use the middle rail, or run in between the two narrow spans. This is despite the right span having Rings and Pearls to collect!



Platinum Ring Master!
Running between the two spans is usually foolish, but not this time. There's a rail to grind along just above the water. As you collect the Rings, don't forget to grind over the Platinum Ring. Not only that, but the Spring at the end boosts you through the third and final Fire Soul on this Mission. Land on the opposite side of the spans.



You Got a Fire Soul!



Stay in the middle and collect a trail of Rings, then step right to grab a trail of Pearls. This trail snakes left, then right again. As you round the corner, Charge Jump and attempt a Homing

Attack on two green Genies; don't let them strike you and slow you down. Then it's a straight shot through one final trail of Rings to the palace, and victory!



Going for Gold! The bridge with the trail of Pearls inside Rings is the final opportunity to finish with a speedy flourish, thanks to Speed Break and your Soul Gauge. Ignore the Genies and boost forward all the way to a crazy-fast time.

Mission Complete!

You're done! You can gain an audience with the King, but check your time first. Try for under six minutes for that elusive Bronze Medal (and it helps if you've also taken care of every enemy). For the crazy time of the Gold Medal, follow the instructions on where to launch the Speed Breaks, and ignore all Fire Souls and enemies that could slow you down.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	06:00:00
	Silver	04:30:00
	Gold	03:40:00

Use Skills related to ground and air speed, steering, grinding, attacking, Pearl collecting, and a fast turbo start.

Rewards



Missions Unlocked

World 1: Sand Oasis: Mission 02: Diehard Challenge



Special Book Pages Unlocked

Chapter 8: #3: The King Is Found!

Note

Leveling Up from this point on is entirely up to you: you can complete Missions once or twice, or continuously replay them to rack up additional points. Here's some pros and cons to doing so:

- **Pros:** You gain more Levels and Skill Points, which gives you more Skills and Allocation Points, which gives you more advantages when attempting future Missions.
- **Cons:** A couple of rewards are accessible only if you complete a certain Mission at a lower Level (such as defeating Erazor Djinn at Level 20 or under). If you want to access these unlocks, don't attempt each Mission more than a couple of times.

Note

Look for tactics for the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

The King Is Found!



"Where is he? Are we too late?" asks Shahra, as you both reach the king's throne room. There is King Shahryar...but isn't that Dr. Eggman? Sonic argues with the king until he shouts to summon some guards, but then he remembers: when evil spirits appeared, everyone turned and ran. Before the king continues, a massive winged beast plucks him and carries him away. Erazor Djinn, you must pay!

Mission 02: Diehard Challenge

Unlocked: After completing 1-01: Go for the Goal

Overview

"Don't Get Defeated!"

If you're playing through this Mission for the first time, expect to add Skill #088 Mini-Turbo into the mix, and use it after you perfect it during World 0: Mission 17. Then try the Diehard Challenge, which is easier than it sounds because it takes place almost entirely inside the Fire Temple. Simply avoid the belching flames, weave a path to the exit in record time, and don't forget the Fire Souls. This is the first of many Missions that requires quicker reactions and learning the layout.



Legend

- Platinum Rings
- Dash Panel
- Fire Souls

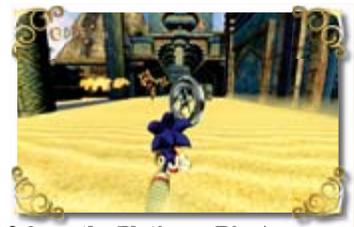
Note

Equip Skill # 10, All-Rounder, before this Mission, to make the steering and rough terrain maneuvering easier.

Part 1: Platinum Player

Platinum Ring Master!

As you start this Mission, there's a Platinum Ring directly ahead of you. Simply stroll over it (or better yet, Mini-Turbo into it). You should have 25 Rings in your collection (five from your Skill, and 20 from the Platinum Ring).



Land a Homing Attack on the nearby Fire Genie that's spinning around. Strike after the flames have passed your trajectory, and bop him twice on the head until he disappears. The stone block to your right explodes, revealing a Spring. Target and bounce up from it to claim your first Fire Soul!

You Got a Fire Soul! 000



Going for Gold! Are you attempting the fastest time around? Then ignore the Fire Souls in this zone. Collect Fire Souls only if you want to unlock goodies. For Gold Medals (and additional Experience Points plus Skills) be quick, not thorough.

The next section is straightforward, as it's the same as Mission 01. Zip through the trail of Rings, over the dash panel, and execute a U-turn up and around the wall. Follow the trail of Pearls into the Fire Temple, then stay to the right.



After you pass the first burner (stay right), complete a Homing Attack on the Fire Genie ahead. He's turning, so be quick before his flames reach you. Bounce on him twice, then Jump Dash farther into the temple, staying left around another burner, and defeat a second Fire Genie in exactly the same way.



Now weave to the right, avoiding the last burner in this initial corridor. At the archway, Charge Jump up and over the sideways flame burners, aiming to glide through the vertical

circle of Pearls. Land in the double Pearl circle beyond and dash into the next corridor.

Part 2: Spike Ball Skedaddle



Stay on the left side of the second corridor. There's a nasty double burner with a spike ball rotating counterclockwise around it. If you haven't slowed down previously, you can

completely avoid the spiky trap and run into the Fire Soul on the left side of the corridor, between the two sets of burners.

You Got a Fire Soul! 000



Platinum Ring Master!

If you're running quickly through this Mission to gain an impressive time, ignore the Fire Soul and steer sharply to the extreme right side of the corridor to avoid the second spike ball and burners. You may need to slow down (tilt the Wii Remote back) or brake (Ⓢ) before leaping over the next set of burners and claiming the Platinum Ring in the middle of the Pearl circle.



This Mission's exit is tricky because there are no dash panels to zip up. Instead, turn the right corner and keep to the left, avoiding the rolling spike balls dropping from the sky outside the temple. Stay left to claim the last Fire Soul.



You Got a Fire Soul! 000

Move to the right, but don't try a Charge Jump or Jump Dash in the air unless you're past a spike ball, or you may strike it. Trudge up the sandy hill, then run over the goal and complete your Mission.



Going for Gold! Skills that improve your ground acceleration help you finish this Mission quickly, as does a Speed Break just before the last part of the corridor. Zoom straight through the remaining burners and the falling spike balls.

Mission Complete!



Going for Gold! Make sure you take around 48 seconds to finish this Mission the first time through. Increase that total by practicing this again and again. Increase your ground and aerial speed to execute a Speed Break at the end of the area to guarantee the Gold Medal.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 00:55:00
- Silver 00:35:00
- Gold 00:30:00

Use Skills related to ground speed, steering, and aerial maneuvering.

Rewards



Missions Unlocked

World 1: Sand Oasis: Mission 05: Special Challenge

Note

Look for tactics for the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

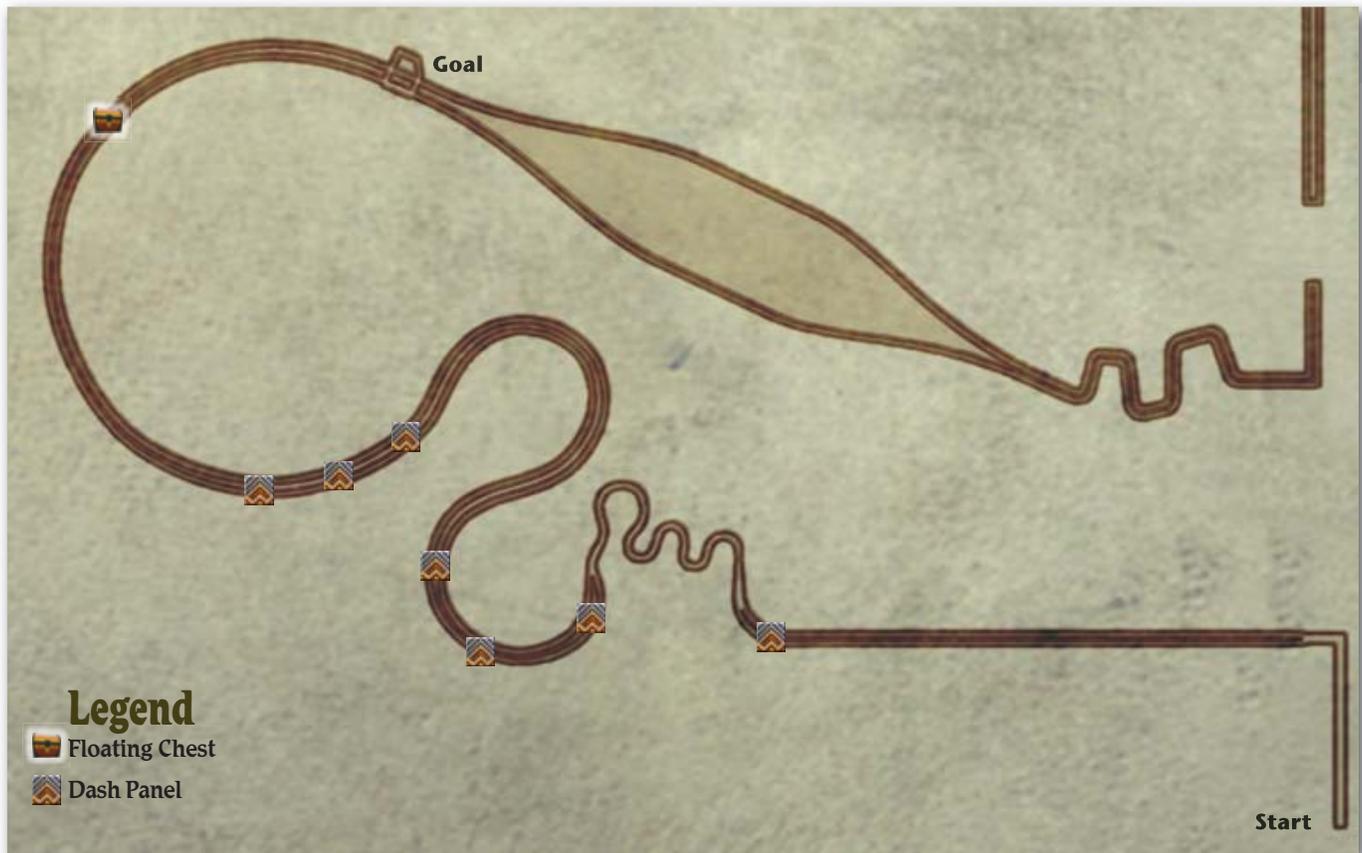
Mission 03: Head to Head

Unlocked: After completing 3-01: Go for the Goal

Overview

"Beat Uhu to the Goal!"

Once you've exposed the secrets of the Evil Foundry (World 3), you can test your speed against a Genie named Uhu, who appears as an orb of light. This is simply a race to the goal line, with no Fire Souls to pick up, although you'll gain more experience if you grab Pearls and Rings along the way. This straightforward race is easy to win if you know how.



Legend

- Floating Chest
- Dash Panel

Start

Part 1: Trotting out of the Temple



As you begin the count-down to the race start, you'll notice something a little different: there's a glowing blue spirit next to you. This is Uhu, and it's your job to beat him to the goal.

Start by boosting forward thanks to a well-timed turbo.



Race to the corner, through the Rings in the middle of the path, up the steps, and stay in the middle as you dash down the large temple hill. On the second tier of the hill, the dash

panels you're running over move from the middle. Steer right, then left to stand on them all.



Going for Gold!

Steer to the middle as you reach the sandy ground, run over the last dash panel, then collect the Pearls along the route. Make sure you have Skill #83, the Pearl Collector Skill, so the Pearls are sucked into you. When you reach the final trail of Pearls near the banked turn, launch into a Speed Break.



As you reach the long banked right turn, hit the dash panels to your right, left, right, and middle. Stand on all of them, if you can, as you slow down from the Speed Break. Then



continue around the long banked left turn, collecting Pearls from the vertical circles.

Part 2: Blasting around the Bend



As the turn ends, stand on three more dash panels, in the middle, to the right, and to the left. Stay to the right as the pillars form and the second series of pillars begins to topple. Just after they smash down behind you, there's a brief unobstructed area where you can Charge Jump, smash into a floating treasure chest, and grab the Pearls from inside.



This is another great opportunity to launch a Speed Break, but only after you leap over the last two toppling towers. Use up your remaining Soul Gauge, but make sure to get

enough height to leap on top of the crumbling structure. The goal line is just beyond. Stay right so you don't hit the two pillars on the left.

TIP

If you Speed Break, then Jump Dash after collecting Pearls from the treasure chest, you can boost skyward and head over the goal line in super-fast time without even seeing the ground obstacles.

Mission Complete!



Going for Gold! Aim for a distance of around -155 (using the meter in the screen's top-right corner) to ensure a Gold Medal finish. Of course, using Speed Break allows you to completely dominate Uru in this race!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	01:00:00
	Silver	00:50:00
	Gold	00:45:00

Use Skills related to your maximum speed, improving your Soul Gauge, steering, and optionally, your aerial maneuvering.

Rewards



Missions Unlocked

World 4: Levitated Ruin: Mission 01: Go for the Goal



Special Book Pages Unlocked

Chapter 8: #10: Ali-Baba's Advice

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Ali-Baba's Advice



Sonic and Shahra rendezvous back with Tails...er, Ali-Baba, who tells them that his friend Sinbad might be able to share some knowledge. Unfortunately, he was fighting Pirates when he was taken by a giant fossilized bird called a Rukh. He's somewhere to the west. It's time for a magic carpet ride! Sonic and Shahra leave Ali-Baba to his own adventure....

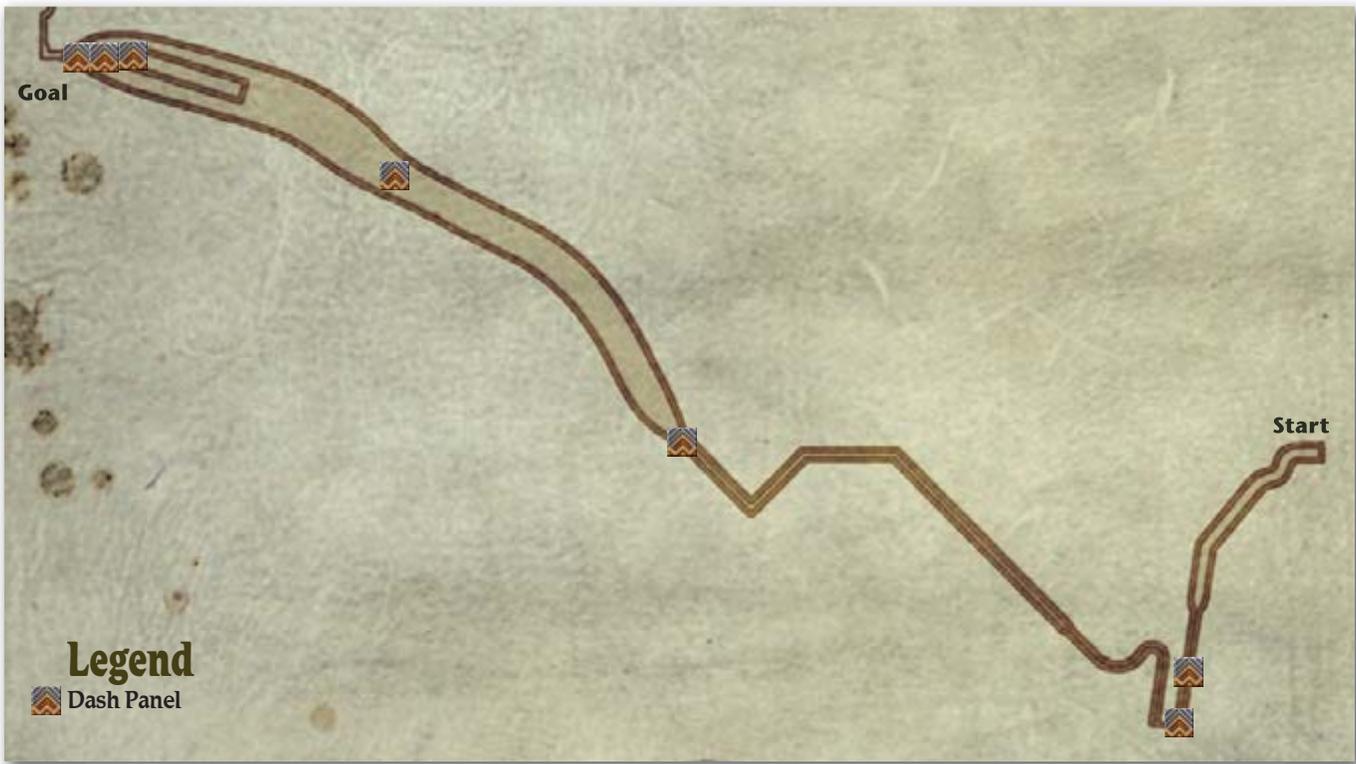
Mission 04: No Pearls

Unlocked: When Alf Layla wa Layla is defeated

Overview

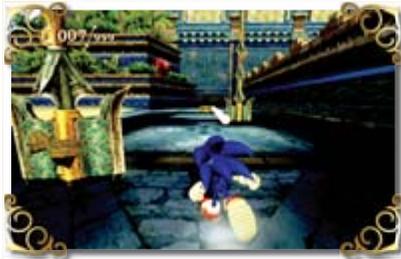
"Don't Get Any Pearls!"

The instructions are simple, and by now, you should have the necessary Skills to perfect this Mission in moments, as long as you don't grab any Pearls during the course of your run. This means turning off any Skills that allow you to attract Pearls. Also, ignore any enemies because they give you Pearls when you dispatch them. Concentrate on speed and Pearl-avoidance!



Part 1: No Pearls, Please!

Turbo start from the initial area, and dash into a group of Rings straight ahead. Avoid the three pillars that sprout from the sand. Stay to the right and claim the next trail of Rings before you enter the arched area.



The layout of this next section is slightly different from previous versions of this area of the Sand Oasis. Avoid the spears landing left and right of you, and stay to the right, avoiding the first trail of Pearls. Then quickly steer left, avoiding the second trail, and step on the dash panel.

This launches you efficiently around the U-turn wall and down to the snaking sandy entrance to the Fire Temple. Unlike previous Missions, there are no Pearls to pick up here. Instead there are Rings, so grab them all and then enter the structure, avoiding the spears.



Inside the Temple of Fire, stay to the left, as there's a double row of Pearls on the right side. Pass the burner on the right. Either Charge Jump over the next burner on the left, or steer quickly to the right. At the end of the first corridor, leap and Jump Dash over the horizontal flames.



Circles of Pearls surround each of the burners in the next corridor. Stay left, following the trail of Rings, and then steer right to avoid the next burner surrounded by Pearls. Leap over a couple of horizontal burners (picture #2), then brake so you don't fly through the circles of Pearls just beyond. Then stay on the ground, steer to the middle so you grab all the Rings in the trail as you turn right, and hit a dash panel to accelerate out of the temple.

Part 2: Beach Side Boosting

Given the trails of Pearls on either side of you, and the incoming spears, spend your time on this beach area collecting the snaking trails of Rings. Gather them from the first trail, and at the end, Charge Jump over the ground spikes, landing on the rail to the right.



Grind the rail, then hop off at the end, to the left, avoiding the semi-circles of Pearls. Stay on the far right side, and Jump Dash over the four falling pillars. A quartet of Genies

appears over these pillars, but ignore them, and continue leaping the pillars before moving to the middle, stepping on one of the two dash panels.

Caution

Don't attack any of the Genies! If you do, the Pearls you're awarded after dispatching the first one cause you to fail this Mission!

Caution

The right area contains Neo Pearls in a left, then right trail, and a number of appearing pillars. Unlike the left side, the gaps to maneuver between these obstacles are narrower, and it is trickier to get a racing line onto the dash panel. Avoid!

Note

You can land on the top of the structure if you run through the gap between either pillar and the lower left or right area of the Pearl circles, and then bounce on the Spring, leading to a snaking trail of Rings. This is great if you're after a larger Ring total, but it's slower if you want to claim Gold.

Mission Complete!

 **Going for Gold!** As this is a familiar area, but an unfamiliar layout of Pearls, it's wise to turn off some of your Skills so you can slow down! Slowly proceed through the Mission, completing it with a Bronze or Silver medal, then return with your faster speeds to claim the Gold!

 **Going for Gold!** Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	01:20:00
	Silver	00:45:00
	Gold	00:38:00

Use Skills related to steering and ground speed. Remove all improvements to your Pearl collecting, and don't bother trying the Speed Break!

Rewards

Missions Unlocked

World 1: Sand Oasis: Mission 08: Perfect Challenge
World 3: Evil Foundry: Mission 04: Head to Head

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Accelerate toward the middle structure with the large series of Pearl circles in front of it. Obviously, it is better to maneuver left or right (the left route is slightly faster). Stay to the left of the structure, despite the Spring you can see behind the circles of Pearls.



Take the left side of the structure, and run between the two trails of Neo Pearls. Once the second pillar has appeared on the right, hug the right wall to the end of the structure. This lines you up easily with a dash panel that takes you through a trail of Rings, and up into the goal area.

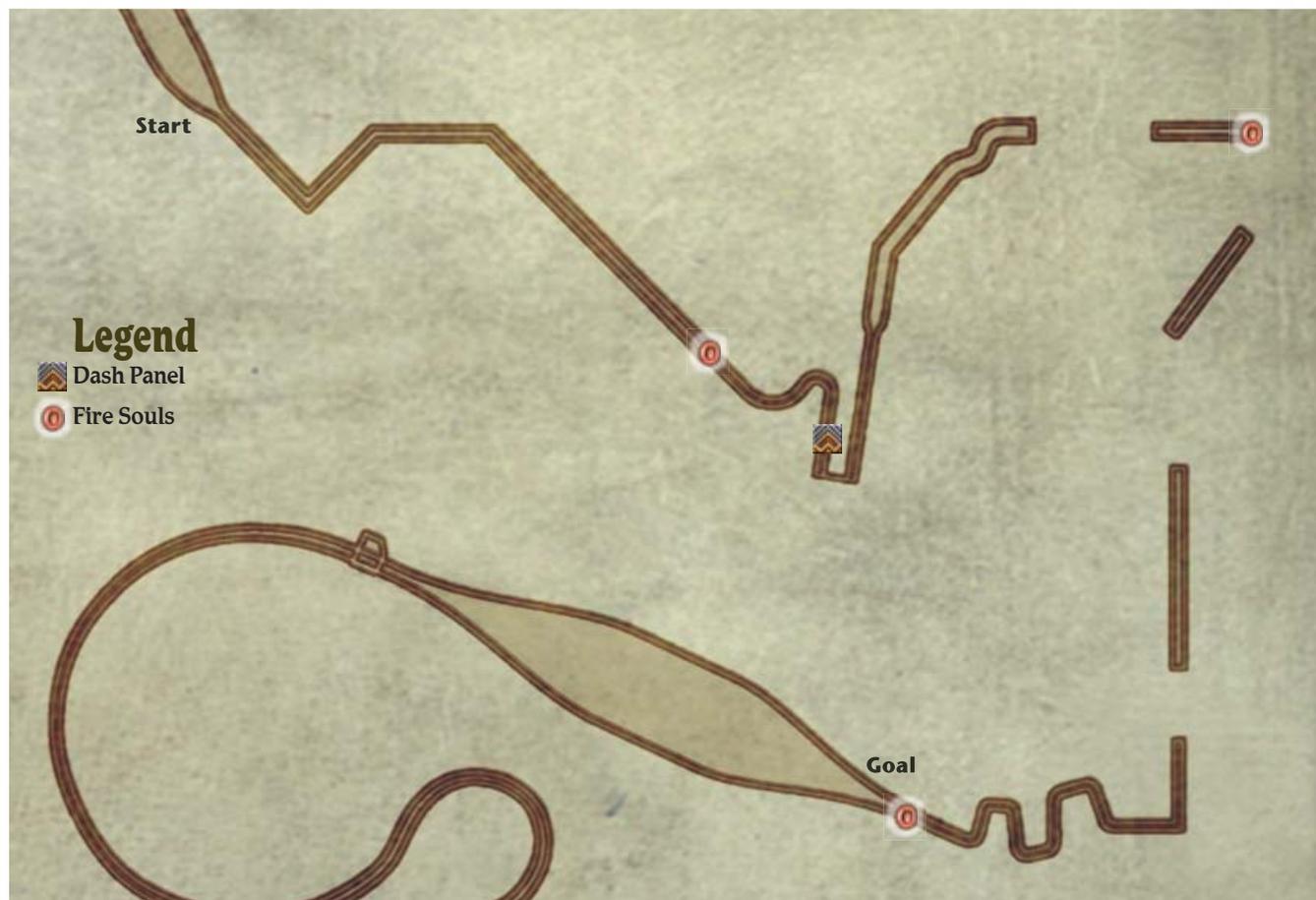
Mission 05: Special Challenge

Unlocked: After completing 1-02: Diehard Challenge

Overview

“Don’t Break the Jar!”

Although this takes place near the Fire Temple and backtracks all the way to the start of the banked sandy turns, you’ll be repeating this Mission a number of times to get the timing correct over the watery sections. This is tricky, so keep on practicing! Avoiding the jars is relatively simple. The tactics below show you where each one is located, but the tricky part is timing your Homing Attacks on the Genies floating over the water. Succeed in this, and you’ll do well in the tasks to come!

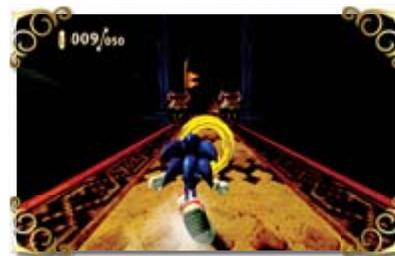


Part 1: The A-Vase-ing Race

Note

Before you begin, equip your favorite Ring (usually “A”), and select the necessary Skills. You should have around four to choose from if you’re trying to gain Levels as quickly as possible and have replayed previously opened Missions. Ignore Pearl Collector because you don’t have the Soul Gauge yet, but select the rest.

After a Mini-Turbo start, dash forward and left, staying in the middle with a quick tilt to the left to collect the first trail of Rings. As you pass through the last of them, stay in the middle to avoid the two jars on either side of the pathway. Don’t hit them!



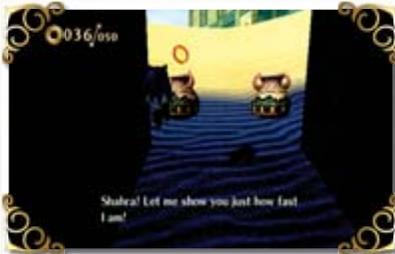
Caution

As you'd expect, "Don't break any jars!" means exactly that! Do not wander, walk, jump, or run into any of the ceremonial jars dotted through this zone. If you do, your Mission fails, and you must restart. You have only one chance to make it!



Stay on the ground (no jumping) as you pass under the horizontal burner flames and into the first corridor. Stay left, collecting the Rings from the trail stretching out ahead of you. Steer

left, right, and then into the middle, avoiding the two sets of burners, and through the circle of Pearls at the corner.

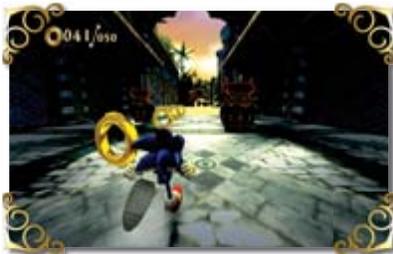


Steer left, right, left, right, and to the center of the corridor, following the trail of Rings while simultaneously avoiding the burners on each side of the pathway. At the

temple exit are two jars, but don't pass between them (unless you're ignoring Fire Souls). Instead, steer left, and execute a quick Charge Jump, steering over the left jar, but into the floating Fire Soul.

You Got a Fire Soul!

Exit the temple, and you'll yell at Shahra to check out your amazing speed! Simply follow the course through the trail of Pearls, and up and down the U-turn wall, down to a stone path.

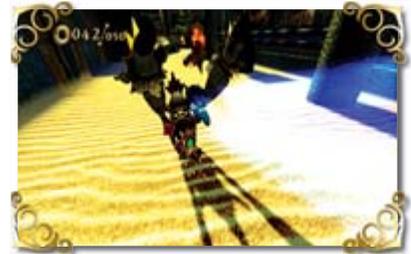


Use the trail of Rings slightly left of center to guide you between two more jars.



Going for Gold! Once you learn the locations of the jars, this is a good opportunity to launch a quick Speed Break so you can easily avoid the two Fire Genies. Stop the Speed Break just before you reach the second Fire Soul.

Just past these two jars are two Fire Genies. Attack them as usual, bouncing on each one twice, and keeping to the right side of the sandy path to avoid the three jars on the left. Then speed up as the sandy path opens up ahead. Speed through the Rings and up a huge ramp.



TIP

Are you opting for a quick finish? Then you can run underneath both Fire Genies, although this is tricky and dangerous.

Part 2: "Water" Tricky Maneuver!



Now comes a series of tricky and quick maneuvers that you must execute correctly or risk falling in the water and restarting this part of the Mission. Start by staying in the middle as you drop from the ramp and run through a trail of Rings. Start a Charge Jump and skid forward until you reach the edge of the floating bridge and the Fire Soul. Grab it, then launch your jump.

This gives your target enough time to home in on a floating Genie. Hit a Homing Attack, then again at the second Genie. Do this the instant you see the red target—not before or after. Then target the Spring on the temple and bounce into that. Phew!

You Got a Fire Soul!



After ricocheting onto the bridge section, land and stay in the middle. If you have a Soul Gauge (that is, if you're returning to this Mission after obtaining the Skill much later in

the adventure), collect the two trails of Pearls and run to the end of the bridge. There's no way forward!



Oh yes there is! Stay in the middle, ignoring the jar on your left, and execute a Charge Jump as you near the edge of the bridge, waiting for a red target to appear on the floating Genies ahead, and strike with a Homing Attack. Then strike the next floating Genie, followed by the Fire Genie. Hit him twice and don't worry about being struck by the flames because he stops belching them as you fly at him. Try a Homing Attack on the next Genie, then the final one hovering over the next bridge section.

Tip

Look for the red tile stripe in the ground a couple of sections before the edge of the bridge; that's a good place to start Charging. Also wait for your auto-target to briefly target the second (or left) Genie floating above the water. If you're quick, you can strike him, ignoring the first Genie and saving a little time.

Caution

If you don't execute a Charge Jump, you simply drop off the end of the bridge and into the water. How embarrassing! If this continuously happens, don't restart the Mission just yet. You are repositioned at the big ramp. Practice this section until you're excellent at it, and then begin again.



With the toughest part out of the way, stay in the middle and grind on the rail, passing between the two jars, flicking your stance, and collecting the trail of Rings. Once the rail

ends, stay in the middle, run between two more jars, and shoot off the big ramp.



Going for Gold!

Once you're on the final bridge section with the big ramp at the end, you can optionally (and as long as you know *exactly* where the jars are positioned in the rocky oasis) execute a Speed Break and boost over the big ramp and through the winding plant path. Stop as you reach the Genies.

Part 3: Pot Luck!



Land on the sand, dash through the trail of Rings before you make the sharp right, and begin to weave through the bending pathway between the rocky oasis plants. The path is simple until you reach the right turn, which then bends to the left. Stay on the inside (left) of the path to avoid the jar, and then right at the next bend. Then steer left, and keep left to avoid the final two jars in this section. The last jar is on the inside of the turn and the others are on the outside.



As you reach the archway, Charge Jump and strike the first of three Genies. Each hovers over a jar. Smack the first one; combo into the second. The third is a Fire Genie so strike him twice. Once they are defeated, the goal is just ahead, but there's a floating Fire Soul to optionally claim. Do this by Jump Dashing after finishing the Fire Genie, then braking (Ⓢ) just as you exit the archway. Then quickly Charge Jump to gain speed for your finish.

You Got a Fire Soul! 000

Mission Complete!

The first time you finish this Mission, practice until you get a Clear Time of around 60 seconds. This is easier with a faster top speed and if you ignore the Fire Souls.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 01:40:00
- Silver 01:10:00
- Gold 01:00:00

Use Skills related to your maximum speed, grinding, and steering, along with aerial maneuvers and Homing Attack targeting.

Rewards



Missions Unlocked

- World 1: Sand Oasis: Mission 06: Diehard Challenge
- World 1: Sand Oasis: Mission 09: Special Challenge



Special Book Pages Unlocked

Chapter 8: #4: A Grateful Ali-Baba

Note

Look for tactics for the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

A Grateful Ali-Baba



Sonic watches as his furry, two-tailed friend is attacked by two Genies. Sonic leaps to the rescue, bashing them both, and the fox is most grateful. Sonic realizes he's just saved Tails! Unfortunately, this two-tailed fox is apparently called Ali-Baba. Still, he's grateful either way. While Sonic looks bemused, Ali-Baba gives the thumbs up as Shahra and Sonic speed away.

Mission 06: Diehard Challenge

Unlocked: After completing 1-05: Special Challenge

Overview

"Don't Get Defeated!"

This is your first difficult Mission; it fails if you are defeated. The Mission is failed if you have zero Rings and fall into the water, get hit by enemies, or get struck by spikes of any kind. Equip your Ring Bonus skill, which gives you an extra "armor" of five Rings, and run through this zone. Every maneuver counts as you negotiate the broken bridges and the spike-filled sandy bank!



Part 1: Mind the Gaps!

Note

The first time you access this Mission, you should be at Level 06, so select all the Skills except Pearl Collector to help your progress.



Dash forward from your starting point, following the trail of Rings and Pearls, and weaving to the left, then right of the two embedded spike balls.

A Fire Genie appears in front and to the left of you. Bop him twice before continuing, or for a speedier plan, stay right and run under his fire belch.

Zip onward, through the trail of Pearls, to the big ramp, and fly over it to the broken bridge section ahead. The layout is different. Two dash panels each lead to a trail of Rings. Line yourself up with either of them. Prepare for a cunning maneuver!



Now for a similar leaping technique you first attempted during World 2: Mission 05. Run through either trail of Rings, then start a Charge Jump, but don't lift off from the jump until you grab the Fire Soul at the bridge section's edge.

Once in the air, wait for the red target to appear and try a Homing Attack on the first Genie floating above the water. Time this well, so you strike him, then combo into the second Genie, then combo into the Spring on the building.

You Got a Fire Soul! 



Land on the second broken bridge piece and steer to the right after optionally grabbing the Pearls on the left. Grind along the rail, switching your stance (as shown) when you slow down.

Two Genies appear here, but there's no need to slow down to hit them, unless you want to strike every enemy. If this is the case, Charge Jump and deal with them both.



Grind because it makes the following tactics easier. Bounce off a Spring at the rail's end (you don't need to target or jump), and into the air. Two Genies appear over the water ahead of you. When the one on the left is targeted, swoop in and hit him with a Homing Attack, then bounce up and attack the next appearing Genie, and three more, all in the same air combo. Land on the broken bridge's last part.

Caution

Warning! These disappearing Genies are infuriating, as you cannot replay this section and must start the Mission again if you fall into the water. Hit the Spring and line yourself up with the target to avoid disappointment!

Land on the bridge section, and grind on the right-side rail with the trail of Pearls. Keep this up, passing the trail of Rings to your left, and grab the Fire Soul at the end. You have a split second to steer left and avoid the spike ball.



Going for Gold!

From this point on, there are numerous occasions where you can try a Speed Break (assuming you have the Soul Gauge Skill). Try it here, or after you gather the huge number of Pearls from the curved undergrowth path. Launch a Speed Break to the goal line.

You Got a Fire Soul! 



Jump on the left Grind Rail and use it to reach the bridge's far end. In the middle are clusters of Rings, but there's a spike trap at the end of the first of them, so watch your step, especially at speed! Line up with the big ramp and launch away.

Leap away from the outer rail, before the final Ring, so you miss the spike ball and pass through the gap between the two pillars. Keep your speed up as you dash through the snaking path of Pearls and onto the banked sand bend.



Part 2: Into the Undergrowth



Land from your leap, run through a trail of Rings, make the sharp right turn, and weave through the bends between the plants, optionally grabbing the Pearls that mark your path. There are no enemies or obstacles, so you can speed up!

Don't lose focus. A nasty Fire Genie rotates under the large archway. Bop him twice after his fire passes by you, and then Jump Dash out of the archway (either over or under the flaming burners), and through the trail of Rings. These burners don't hurt you.



Run onto the banked bend, collecting another load of Pearls, then stay left. Avoid the numerous spike traps appearing from the ground! Keep left as you pass the first three.



Steer right and avoid this long trap. Or, you can leap over it, but this slows you down. Pass a second spike trap on your left, then move into the middle and collect a few Rings.

Then weave right, left, and right to avoid three more.

Part 3: Sonic on the Spiky Sands



Run between the set of pillars, and stay in the middle as you grind on one of three rails. Collect the trail of Pearls, and avoid the spike balls and ground spikes. Pass between them all. As you reach the spike ball in the middle rail, leap either left or right, and continue grinding on one of the outer rails (it doesn't matter which).

Stay in the middle of the bank, grab another couple of Rings, pass another trap, then Charge Jump. Two nasty Genies appear from the skies. You can miss them if you wish, but takedowns are favorable. After your two-hit air combo, land on the sand.



Stay in the middle as you race onward, then check the path ahead. On your left is a spike trap with the final Fire Soul in front of it. You can try any of the following techniques here:

- Jump over the spikes, landing on the Fire Soul, keeping to the left (tricky, but recommended).
- Jump over the spikes, then back up to claim the Fire Soul.
- Stay in the middle, slow down, and steer left, into the Fire Soul.
- Ignore the Fire Soul.

You Got a Fire Soul! 000

If you stayed in the middle of this last set of traps, leap over the middle one, then Jump Dash to earth before accelerating over the goal line to victory.



Mission Complete!

Going for Gold! Without the Skills that grant you a faster speed and targeting, you can only expect to finish in around 01:30.00. If you're picking up Fire Souls, add another 10–15 seconds onto that. This is enough for a Bronze Medal, though!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and Gold Medal for this Mission:

 Bronze	01:45:00
 Silver	01:20:00
 Gold	01:10:00

Use Skills related to your maximum speed, ground, and air maneuvering; Pearl collecting; and Homing Attack improvements.

Rewards

There are no rewards for completing this Mission.

Note

This Mission doesn't unlock any additional Missions, so head over to World 1: Mission 09 for your next adventure! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 07: Beat the Clock

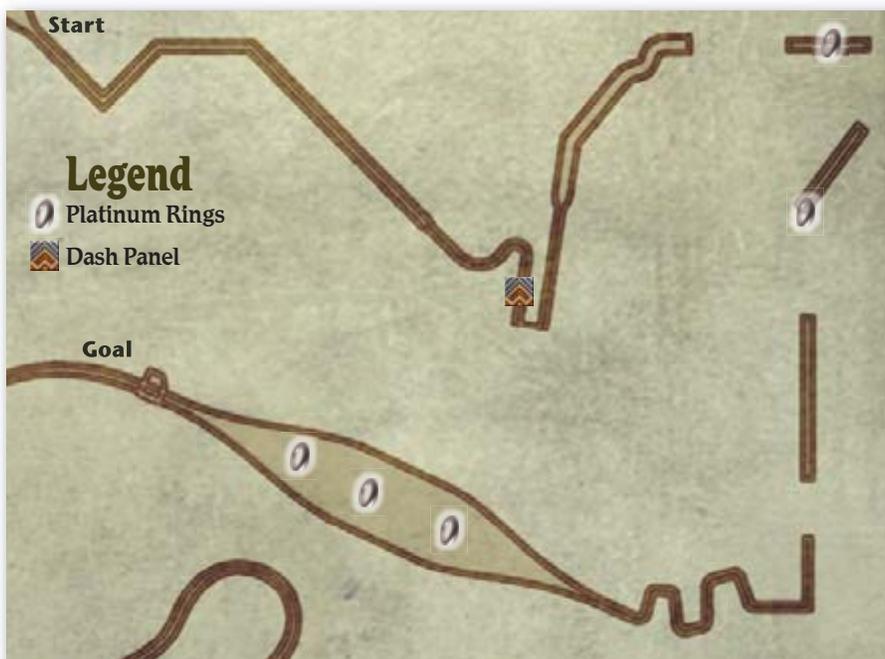
Unlocked: After completing 1-06: Diehard Challenge, 1-10: Collect Rings

Overview

"Finish Within 120 seconds!"

Training to become the fastest hedgehog in all of Arabia? Then you've come to the right Mission. This tests your quickness, and you can obtain the Gold only with Skills that make you faster. For the moment though, race through the obstacles as fast as you can, remembering the layout of the zone from previous Missions, and optionally hunting for a few well-hidden Platinum Rings to maximize your Ring total!

DIFFICULTY



Part 1: Off the Rails

Begin with a Mini-Turbo start, enter the Fire Temple, turn left, and accelerate forward. Stay on the ground, but not on the rails, as this isn't as quick and you're not as maneuverable. Collect the Rings on the rails, and stay to the right, missing the jar.



TIP

- Avoid all jars during this Mission, as they slow you down.
- Stay off the rails until you're proficient in leaping off them. Running is easier.
- Don't search for Fire Souls. There aren't any in this Mission!



The reason for staying off the rails becomes apparent as you turn the corner and see a Spring at the end of the left rail. This bounces you skyward, where you'll waste time

falling. Instead, steer around the burners to the right, or (if you're fast enough) grind and flip to the right rail before you reach the pad.

Run around the next couple of burners, then left around the third set before you reach the corner. Dash past the double burner on the left wall (as shown), but keep left after that to avoid the jar on your right because this can impede your time! Grind or run along the rail.

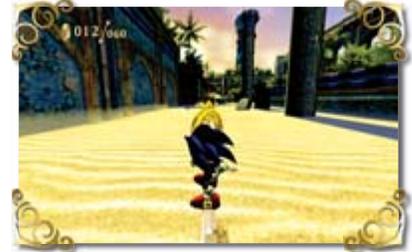


Run right, then left, avoiding the obstacles. Keep away from the far end of the last rail on the left to avoid another Spring. Squeeze between the pad and the jar, then steer right, out of the Fire Temple, avoiding a jar.



Part 2: On the Rails

Once out in the open, dash around the U-turn wall as you've done previously, and when you reach the archway, leap on the rail and grind, switching stances to keep your speed up.



As you reach the final (10th) Ring, leap onto the next rail, but don't overshoot and smash into the couple of jars on the left side!

Platinum Ring Master!

Follow the rails (or grind on them) to the big ramp, and prepare to leap over the three broken bridge pieces as you have many times before. The difference becomes apparent when you land from the leap. Three jars are ahead. Optionally smash the middle one for a Platinum Ring. The left one holds a Gold Ring, and the right has nothing in it. This wastes time but gives you a higher Ring score. Leap over the next set of three jars, though. There are Gold Rings in the middle and right one, and nothing in the left.



TIP

Avoid the six jars by landing from the ramp, Charge Jumping as you reach the first three, and leaping over all six with one bound.

TIP

That timer ticking down in the screen's top-right corner stops when you finish this Mission.

Platinum Ring Master!

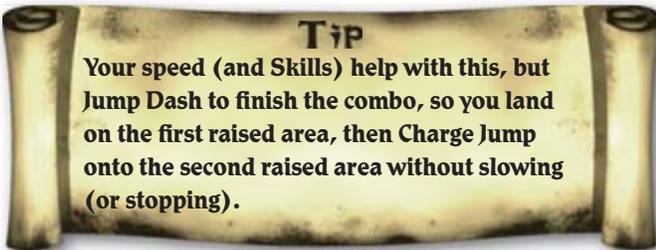
Target the two floating Genies, strike them with a single air combo, then hit the ricochet and bounce onto the second part of the bridge. Land on the rail in the middle, collecting Gold Rings, then plan your next maneuver carefully. Play it safe by hitting the Spring and flying into the air. Or, leap right, grind on the right rail, ready a Charge Jump, and leap the second you hit the Platinum Ring at the end!





Whichever way you went (the railing method is quicker, but more difficult), you must tackle the five floating Genies between the bridge pieces. Strike them with a massive air

combo before landing on the last section. Jump Dash, brake and land on the bridge's upper part, and Charge Jump off to the big ramp on the far end.



TIP

Your speed (and Skills) help with this, but Jump Dash to finish the combo, so you land on the first raised area, then Charge Jump onto the second raised area without slowing (or stopping).



Going for Gold!

Start a Speed Break when you reach the last upper part of the final broken bridge section, before you drop to the big ramp. This saves some time!

Part 3: Bust Up in the Dust

Leap over the big ramp, collect the trail of Rings, and weave through the oasis bends. There are no problems here, just Pearls to pick up. At the archway are three nasty Genies. Strike down all of them, but watch the final Fire Genie's breath!



The last section is difficult to finish competently, so try this a few times: grind without slowing down on the middle section. At the far end, between the pillars, is a Spring.



Don't hit that; instead, leap over the pad with a Charge Jump.



Platinum Ring Master!

You can run around a Genie in the center of a five-rail set ahead, or execute a Homing Attack into him. The latter is an excellent choice, because he adds to your score. When he's defeated, you can grind through the block that explodes, revealing another Platinum Ring! Or, you can run around and collect Rings from the fourth Grind Rail from the left.



Stay on the middle rail (if you grabbed a Platinum Ring) as another Genie is about to appear! Charge Jump, defeat him, land on the rail, grab another Platinum Ring that appears from inside the box,

then continue down the middle rail to the far end, where there's a third Genie and block to explode. Inside is your final Platinum Ring.



Going for Gold!

Another place to attempt a Speed Break is after you've run through the curved undergrowth path and headed through the archway. Use your Soul Gauge, and accelerate to the goal.

Mission Complete!

Drop off the rail and weave through the half-submerged jars in the sand to the goal line, but don't hit any of them. Stay in the middle and left of middle as you go. Finish in under 01:30. Come back later to claim the Gold Medal!



Going for Gold!

Attempt the following times (in seconds) to claim a Bronze, Silver, and Gold Medal for this Mission:

-  Bronze 01:40:00
-  Silver 01:25:00
-  Gold 01:17:00

Use Skills related to your maximum speed, grinding, aerial maneuvering, Homing Attacks, and steering.

Rewards



Missions Unlocked

World 1: Sand Oasis: Mission 13: Defeat the Boss



Special Book Pages Unlocked

Chapter 8: #5: Sand Scorpion Appears

Sand Scorpion Appears

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!



After completing the Mission in record time, Sonic and Shahra stand in the sand until they're disturbed by a massive movement of dust and gravel. Something is stirring! It's a giant Scorpion. Sonic hopes Shahra can send it off with her magic, but she isn't powerful enough. Sonic doesn't mind. He pinky-swears he'll help overcome this gigantic menace!

Mission 08: Perfect Challenge

Unlocked: After completing 1-04: No Pearl

Overview

"Don't Take Damage!"

Initially on this stage, remove some speed-boosting Skills. This Mission features many obstacles (some close together), and the only way to learn the layout is to slow down before you speed up! After you realize where everything is, you'll be on track for an impressive medal placing.



Part 1: Fire It Up

Note

Fortunately, you don't have to pick everything up, or defeat every enemy, in this challenge. A "perfect" run is to finish without being hit.



Begin in the Fire Temple by boosting forward from a turbo start, and run through the first trail of Rings on your way to the first corner. Stay on the ground because horizontal

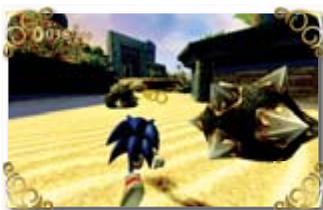
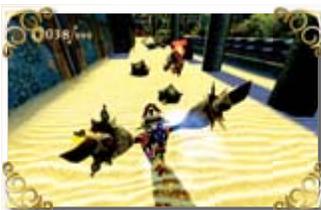
burners are above you. Make the turn, then run left around the ground burners, collecting Rings.



Steer left, then right to avoid the sets of burners, completing the Ring collection, and grab the Pearls in the circle as you reach the next corner. Avoid the two horizontal burners

(one is on the ground). Do this by leaping early or late, and flying between the flames.

In the final interior corridor, head left, then right steering around the burners, collecting the trail of Rings, before returning to the middle to grab a trail of Pearls. Make sure you're dead on to pass between the trio of burners on each side as you exit.



Dash up the sandy slope, collecting the curved trail of Pearls, and boost up and down the U-turn wall to the archway area. Stay left, collecting the trail of Rings, Charge Jump up, then execute a Homing Attack into two Fire Genies. This helps you negotiate the spike balls littering the ground. Jump Dash away from the second Fire Genie, then stay left around the first spike ball, and steer sharply right to avoid the second, lining yourself up with more Rings.

Part 2: Bridging the Gap



There's little chance to try a Speed Break, so instead use the big ramp, land on the broken bridge area, collect the trail of Rings, then Charge Jump at the end. There's

a Fire Genie, so make sure your Homing Attack is long enough to reach him. Defeat him with two bumps, then target the Spring.

This bounces you in the usual direction, to the second broken bridge part. Erazor's minions have been busy. Jump over an additional spike wall leading to an upper section, target the Genie and defeat him, then optionally collect the trail of Rings on the ground level. Afterward, Charge Jump up two levels to the top of the next upper section, avoiding the jutting spike wall. Grab more Rings at the top.



Drop and avoid the ground spikes at the bridge's edge by leaping over them. Target the floating Genies, and attack all five of them with a multi-strike air combo. Continue this

until you land on the final bridge section.



Going for Gold! When you land on the bridge's last section, execute a Speed Break to shave a few precious seconds off your time.



Land, and Speed Break to victory! If this isn't possible, grind on the right rail for the Rings, then leap to the left rail for the Pearls, and make a big ramp jump into the goal area.

Mission Complete!



Going for Gold! To finish this within 50 seconds, you must learn the layout of this level more than most, perfect your Homing Attack skills, bump up your airborne antics, speed yourself up, and use Speed Break at the final bridge section.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and Gold Medal for this Mission:

- Bronze 01:30:00
- Silver 01:00:00
- Gold 00:50:00

Use Skills related to ground and airborne maneuvers, Homing Attacks, and steering.

Rewards



Missions Unlocked

World 1: Sand Oasis: Mission 12: Chain of Rings

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

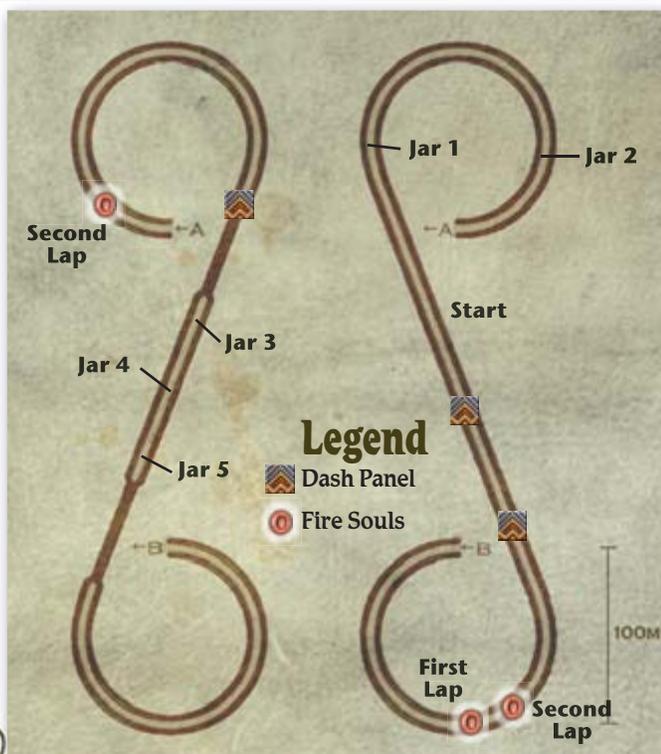
Mission 09: Special Challenge

Unlocked: After completing 1-02: Diehard Challenge

Overview

"Break 5 Jars!"

Breaking five jars is a straightforward plan, and the Mission can be completed in seconds. However, the hunt for Fire Souls takes much longer, as you have to complete circuits of an enclosed temple area you haven't visited before. Below are tactics for shattering the first five jars, then the locations of the Fire Souls. If you're after Fire Souls, don't smash the fifth jar until you have all three!



Part 1: Breakin' the Jar, Breakin' the Jar!



After a terrific turbo start, zip down the set of steps in this unfamiliar temple corridor. At the bottom of them, look ahead at the stone block with the first jar on it. Charge Jump, wait for the target, then shatter your first jar. Only four more to go!

Note

The total number of jars you've smashed is shown in the screen's top-right corner.



The corridor turns in a long right bend, so stay on the right side of the corridor after landing from a Jump Dash, and pick up the Rings from the trail on the right.

Steer left and collect the trail of Rings on the outer side of the bend.

Steer back to the right, inside portion of the bend, and follow the trail of Rings. Move to the middle to avoid the two spike traps between the Rings and the next trail on the bend's outer part. Collect these now.



The second jar is on a block after the trail of outer Rings. Aim and launch at it. Only three more jars to go! Keep left, running along the outside of the corridor, collecting another set of Rings, then make a short hop over the spike trap, and stay on the outside to collect another trail of Rings snaking off around the long right bend. Cross to the inside of the bend, following the Rings.

Position yourself so you run through a series of eight circles of Pearls with a Ring inside each one. Aim for the Ring, and cross over to the left gradually, as you go. After the first five, steer right, and snag the last three in a zigzag pattern.



Stay right to avoid the rotating spike ball, then pass to the the second spike ball's left as the path leads into a narrow tunnel. Gather a trail of Rings, hit a dash panel, then grab a trail of Rings before the tunnel opens into a temple corridor.



This is where you'll find the last three jars you need to smash for the best time (although you can tackle many more if you miss the recommended ones). Charge Jump, wait for the jar to be targeted, then smash into it with a Homing Attack. Do this before the spike ball rotating around it moves in front, or you'll be struck by it. Jump Dash away from the ball, and locate the penultimate jar ahead. It's guarded by another spike ball, but if you're quick, you can smash this, too! Be quick.

The final of the first five jars takes more timing skill to break. Launch your targeted attack so that you hit the jar between the two rotating spike balls; gauge the speed they rotate (this may take a couple of tries), then launch into them.



TIP

If you've acquired the Time Break ability, now is a great time to use it, allowing more precision aiming! You won't have this skill yet unless you're replaying this Mission.

Part 2: Fire Soul Searching



If you wish to collect the three Fire Souls in this Mission, do not smash any of the jars. The Fire Souls are further into the Mission, which is a series of circuits of the same corridor with different obstacles each time. Dash past the fifth jar, into an exit tunnel, then avoid or defeat eight Genies that appear. Step over a switch pad, which shuts off a ground spike trap around a caged jar. Optionally smash the cage and the jar inside.



Continue to dash in a long left bend, passing through a trail of Rings, another trail of Rings, a trail of Pearls, and over a switch pad. This shuts down more spikes. Ignore the caged jar,

and target the second cage, on ground level. The first Fire Soul is in here.

You Got a Fire Soul!

Ignore the third cage (and watch for the floor spikes, as the switch pad resets) and run around the bend, avoiding the spike balls with Pearls surrounding them (use a Pearl-attracting Skill to gather them if you need them). Keep running, then dash forward, optionally grabbing a trail of Rings before dashing to the middle to avoid the spike balls, and head up the double Ring trail steps.



Head up and down the steps, through semi-circles of Pearls, and a trail, and keep to the middle to step on the dash panels. You've completed a circuit! Lap two begins with

the trails of Rings in the middle. Pick them up if you wish, and execute a Short Jump to catch the two Rings inside these Pearl circles.



Move right, catch the next trail of Rings, step to the middle to avoid two ground traps, then catch the trail of Rings on the outer wall. Position yourself in the middle, because there's a Fire Soul in a Pearl circle to grab! Unfortunately, it is above a spike trap, so leap over the first (right of where Sonic is positioned in the picture), then land (with), passing through the Fire Soul, onto the second floor spikes. Keep your speed up to dash off before the spikes return. This is difficult, though. You may need to Fire Step (or back flip) to grab the Fire Soul, and lose some Rings in the process!

Note

Although you may lose all Rings and be defeated by the spikes, you're repositioned close to the Ring when you restart this section.

You Got a Fire Soul!

Expect trails of Rings to the left, a spike trap to jump over, more Rings, another trap, and more Rings leading into the middle of the corridor. After collecting Rings inside circles of Pearls, avoid two more spike balls (weave from right to left to pass them), then stay right as you pass three sets of double burners. Smash two jars here if you wish.

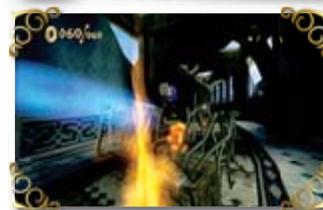


Use the dash panel to head through the Rings and coins into the small tunnel, and out to the temple corridor. There are two spike balls to each of the three jars in here; you may wish to leave them alone. After more Rings and Pearls in the exit tunnel, expect eight more green Genies as the corridor bends left. The last one guards a jar with spike balls nearby.



TIP

Try to have around three or four jars cracked by the time you reach this point. Your last Fire Soul is around this part of the bend.



Continue around the long left bend, passing to the right of the jar guarded by two spike balls (but left of the spike ball on the outer right wall). After more Rings and Pearls, and a couple of ground traps, you should spot another series of cages. These are guarded by burners. The first is empty, but the rest contain jars, except the fourth cage, which contains the Fire Soul you need! Target and smash it, then immediately drop (with —picture #2) and land on the block to claim the Fire Soul. Then take out the next jars until you complete the Mission.

You Got a Fire Soul! 000

Tip

Remember to smash four or fewer jars up until this point! Don't crack the fifth jar by accident—you must gather the third Fire Soul first! The hunt for Fire Souls should take around 4:30 to complete.

Mission Complete!



Going for Gold! A Bronze medal is awarded with a completion time of around 52–55 seconds.

This is more than feasible because the obstacles are pretty minimal. Just beware of anything spiky! As for a Gold Medal? Break the first five jars you see, and use Speed Break in small bursts (at the entrance to the inner corridor tunnel, and out the other side).



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 01:10:00
- Silver 00:50:00
- Gold 00:40:00

Use Skills related to your maximum speed, air and ground steering, and Homing Attacks.

Rewards



Special Book Pages Unlocked

World 2: Dinosaur Jungle has been added to the World Select List!



Missions Unlocked

- World 1: Sand Oasis: Mission 10: Collect Rings
- World 2: Dinosaur Jungle: Mission 01: Go for the Goal

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 10: Collect Rings

Unlocked: After completing 1-09: Special Challenge

Overview

"Collect 99 Rings!"

Just like World 1: Mission 09, this Mission takes no time at all, although you must be extremely careful to gather every Ring you find to minimize your time. What takes longer is securing the three Fire Souls, so split your plan into collecting 99 Rings in the fastest time, and collecting *the fewest* Rings you can until you've grabbed all three Fire Souls.



Part 1: I Have 99 Problems...

TIP

Select your Ring Bonus Skill so you begin this Mission with five Rings already collected. Now you have only 94 Rings to find!



After a perfect turbo start, boost along the corridor (this is the circuit you just raced during Mission 09), down the steps, and stay in the middle as you step on a dash

panel. Grab the eight Rings you find here. Your total Ring count should be 13.



Move to the right, and run through five more Rings on the inside of the corner. As you grab your 17th Ring, steer left to the outside, and into five more Rings. Steer quickly to the middle, and execute a Short Jump just before you hit the Pearl circles with two Rings inside. Check your Ring total to see if you grabbed both! Your total Ring count should be 24.

Note

If you miss any Rings, learn the route by practicing, then begin again to really nail this Mission! Remember, you don't have to collect every *single* Ring. You can miss a few and still get a good score.



Steer to the right to gather another set of five Rings, then quickly steer to the middle to avoid the two spike traps. Head left for three Rings before leaping and collecting

two more Rings inside the Pearl circles. Your total Ring count should be 34.

Steer left now, and gather six Rings along the path's outer edge, then make a small leap over the ground spikes, land, and steer gradually to the right, nabbing four more Rings. Your total Ring count should be 44.



Platinum Ring Master!

Stay between the middle and right side, zigzagging through a collection of eight circles of Pearls with a Ring inside each. Stay to one side of each Ring rather than passing directly through each, so you move left and right as little as possible (otherwise you can miss a couple of Rings, as we did!). Then stay right to get a Platinum Ring worth 20 Rings next to the second spike ball! Your total Ring count should be 73 (at maximum).



TIP

Don't fret if you can't grab every Ring; it's really difficult! Instead, try getting as many as you can inside the temple corridor.



Keep your speed up as you grab four Rings before you enter the long, thin tunnel. You get a short break from Ring collecting, as up ahead you see a Fire Soul floating inside two Pearl circles. Execute a simple Short Jump to grab it. Your total Ring count should be 77 (at maximum). If you're busy collecting Fire Souls, Back Step and jump into it if you miss it.

You Got a Fire Soul!

Left, right, left, right, middle! That's the location of the long snaking series of Rings in the interior temple corridor. This is where you can emerge victorious in the shortest time. There are 22 Rings in this area, equaling the 99 you need!





Of course, grabbing 99 Rings without missing any is incredibly difficult, so you probably have to exit via the narrow tunnel (nab four vertical Pearl circles and a trail of

them along the way). As you exit, stay in the middle of the path, to ensure you stand on the switch pad. Once it's activated, some Rings appear ahead for around three seconds. Hurtle into them to gather any extra Rings you need.

Tip

Are you still missing Rings after this point? Then you need to improve your collecting. Begin the Mission again and don't miss as many Rings this time!

Part 2: Fire Soul Snatching

If you're determined to find the other two Fire Souls, be sure you *don't* collect too many Rings during the previous part of the Mission. Instead, race over the first switch pad, ignoring all Rings, leap the ground spikes, avoid the second switch pad and more appearing Rings, then ignore the spiked balls and Pearls. Race to complete a lap, up the steps. Stay in the middle until you reach the steps, then steer left or right to avoid more Rings!



Keep avoiding those Rings! After you descend to the second lap, the first arrangement of Rings is in the middle. Avoid them, then steer between the spike traps, and stay



right, ignoring more Rings and steering back into the middle to maneuver around the two sets of ground traps.

Caution

Although staying to the right is the best tactic, watch for the last trail of Rings because they stop against the right wall, and you'll automatically grab one or two! Leap over them or simply collect the Rings, but be sure you have at least 15–20 spare Rings you can pick up.

Tip

Too many Rings? Almost full, but no Fire Souls? Then stand on a spike trap or hit a spike ball and lose those Rings quickly!



Stay on the pathway's extreme (outer) left, so you miss the Pearl circles and Rings, the spike balls, and the burners. Between the penultimate and last burner is the second

Fire Soul. Don't forget to grab it! Or, don't forget to Back Step and grab it if you miss it!

You Got a Fire Soul! 000



Now for the final Fire Soul! Enter the temple interior, staying to the side because there's a trail of Rings in the middle. Exit via the narrow tunnel, keeping to the far left or right to avoid another trail of Rings (Charge Jump and Jump Dashes also work). Exit, with about 10 Rings left to gather. Ignore the switch pads, and proceed along the perimeter of the bend until you reach a burner (picture #1). Stay to the left, as the fifth burner (picture #2) has the final Fire Soul to the left of it. Grab it! There are loads of Rings as you finish this lap; complete the Mission now!

You Got a Fire Soul! 000

Mission Complete!

Going for Gold! Bronze level players are likely to miss one or two Rings and achieve victory in around 51 seconds. This is good enough to begin with, but Silver Medals are also easy to obtain. Staying under 55 seconds is the key! For a Gold Medal, use Speed Break just as you're about to collect the Platinum Ring, and don't miss any Rings during your collection!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 01:30:00
- Silver 00:55:00
- Gold 00:47:00

Use Skills related to your maximum speed, ground steering, and Ring collecting.

Rewards



Missions Unlocked

World 1: Sand Oasis: Mission 07: Beat the Clock

World 1: Sand Oasis: Mission 11: Rampage

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

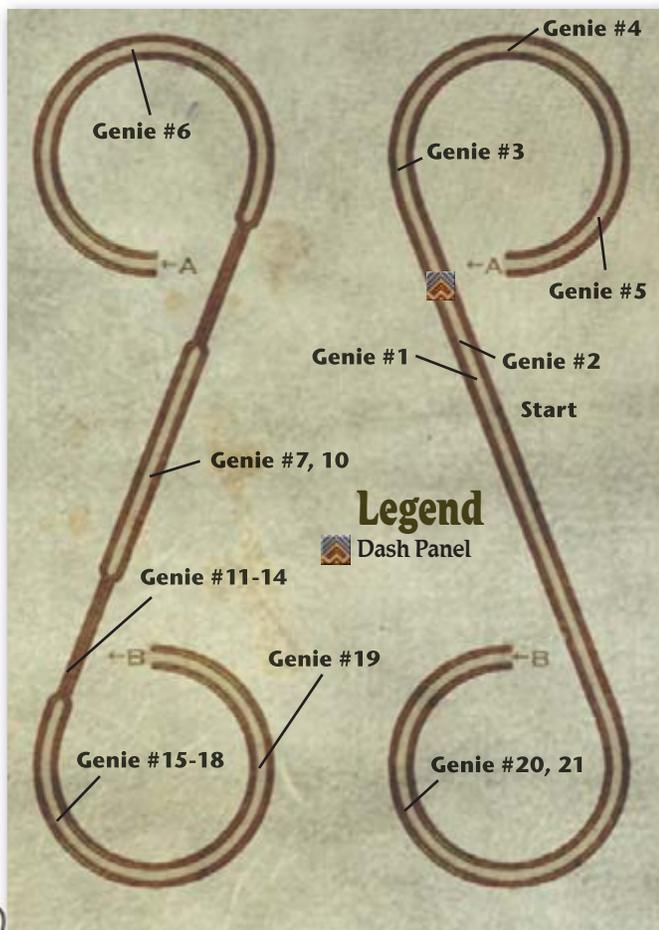
Mission 11: Rampage!

Unlocked: After completing 1-10: Collect Rings

Overview

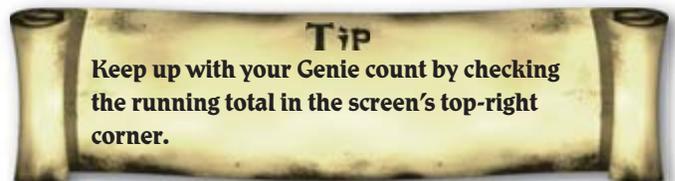
"Defeat 20 Genies!"

With no Fire Souls to find, you can attack 20 Genies and defeat them in record time, especially if you figure out where to find them all, and time your attacks accordingly! Of course, getting a Gold Medal is always difficult, but until you return twitching with Skills on your Ring finger, follow the advice below for the earliest locations of 20 Genies.



Part 1: Spirited Away

You have barely enough time to boost forward from your turbo start before Genies begin to appear! The first two are easy to dispatch. Charge Jump them both at the top of the steps, then Jump Dash to the bottom of the stairs. After running through a trail of Rings, defeat a third Genie who appears!



The fourth Genie appears after you grab a couple of trails of Rings, which are set out just as you saw them in previous Missions. Continue past them and avoid the spike traps. Watch

out! The fifth Genie breathes fire! Time your attack as shown, so you strike when his fire is away from your path. Hug the left wall for Rings, grab more from the circles of Pearls, then bop another Fire Genie in this area, as shown (picture #2).

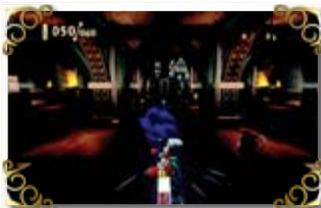
Stay at the path's extreme right side to avoid the moving spike balls, and enter the tunnel. Stay on the ground until you're nearly at the exit, and look for a brief sparkle of blue light. An invisible rail is here! Charge Jump and grind along it, collecting Rings!



Race onward, through two trails of Rings, but execute a Charge Jump as you reach the middle of the second trail. A spike ball and a Genie appear to the right of it. If you don't prep for the Charge Jump, it's almost impossible to tackle this Genie, but if you're planning the technique, the takedown is easy.



You should have three more Genies to take down, and fortunately, they are just ahead. Scurry through two more trails of Rings, and start a Charge Jump when you spot a spike trap in the floor ahead. The three Genies in this area are not the disappearing kind, so they can be dispatched easily!



Here comes a tricky move. Charge Jump as you near the end of the Rings, then leap off the rail or you'll drop down. Four Genies float around the ceiling of this area. Attack them with Homing Attacks in a single air combo, without pausing, and avoid the final one's fire.



Drop down, head into the narrow tunnel, and immediately leap and take down three green Genies waiting for you. Take a split-second pause after dispatching the third Genie, as

there's a Fire Genie up ahead. Time your attack to avoid his flames. You should have defeated 14 Genies by now.



Now comes the tricky part. Once you're in the next wide corridor, six Genies appear and then disappear, and this can play havoc with your timing. Instead of waiting in a Charge

Jump stance for them all to appear, defeat only two of them before you continue. You can do this without stopping.

Note

You can play around with the disappearing Genies, defeating as few or as many as you like as you shave seconds off your time. Return with Time Break to stop those disappearing Genies, too!

Mission Complete!

Going for Gold! Bronze Medals are awarded with a time of around 02:30, which you can easily accomplish following these tactics. Remember to collect additional Rings for extra points! As for the ludicrously low time for Gold, use Speed Break between each Genie you defeat and also as you exit the narrow tunnel to take down the numerous green and disappearing Genies as accurately as you can.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	02:30:00
	Silver	01:35:00
	Gold	01:25:00

Use Skills related to your maximum speed, steering, sliding, and Homing Attacks.

Rewards

Skill Gain

Skill Awarded: #042 Sub F-Gaze

Note

#042 Sub F-Gaze is the first of a number of Hidden Skills you can unlock after claiming a Gold Medal during a Mission, and it increases your attack power during a Jump Cancel, at the expense of your defense. Check the Skills section for more information.

Note

No Missions unlock when you complete this Mission. Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 12: Chain of Rings

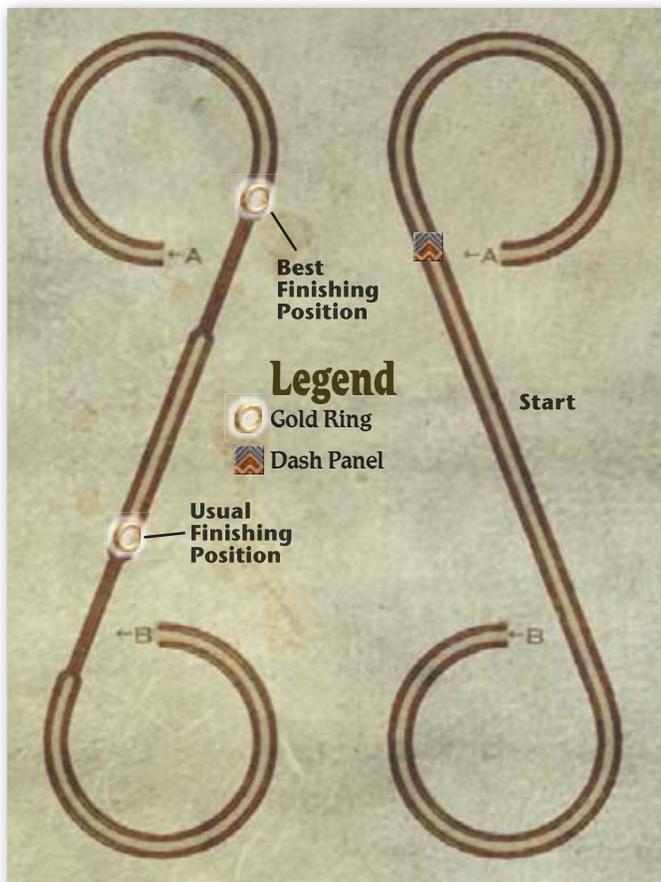
Unlocked: After completing 1-08: Perfect Challenge

Overview

"Get a 60-Ring Chain!"

Essentially this is a very similar Mission to #10 (where you collected 99 Rings). The only difference is that you must collect 60 Rings in a "chain." There can't be more than a second's pause between grabbing one cluster or trail of Rings and taking the next, or the Ring total reverts back to zero! However, with your knowledge of where the Ring trails are (shown in the following tactics), this becomes straightforward, although certainly not easy!

DIFFICULTY



Part 1: Sixty Ring Circus



Begin with a quick turbo from the starting line, and run down the stairs, onto a dash panel to increase your speed still further, and gather 10 Rings from the double trail directly in front of you. That's a chain of 10 right there!

Begin with a quick turbo from the starting line, and run down the stairs, onto a dash panel to increase your speed still further, and gather 10 Rings from the double trail directly in front of you. That's a chain of 10 right there!

TIP

Don't equip the very fastest top speed and acceleration Skill points, or you may find it too difficult to sharply steer into subsequent trails of Rings! Fastest isn't always best, you know! That is, until you become a true master of the blue hedgehog!

Note

As you gather a chain of Rings, this is shown in the screen's upper-left corner. The green bar shows the time, and when the red bar is full, your chaining time is up, and your Ring chain reverts to zero. Don't let this happen!

Quickly steer right, and gather another 10 Rings along the corner's inside edge. You move at speed, so your reactions must be incredibly quick! As soon as you've grabbed the last Ring, immediately steer left to the outer wall.



Collect the five Rings, stay left, collect five more, then try a Short Jump and steer right, into the diagonal trail of 10 Rings. If you're after the very best time, your chain should be complete when you gather the diagonal trail of Rings heading to the inside of the bend.



Tip
Don't worry if you can't manage to grab every single Ring in a chain. There are plenty to grab as long as you gather them before you enter the first tunnel.

Run along the outside of the bend, collecting another 10 Rings. You're halfway there! As you take the last Ring, move right slightly and make a small leap. Hopefully you'll grab the two Rings inside the Pearl circles, although these aren't easy to take!



Of course, you may have missed a few Rings, so continue and finish up with one of the nine Rings inside the Pearl circles. Bring your acceleration to a halt now.

Mission Complete!

Going for Gold! Stop as soon as you grab your 60th consecutive Ring! The Mission continues for a while, allowing you to gather a massive combo (which can be well into the 300s if you use Speed Break, the switch pads, and whistle through all the subsequent trails of Rings). Your score will be big, but so is your time. Stop before you reach the narrow tunnel!

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:45:00
	Silver	00:35:00
	Gold	00:22:00

Use Skills related to your maximum speed, acceleration, and ground steering.

Rewards

Nothing is unlocked after completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!



Immediately steer right and hug the inside wall. Gather another set of 10 Rings from this long bend, then steer to the middle to avoid the two ground spike traps. Consider your Mission a

success if you have around 36 Rings or more by this point; the maximum is 42.

Immediately after the spikes are five more Rings, then two circles of Pearls and two more Rings. Although it may seem odd, miss the two Rings in the Pearls and steer to the outer edge instead. This ensures that you grab another set of five Rings without missing any.



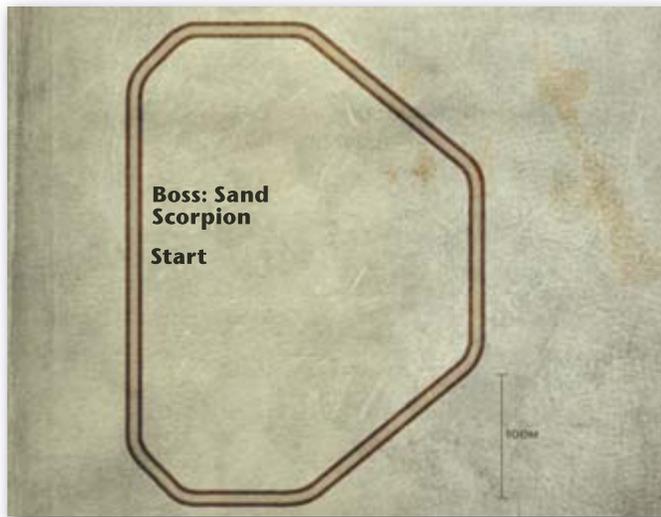
Mission 13: Defeat the Boss

Unlocked: After completing 1-07: Beat the Clock

Overview

“Battle! Sand Scorpion!”

Behold the giant scuttling Sand Scorpion, one of Erazor Djinn’s fearsome beasts! Fortunately, he has a number of weak spots to exploit, once you avoid his nasty pincers, ranged attack, and strange gaping maw. Quick thinking and quicker reactions are needed, but a fast takedown yields a medal, and your first World Ring!



Dash to this long right corner, avoiding a couple of wayward missiles and a few ground pounds as you go. You’re nearing the beast. The range of your attacks depends on your Skills, but you must get closer. Pick up Pearls as you go.



Start to perform a Charge Jump as Shahra warns you of the Scorpion’s attack, and once that pincer slams into the ground, leap up and you’ll see a red target appear. Ramming speed!

Part 1: Pincer Maneuvers

A giant sinking pool of sand is cleared as the giant Scorpion wrestles its way out and into combat with you! It lands with a thump on the sandy path outside the temple, and flashes a nasty pair of pincers. It’s go time!



While the beast thrashes its mandibles in the distance, Shahra lets you know those eyeballs seem to be its weak point. Dash forward and collect the Rings from the double trail, then one of the trails that splits either left or right.



Not so fast (unless you’re super-speedy thanks to Skills)! The Scorpion rushes off, and you must follow it. You had but a second to react, so you may have to steer away from the purple bombs it lobs your way.



Keep on running after the monster until it bashes the ground for a third time and its appendage rests on the ground. You have a second or two to launch into a Homing Attack. Smash the eye!



Now continue with the air combo, and smack into the second eye at the joint of the Scorpion.



Then continue with a third hit, striking the central eye on his back carapace. That'll teach him! Then quickly execute the same three strikes again before the Scorpion scuttles off!

Incoming! The beast turns around, exposing a nasty great maw, and backs off down the path, throwing purple missiles at you. Respond by dodging to the side as each arrives at the sand. If you're hit, you'll lose speed, and it takes longer to catch up.



Catch up to this freak of nature and keep running until the maw extends. Move to the side so you aren't struck.



When the eyeball maw breaks away and attacks you, Charge Jump and bash it with a Homing Attack, and do it again as it backs off!

Mission Complete!

After three hits before the maw can reattach itself, the Sand Scorpion yields to your amazing power! If you can't strike a three-hit airborne combo, repeat the entire battle tactic again. Try for a takedown of around two minutes the first time through.



Going for Gold! Cutting that time in half is the key to a Gold Medal, and as you can imagine, this is tricky! Come back with a full complement of Homing Attacks and steering, speed, and acceleration Skills. Use Speed Break until the boss reveals his weak spot, and Time Break so you always strike at the earliest opportunity, and stay close to the fiendish beast!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	02:00:00
 Silver	01:00:00
 Gold	00:50:00

Use Skills related to your maximum speed, Homing Attack range, acceleration, and attack response time.

Rewards



Special Book Pages Unlocked
Chapter 8: #6: Yellow World Ring

Yellow World Ring



The remains of the Sand Scorpion reveal something yellow buried in the earth, which Shahra is unable to pick up. Sonic grabs it, and lightning forks from the Yellow World Ring! Once all seven are gathered, the portal between worlds will open, and a sacrifice will be made. Sacrifice? Sonic doesn't think that sounds like fun. But he's still hopeful it won't be him, because he's fast enough to outrun anyone. "Time may fly, but I'm faster!" he tells Shahra, as they escape.

You got the Yellow World Ring! 

Note

There are no more Missions to open. Take a trip to World 2: Dinosaur Jungle next! Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

WORLD 2: DINOSAUR JUNGLE



Welcome to the jungle. We've got fun and games as well as difficult maneuvers to pull off! As you bounce between this and the other Worlds, remember that the Dinosaur Jungle doesn't have its own boss, just a series of cunning challenges to face in one of two environments. Each has a lot of water to avoid, and dinosaurs that act as both scenery and platforms that you can manipulate. Another World Ring is available after some egg and nest locating, and you'll learn that the Speed Break is useful not only for covering large expanses of ground, but for destroying certain rocks and cacti, too!

Note

Please remember — the way the Missions are unlocked during your Runthrough depends on which previous Missions you choose. This guide has all of the Missions listed numerically, one after the other. The game allows (and insists that) you play other maps first before returning to Missions. Choose the World and Mission you seek information about, and locate it within this Runthrough.

Mission 01: Go for the Goal

Unlocked: After completing 1-05: Special Challenge, 1-09: Special Challenge

Overview

"Follow the Pterosaur"

Welcome to the jungle! You have a giant fern-filled playground to get through. After a near-miss with a trio of Triceratopses, you must ride a log down a crazy waterfall until you reach solid ground. Here, you'll have a choice of paths: one leads to a Fire Soul and the other is a shortcut, with Platinum Rings aplenty. After dashing around some vines, you scale a sheer rock wall while in a pot, run down the neck of a dinosaur, bash some Flower Spirits, steer another log through an underground river, creep around the arena of a fearsome T-Rex, and finally negotiate a series of grassy paths that twirl you around at dizzying speeds!



Part 1: Triceratops Trouble!

Begin with a turbo start. This is vital or you'll be trampled by a trio of Triceratopses trotting down the trail behind you. Steer right a little and pick up three Rings before launching yourself over a dash panel.



Legend

- Platinum Rings
- Dash Panel
- Switch Pad
- Treasure Chest
- Fire Souls

Shahra tells you the Triceratopses are very angry, and they'll charge and hit you if you run in front of them. Therefore, follow this route: Stay in the middle, run over the dash panel, and check the route ahead.



Choose either of the next two adjacent dash panels, following one of the two trails of Pearls to it. Boost off it, through the first trail of Rings. Stay to either side of the white rock, then move to the middle and boost through more Pearls and a dash panel. Now for the important bit: When you reach the corner, *make sure* you choose the trail of Rings *opposite* the side you chose earlier; a Triceratops charges the side you chose previously.



Note

- If you missed the first dash panel with Rings, the middle Triceratops charges you.
- If you chose the left trail of Rings, choose the right curved path of Rings at the corner and vice versa.
- For a quicker time, choose the right side at the first trail of Rings, and the left (inside) curved corner next.

The path bends to the right; follow the trail of Rings and make sure you tread on the next dash panel. Then go either left or right off the white rock, through the double trail of Pearls, onto one of two dash panels, and through another trail of Rings. The best side is the right (as it allows you to move left, keeping on the inside of the next corner and saving you time).



Now quickly move to the opposite side of the path to let another Triceratops charge where you *were* running, hit another dash panel after a double path of Pearls, grab more Rings

(ideally on the left side; the inside of the corner is quicker), round the corner, step on the right dash panel, and zoom through more Pearls.

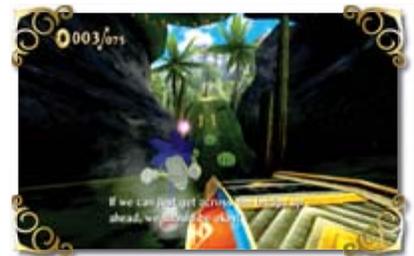
The camera switches to look behind you, and you can see how close the beasts are to your behind! Move to the right, head over a dash panel, and grab the trail of Rings while the Triceratops you *were* in front of charges. Then steer left and capture another trail of Rings before you tread on another dash panel.



Going for Gold!

As soon as your Soul Gauge is filled (assuming you have the Skill equipped), use it. There are a lot more Pearls to grab in the upcoming river rapids area, and you can bash through the cacti and white rocks without slowing down!

Move to the middle of the path now, and tread on the single dash panel, which launches you into a small downhill stretch. Don't hit any cacti! Stay in the middle, shifting left slightly to avoid a final cactus, then choose either trail of Rings and boost over another dash panel.



Quickly move to the middle of the path for the last set of Rings before the bridge. Shahra hopes it is safe, but when a giant log smashes through it, you're plunged into the river rapids below!



Part 2: River Rapid Rampage!



You land on the log itself and begin to ride it left and right, down the rapid river. Start by staying in the middle, collecting Rings, then steer right at the bend, grabbing as many of the double trail of Rings as you can. Quickly shift to the left, nabbing another load of Rings after a sharp left turn.

Quickly shift to the left, nabbing another load of Rings after a sharp left turn.

Note

Concentrate on grabbing Rings during this frenetic descent. The Pearls are great if you're collecting them for your Soul Gauge (if you're returning to beat a score on this Mission), but you should be using the Pearl Collector Skill to grab them.

Stay in the mid-right of the river at the next left turn, grabbing as many Pearls inside Rings as you can. Stay in the middle to avoid the white rock because it slows you down if you smash through it. Then quickly steer sharply left to avoid another white rock, moving around to line up with another double trail of Rings.



Note

If all you're concerned with is collecting Pearls to fill your Soul Gauge, simply steer to the opposite side mentioned in this Runthrough. There are usually Pearls on the opposite side of the river from Rings.



After the Rings, stay in the middle, passing between two white rocks, then turn sharply left to nab a double trail of Rings in the next section of river. Move to the

middle, pass more rocks, and stay in the middle to gather Pearls in Rings in a double trail.

Keep to the right side all the time to take as many Rings as you can from the snaking trail. Quickly move to the middle to avoid two rocks on the river's outer edges, then stay in the middle, following a weaving trail of Rings and Pearls between more rocks in a long right turn.



Quickly steer left, passing a rock, and entering the river's mouth. There's a double trail of Rings on the left, and a triple trail of Pearls in the middle. Once through there, you automatically leap off the log, and land on the jungle floor itself. Happy exploring!



Part 3: Look Left, and Look Up!

You immediately have a choice: you can follow the trail of Rings and leap over the cactus, taking the left path. Or, you can run onto the big ramp, and launch yourself to an island on the right. We'll take the left route.



Stay to the right and pass another cactus, then maneuver onto a thin bridge with Rings along it. Take them as you go, and step onto a small island, turn left, and run along a

second bridge filled with Rings. As you reach the far end, ready a Charge Jump.

Use it on the mutant Flower Spirit that's waggling on the ground at the foot of a ledge ahead of you. If you're slow in reacting, it fires three seeds at you.



TIP

The Flower Spirit is a reasonably straightforward foe to fight. Wait for the petals to open, then strike with three Homing Attacks. If the Flower's petals are closed, bounce, Homing Attacking the plant until it opens up.



Once you've defeated the Flower, the block behind him shatters, revealing a Spring, which allows you to easily reach a small ledge with a circle of Pearls inside Rings on

it. Grab as many of these as you wish, then prepare to Homing Attack the floating magic carpets ahead.

TIP

You don't need to break the block and use the Spring; a carefully timed Charge Jump can propel you up onto the ledge if you stand on the block itself.

Here comes trouble: You must execute another Homing Attack at the top of each jump, targeting the magic carpet you're on, leaping higher, then the second magic carpet floating nearby, and finally, Jump Dash onto the high ledge (shown here) that features a cage with a Fire Soul inside. This is notoriously difficult to reach, so don't fall off! Shatter the cage with a Homing Attack, *stay on the ledge*, and drop or walk into the Fire Soul. Phew! That was tricky!



Caution

This is a very difficult series of moves! If you can't complete them, practice by defeating yourself against a nearby cactus, and replay this section until you succeed. Or, ignore the upper ledge completely or return with a higher jump height Skill.

You Got a Fire Soul!

Whether you managed to reach the Fire Soul ledge or not, drop down, and leap over either of the two cacti, grabbing a Ring and Pearls in a circle above either of them. The two paths now merge, so run through the trail of Rings and inspect the blocks ahead.



Part 4: Look Right, and Bounce On!

Platinum Ring Master!

Take the right path, over the big ramp, and you land on a small island, with a couple of blocks at the end to stop you from dropping into the drink. Charge Jump, waiting for the rotating spike ball to move, and aim at the spring side. Then bounce along all three, before you finally target the treasure chest. Inside is one Platinum Ring. Drop down behind it to grab, then walk into or target the Spring and bounce back onto the main path.



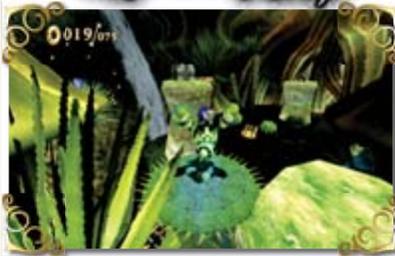
Going for Gold! If Fire Souls don't concern you, and you filled your Soul Gauge in the river rapids, activate the Speed Break just after you defeat the two Genies hovering over the boxes, and jet all the way to the flying pot, through the vines to come!

Part 5: Another Vine Mess...

After collecting the trail of Rings, don't speed too quickly away, or you'll miss two Genies on top of a set of blocks. Target the one on the right, then the other, after which the blocks smash, revealing a Spring. Target that and bounce up through the trail of Rings and Pearl circles before descending. Step on the dash panel to continue.



Head left, then right, around the two nearby cacti (don't hit them or you lose valuable Rings), and keep an eye open for a ledge with Genies on it up ahead. This is where you must choose a path as the path splits up again. It all depends on whether you wish to collect the second Fire Soul.



Charge Jump and bash the three Genies, each of which are floating on a ledge stuck against the rock formation. Land on the top leafy ledge and watch the block atop the next rock

island explode. It reveals a catapult. Target it, then fly into it. Then launch yourself (using the catapult) onto the last island, which has a Spring on it.

The Catapult

Tilt the Wii Remote toward yourself, stop, and flick it forward with a little force. The distance you'll fly depends on the angle of the catapult.

Run into the pad, and you're bounced automatically into a giant plant and vine root system. You then plummet through the middle of it, land on a magic carpet in the middle of it all, and automatically grab the Fire Soul. You arrive at the log bridge opening.



You Got a Fire Soul! 000

If you ignore the Genies and catapult, steer left, around the rocky island, and use the three dash panels (steer left, then right, between the two cacti) to gain speed and boost along a spiraling vine along the outside collecting Pearls; you'll automatically run along here. After numerous loops, you appear at the log bridge.



Part 6: Dinosaur Darting!

Cross the log bridge and wind around another vine, collecting the trail of Rings as you go. At the end of the vine run, stop (flick back on the Wii Remote), jump, and target the flying pot.



Flap to the top of the rocky outcrop. The Pearl Collector Skill helps you glean the Pearls on either side, if you need them.



Land on the outcrop, then run down (or Jump Dash over) the log with the two rotating spike balls on it. Time your move so you aren't struck by either of them. Then Charge

Jump and land in another flying pot, flap all the way up and jump out, then try a Homing Attack (after the fire has passed) into a Fire Genie, defeating him with two bops to the head.

Platinum Ring Master!

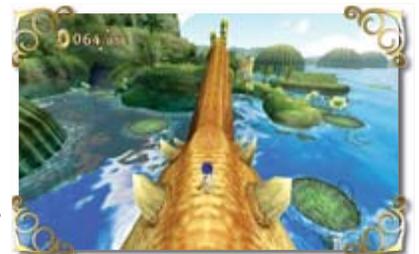
Dash onto the neck of a waiting dinosaur and run downward until you spot this flying treasure chest. Leap and execute a Homing Attack into it, smashing the Platinum Ring inside so it drops into the middle part of the dinosaur's back. Brake and land on it, then continue to dash down the beast's tail.



Run along the grass and prepare for attacks against three Flower Spirits. Charge Jump and strike each one, then fall a little from the ricochet until you target the same Flower

again. If you're too quick, you target the next Flower and you have to retrace your steps, which wastes time. Once all three Flowers are struck three times each, a large block explodes, revealing a switch pad.

If you don't hit the switch, ignoring the Flowers, or attacking them but missing the switch, the dinosaur you're running over has a neck positioned like this (see picture). Run up the trail of Rings, off the dinosaur's head, and down to a log ride.





Platinum Ring Master!

If you do hit the pad after exploding the block, the dinosaur's neck shifts to the right. You can't grab the trail of Rings anymore, but you can visit the sea-level outcrop to the right. Dash off the neck and launch three Homing Attacks into the floating treasure chests around here. The first two hold Pearls, and the last contains a Platinum Ring!



Part 8: King of the Jungle



Run up the bank and hug the wall, edging quickly to the opening blocked by rocks. A giant Tyrannosaurus Rex headbutts the stone and sends it flying. As soon as it retracts its head, dash across and collect the three Rings. Do this twice more at the other two rocky blockades.



Part 7: Log Jamming



Run to the edge of the grassy outcrop and leap onto a log, riding it to the right. Steer through the winding trail of Pearls. These mark the best path to take to avoid the numerous

spike balls floating left and right on this underground river. When the Pearls stop, steer left, and hit the trail of Rings around the left side of the next spike ball.

At the double trail of Rings, keep right to avoid being struck by a spike ball, then steer left slightly to avoid the other one. You can claim most of these Rings. Stay in the middle.



Keep in the middle and steer so you're heading directly for the Fire Soul floating in the middle of the river pool. Ignore the spike balls as they close in on each side; you can make it. Pass them, grab the Fire Soul, and steer to the end of the river. Or, steer to either side if you want Pearls (left) or Rings (right) and don't want the Fire Soul.



Now for some nimble leaping! Execute a Charge Jump so you clear the steps and reach the curved ledge surrounding the T-Rex. Collect the Rings while leaping over the small white rocks. Bound up and use the Springs to dash all the way to the point depicted. Wait a couple of feet back from the rock until the T-Rex rams it. Don't get too close or you'll be struck. Dash through, onto the dash panel, and escape.



Going for Gold!

Shahra makes one of the most important observations in your adventure during this Mission. She mentions that Speed Break allows you to smash the white rocks along the pathway, which is vital for claiming a fast time along the river rapids and this section of the Mission. Come back when you get it and ram those rocks.



Once out of the T-Rex's domain, head to the catapult and use it to propel yourself over the low ground, through some Pearl circles. Brake to land on a dash panel and boost forward. Or, jump out of the catapult, target the floating chest, and smash it open for a set of 10 Rings.

You Got a Fire Soul! ○○○

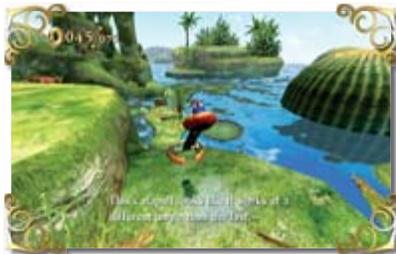
Part 9: Round and Round We Go!



You can race to the goal line now, which involves some insanely tight twists and turns. Fortunately, you don't need to steer that much. Just rush up the spiraling track to the

big ramp and jump off. You land on the next large island and begin to collect trails of Pearls on the route. Stay slightly right of them, hugging the inside corners.

Head along the pathway, then go left and land on a catapult. Fling yourself forward with force to clear the small island and big ramp below, then race for the goal. Fling yourself with a slower flick to land on the small island. Smash the chest to claim Pearls, then use the big ramp to escape.



Going for Gold! When going for a Gold Medal, use Speed Break off and on when there's ground to cover, but stop at each obstacle and turn it off, then turn it back on again afterward. You'll claim Gold relatively easily if you use this technique.

Mission Complete!

Run up the final island, passing under arches and around grassy areas, all the way to the top. The goal is just ahead. Finish this in around five and a half minutes for a reasonable Bronze Medal score. Be quicker for a Silver Medal. As for Gold?



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	06:00:00
	Silver	04:45:00
	Gold	04:00:00

Use Skills related to maximum speed, steering, aerial moves, vertical leaping, and Homing Attacks.

TIP

Try practicing this Mission a few times to gain another level or two.

Rewards



Missions Unlocked

World 2: Dinosaur Jungle: Mission 02: Diehard Challenge



Special Book Pages Unlocked

Chapter 8: #7: Rescuing the King

Rescuing the King



The king demands that the winged beast unhand him, and it does, dropping him out of the sky. Fortunately, Sonic catches him—on his foot! After climbing to safety, the king explains that the beast has gone to the castle, where more minions are being assembled. It looks like a trip to this ancient aerial kingdom is in your future...

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Mission 02: Diehard Challenge

Unlocked: After completing 2-01: Go for the Goal

Overview

"Don't Get Defeated!"

Starting in the latter portion of the jungle you just negotiated, you have no room for failure during this outing. If you're struck by spike balls or hit by an enemy, you fail this Mission. With this in mind, collect all the Fire Souls first, then return to the Mission and attempt a quick clear time. The very fastest hedgehogs are going to need Speed Break (a Skill you may not have yet) to bust through obstacles, but for the moment, steer through the river, avoid the spike balls in the T-Rex pen, and quickly maneuver through the spiraling pathways tackling Genies as you go.



Part 1: Log Flume, not Log Fume!

Platinum Ring Master!

From the starting point, turbo away, targeting and breaking open a chest to reveal a Platinum Ring. Jump Dash and land at the base of the small hill and onto the Ring to take it. Then leap onto the log ahead of you.



Ride the log down the river, weaving through the trails of Rings, which aren't as plentiful as in the previous Mission. Pass the two drinking dinosaurs, then maneuver to the right of the first spike ball (as shown) and weave to the left of the second.



Now for one of the toughest precision moves you've had to make. (Assuming you want to grab the Fire Soul; if you don't, just move forward, collecting the trail of Rings.) When you reach the last Ring after the second spike ball, steer your log left, aiming it at the protruding root with the spike ball rotating around it. Aim slightly to the right of the Fire Soul, but at the last second, steer sharply left so you grab the Fire Soul, but miss the spike ball, and steer to the left of it instead of hitting it. Then steer right (so you can claim the last few Rings), and exit the river.



Caution

This maneuver is difficult. Keep restarting until you make it.

You Got a Fire Soul!   

Part 2: Spike Ball Fall



Shimmy up to the first gap in the rock wall, then dash across, either running or attempting a Charge Jump. If you've been incredibly quick through the Mission so far, you don't need to pause to let a spike ball bounce past you, but be warned; they can knock Rings out of you if they hit you. At the third gap, wait for two spike balls to bounce closely past you, then run across.

Note

You can also Charge Jump and leap over the spike balls, or ignore the waiting and hope you get lucky.

It's time for a quick exit. Make a Charge Jump that clears both steps and sail into the air, braking only to land just after the first white rock. Collect the Rings, then make small jumps over the subsequent rocks, collecting more Rings.



Going for Gold! If you can execute a Speed Break, now is a great time to smash through all the white rocks, which saves you time during this section.



Slow down after hitting the Spring, as Genies fly in from the left and you may get struck by one if you're flying at the time. Quickly attack them as soon as the red target appears.

There are two green Genies, a Fire Genie needing two hits to defeat, then three more Genies. Defeat them in one multi-hit air combo.



Scamper to the enclosed exit to this place and run toward a Flower Spirit. Don't try a Homing Attack when you're too far away, or you'll land short and may get hit. Instead,

wait for the target and strike the Flower three times.

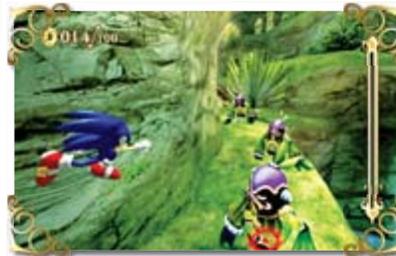
Part 3: Spiral Path Shenanigans!

You're out in the open and likely to be stopped by the clump of white rocks. If finishing fast is important to you, Speed Break through them, or just leap across.

However, you need to grab an important Fire Soul. Charge Jump over the rocks and brake in mid-air while you're directly over the Fire Soul.



You Got a Fire Soul!   



Grind across the rail to the narrow path that winds around the large rock, until you reach another clump of white boulders. Just beyond are three Genies, attack them.

Now leap up and combo the three Genies in a single, multi-hit air combo before landing and continuing to climb the spiral path. Watch out for two more Genies on the way up; slam into both of them with a Homing Attack (or a slide if you have that Skill), then launch from the big ramp at the top.





Land on the next island and begin to speed through the pathway, keeping slightly to the right so you can claim most if not all of the five trails of Pearls. Speed Break through here

if you want a fast time. Then slam through the white rocks and Genies, or (if this is your first time through), Charge Jump and bash each of the three Genies, then smash the cage for a Fire Soul. Charge Jump and bash each of the three Genies, then execute a Time Break to see the Fire Soul in the cage, destroy the cage, land on the Fire Soul, and claim it!

You Got a Fire Soul! 000

Caution

Don't worry about the mean-looking horned lizard standing above you; he's quite harmless.



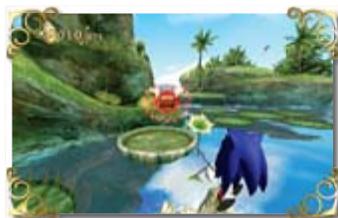
Halt at the next set of white rocks and gaze at the lily pond ahead. You need to launch forward, then brake and land on the lily pad the first time through, or you may land in

the water and have to restart this section. When you have a longer Homing Attack, there's no need to brake. Now defeat the waiting Fire Genie.

Platinum Ring Master!



After defeating the Fire Genie, stay in the air and target the treasure chest in front of you. Break it open for Pearls, then land by



the white rocks, jump up, and slam into a floating chest that contains a Platinum Ring. Land on the path after the lily pad, where the Ring falls.

TIP

Make sure you have enough Speed Break energy in your Soul Gauge to boost all the way up the final spiraling path. This makes it easy to maneuver through the obstacles.



Assuming you don't have a Soul Gauge yet and can't smash the white rocks and cacti, you must be very wary of the final pathway. As you ascend, it bends to the right, leading to white rocks. Jump them, then head onward. At the left switch-back turn, Charge Jump over the double cacti. If you don't, you'll fail this Mission.

Caution

The cacti in this area can stop you from ever finishing this Mission. Be sure you jump over all of them, then return later and smash into them with Speed Break. Revenge is sweet!



Pick up the pace once you're on the path spiraling right, but watch out when you reach the section around halfway up. Leap over both cacti, just after the archway. Continue to the very top of the spiraling slope, to the promontory where you can finally claim victory.

Mission Complete!



Going for Gold! The only way to reach this victory line and claim a Gold Medal is to ignore the Fire Souls and concentrate on blasting through the pathways with your Speed Break as often as possible, pausing only when the pathway stops.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

-  Bronze 03:00:00
-  Silver 02:10:00
-  Gold 01:50:00

Use Skills related to maximum speed, Homing Attacks, and your Soul Gauge.

Rewards



Missions Unlocked

World 2: Dinosaur Jungle: Mission 03: Collect Rings

World 2: Dinosaur Jungle: Mission 05: Rampage!

World 2: Dinosaur Jungle: Mission 09: Special Challenge

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Mission 03: Collect Rings

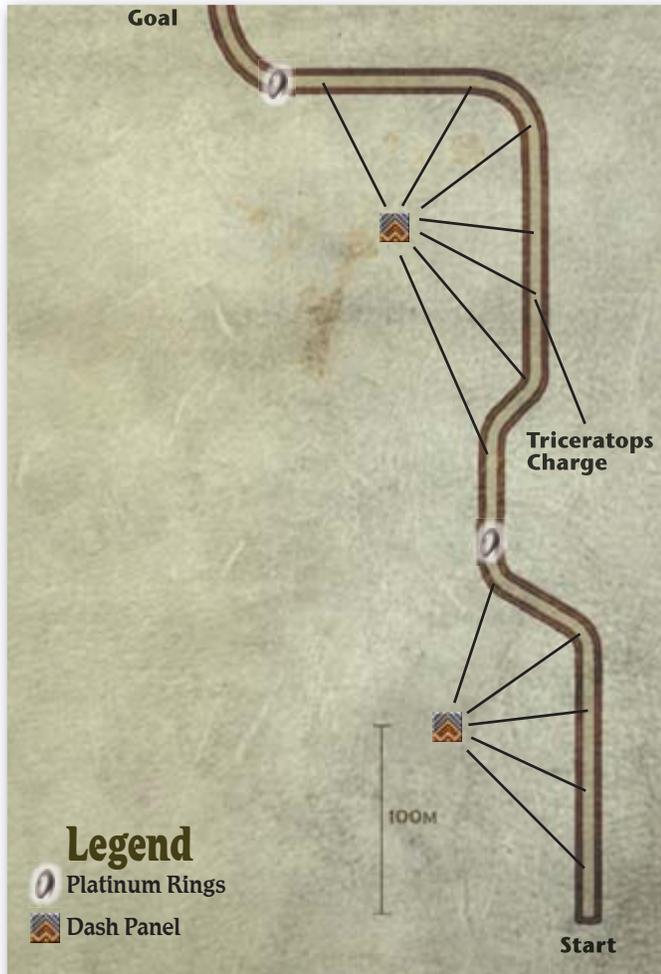
Unlocked: After completing 2-02: Diehard Challenge

Overview

"Collect 99 Rings!"

You're back at the start of the Dinosaur Jungle obstacle course, but this time you must prepare for the trio of Triceratopses and some very specific Ring gathering. Follow the collection of 99 Rings while avoiding the dinosaur tusks and prickly cacti husks.

DIFFICULTY



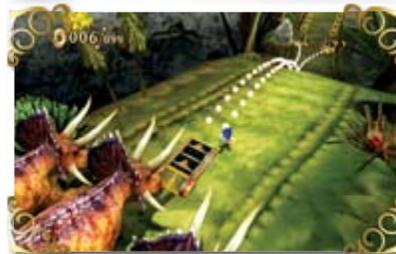
Part 1: Ramming Speed!

Begin with a turbo start, then stay in the middle; don't shift left or right. There are three Rings, one to the left, one to the right, and one in the middle. You can't grab all of them, so stay in the middle and take your first Ring, then boost on the dash panel.



TIP

You begin with five Rings already collected, thanks to the Ring Bonus Skill. You have only 94 Rings to gather now. The path detailed next is the easiest way to claim Gold.



Boost forward from the first dash panel and step on a second. Follow the trail of Pearls that curves to the right.

Gather this trail of Rings on the left after stepping on the dash panel. Avoid the white rock, move to the middle, and step on the dash panel. Collect Pearls from the double trail.



Turn the left corner by heading to the outside of the bend, collecting the trail of Rings, and stepping on the dash panel. The left dinosaur rams your previous location.



Cross to the middle of the path and line yourself up with the right bend ahead. Grab the trail of Rings leading to the dash panel. Your Ring collection should number around 38 by now.

Caution

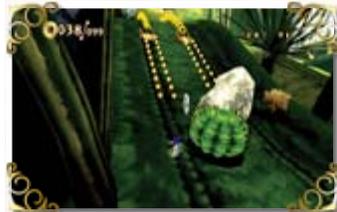
Although returning here with a Speed Break ability and using it to smash the cacti and white rocks seems like a good idea, you'll move too fast to line up the Rings to come. Use this only to test out your lightning reflexes.



Platinum Ring Master!

Stay to the left as you reach a cactus and white rock.

Quickly cut right, collecting the Platinum Ring just before heading through the left double trail of Pearls, then through dash panel and left trail of Rings. All this collecting should bring your total up to around 70.



Shift to the pathway's right side now, as the left area is dangerous. A charging Triceratops thunders forward in front of the other two. Line yourself up with this dash panel, then run around the outside of the left turn, collecting another trail of Rings.



Your Ring total should be 94 by now. Move quickly to the pathway's left side and grab the Pearls after the dash panel. As soon as the camera switches, stay on the left side of the path (although you're on the right side of the screen) and run through the trail of Rings you won't see until you reach them. This completes the Mission.



Platinum Ring Master!

Any Rings you collect after this point don't win you a Gold Medal, but if you've missed some Rings and want to finish the Mission, move to the other side of the path while the camera is in front of you and claim another set of Rings. When you reach the dip with the cacti, swerve around the middle cactus and line yourself up with a set of Rings and a Platinum Ring in the middle. Are you *still* short on Rings? Then you might want to restart!



Mission Complete!

Going for Gold! Finishing in less than 16 seconds is no picnic, but it's possible if you grab every single Ring as you reach it and don't miss any. Also try the Speed Break in between sections of Rings, but manually turn it off and on so you don't lose control and hit a cactus.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 00:45:00
- Silver 00:20:00
- Gold 00:16:00

Use Skills related to maximum speed, turbo start, acceleration, ground steering, and Rings.

Rewards

There are no rewards for completing this Mission.

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

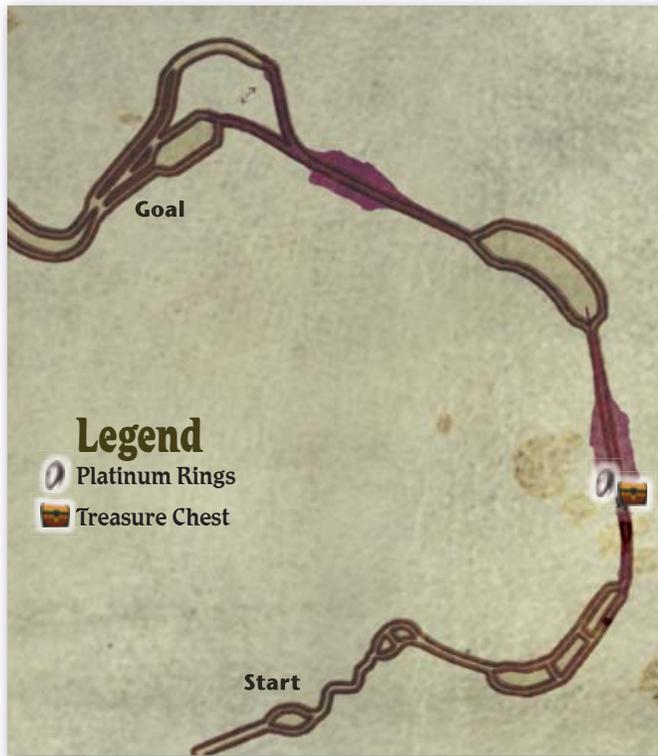
Mission 04: Perfect Challenge

Unlocked: When Alf Layla wa-Layla is defeated

Overview

"Don't Take Damage!"

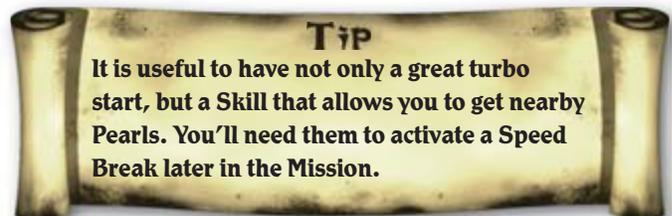
This is one of the toughest Missions after you complete the final paragraph of the adventure, and it's tricky enough when you're not trying for a Gold Medal. You need a mixture of cunning, lightning-fast reactions, and the ability to switch Speed Break on and off after collecting enough Pearls. Good luck; you'll need it!



Part 1: On Maneuvers



Begin with a turbo start; this is even more important than usual, as it allows you to negotiate the next section without delay. For the moment though, head down the log and collect Rings as you go. Begin a Charge Jump as you reach the other side.



TIP

It is useful to have not only a great turbo start, but a Skill that allows you to get nearby Pearls. You'll need them to activate a Speed Break later in the Mission.

Let go of your charge and leap into the air as you reach the gap. You'll target a rotating pad, but wait a split-second until the Genie descends. Attack him, combo into the pad, then land on the bank near the two cacti with Pearls around them.



Caution

If you didn't turbo your start, the rotating pad is pointing downward and you must wait for it to rotate up again. This isn't going to win you any Gold Medals.



Make sure you've collected Pearls by attracting the ones from around the cacti, then jump onto the dinosaur's head, Charge Jump, and propel yourself into the appearing Genie; he disappears just as fast, but you need the height. Jump Dash off the Genie, fly across the area, over the second appearing Genie, and ignore the Pearls around the cacti below. Brake and land on the tail without slowing and collect the trail of Rings.

Note

This is the fastest way across the dinosaur's back, but you can also hit the first Genie, drop vertically and collect Pearls from the first cacti, then aim for the second Genie, defeat him and collect more Pearls, then leap over the white rock. However, this takes far too long.

Part 2: Dino-Might!

At the base of the tail, run onto the grass and stay in the middle so you safely pass between the two cacti with Pearls surrounding them. Charge Jump as you reach the cacti so you can easily target and slam into the two Flower Spirits ahead of you. Alternate the first couple of attacks.



It's best to Jump Dash after striking one of the Flower Spirits, aiming at the top of the large block so you bounce over it and onto the dinosaur's tail.

This saves a lot of time combating the Flowers. Or, simply defeat both Flowers and the block explodes, revealing the path. However, your time is slower.

Once on the dinosaur's tail, run to the first cactus and leap over it, gathering some of the Pearls surrounding it. Instead of landing, execute a Homing Attack into the Genie to defeat him.



Going for Gold!

The other way to negotiate the second dinosaur is to execute a Speed Break at the tail, race up through all four Genies, all the cacti, and then (with crazily accurate timing) switch off the Speed Break just before the second rotating pad and leap over it. Tricky, but fast!

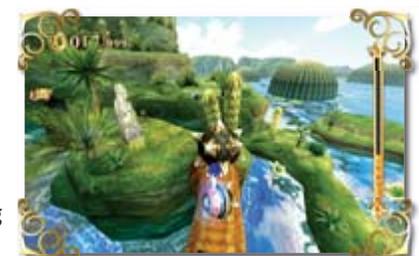
Just beyond the Genie are a cactus and a rotating pad. Ignore the pad completely. Jump and boost over the cacti and the pad. Land in front of the next cactus.



Three more Genies appear, just beyond each of the cacti on the dinosaur's neck. Bash the first, then just before you land, target the second, then the third, then boost

forward so you don't land on the cactus.

Now negotiate the final rotating pad and that nasty spike ball. Although it may look tall, you can actually Charge Jump and dash over them both, making sure you don't touch either object. Time Breaks aren't necessary. Just jump over them and bounce down onto the grassy island.



Let's hope you saved some Soul Gauge energy for this last section. There are two Fire Genies and they are both breathing fire. This makes taking them down very difficult. You can't run under either of them. Instead, Speed Break and dash past, down the hill and through the goal.

Mission Complete!



Going for Gold! Splash Jump over the large block the Flowers are guarding and Speed Break up the second dinosaur, stopping just before the spike ball. Speed Break after the spike ball to victory.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 01:20:00
- Silver 00:50:00
- Gold 00:38:00

Use Skills related to Pearl collecting, Homing Attacks, braking, and speed.

Rewards



Missions Unlocked

- World 2: Dinosaur Jungle: Mission 08: Chain of Rings
- World 4: Levitated Ruin: Mission 04: Perfect Challenge

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Mission 05: Rampage!

Unlocked: After completing 2-02: Diehard Challenge

Overview

"Defeat 10 Genies!"

The actual Genie defeating isn't too difficult here because the Flower Spirits also add to your total. But the Fire Souls are difficult to find and part of the route can't be accessed until you can slow time. For the moment, concentrate on defeating the first 10 Genies you see, then return to completely investigate this area.



Legend

- Platinum Rings
- Dash Panel
- Switch Pad
- Treasure Chest
- Fire Souls

Part 1: Ricochet Away!

Begin by zipping through the trail of Rings and Jump Dashing into the large switch pad on the stone in front of you. This reveals a Spring on the right side, behind you. Back flip into it to save time and bounce across to the island on the right.



Note

Keep track of how many Genies (and Flowers) you've defeated by checking the total in the screen's top-right corner. This is useful when you're locating the Fire Souls, as you may have to miss tackling a couple of foes to capture a Fire Soul.

Target the Flower Spirit that appears at the far end of the island and slam into it three times until the block it was guarding explodes. Beneath it is a catapult. You can target the cup of the catapult without landing from the three-hit combo you just inflicted on the Flower.



Flick the catapult so you tumble across to a small island. Land on another catapult and use that to propel yourself across to the continuation of the left path, through a floating arc of Rings.

Land on the dash panel and move across the narrow bridge collecting Rings. Charge Jump as you cross, so you can jump and land on the rotating pad. Make sure it's the non-spiky side.



Fly over the green platforms and land on the platform with the circle of Rings. Grab any you want, use the seeds the nearby Flower Spirit is firing at you to gain some height, then attack

it with three strikes until it yields. That's enemy #2 dealt with.



Going for Gold! To quickly dispatch 10 enemies, ignore this Flower. Run under the platforms, staying left of the rotating pad and collecting the trail of Pearls. Bring down the two Fire Genies next.



Platinum Ring Master!

Drop off the platform and move to the next rotating pad. Bounce onto that (unless you want a fast time; then ignore this). Target the floating treasure chest on the upper platform. Smash it, then land on the Platinum Ring that appears.



Drop to the ground and target a Fire Genie on the way down. Bash him twice, then with the height you get from the attack strike, destroy the treasure chest on the upper platform above him to get the Pearls inside. Follow this attack by defeating the fourth enemy: another Fire Genie waiting on the other side of the upper platform with the treasure chest. Only six more to find!

Before you leave this area, return to the platform where the floating treasure chest was and Jump Dash across to the next upper platform. Across from you is a final platform with a cage, and inside the cage is a Fire Soul. Target it, smash the cage, and brake, landing on the Fire Soul to claim it.



You Got a Fire Soul! @@@

After you defeat the second Fire Genie, follow the trail of Rings down the road, steering right of the cacti, then between the two others. Follow the path to the big ramp, which propels you down to the log bridge.



Of course, you may wish to claim the second Fire Soul before you reach this log bridge! Just as you reach the big ramp, leap over it rather than touching it, and you'll run down the spiraling vines, collecting Pearls and the Fire Soul hidden here!

You Got a Fire Soul! @@@

Part 2: Look Before You Leap



Run along the log and wait a moment; check the right side to see a Flower Spirit trying to blend in with the scenery. Target and bash him three times until he yields (that's enemy

#5), collecting the Rings and running down the spiraling vine.

At the end of the spiraling track is a wall with a large switch on it. Jump Dash into it, then back flip through the Rings to a newly appeared Spring. Do this quickly or the Spring disappears. This propels you up to the second log bridge. Run down it.



Stay right so you hit another Spring. This one propels you skyward through a trail of floating Rings. On the way down, target the Flower Spirit and the three seeds he spits out. Defeat him if you want to take down a sixth enemy.



Land on the upper ledge, jump onto the dinosaur's head, and Charge Jump as you begin to move down the neck. As you descend, smash a floating chest for Pearls. Run down the neck to the grassy area beyond.



Going for Gold! This is a good spot for a Speed Break if you're after the quickest time around. Boost all the way across the second dinosaur, but stop before you're struck by the trio of spike balls.

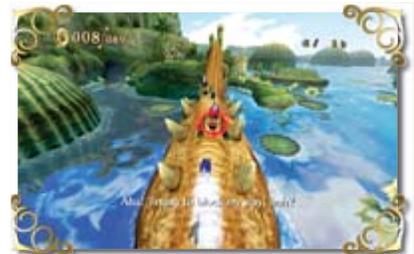


At the end of this grassy section, just before the dinosaur tail, is a series of three platforms and a top area with a chest on it. Each platform has a rotating spike ball. Shahra suggests you

ignore it and continue. Two options are now available:

Part 3: The Left Path

The first is to ignore this structure, dash onto the dinosaur tail, and run up the back of it. As you reach the horns, two Genies appear. Defeat them if you wish to defeat your seventh and eighth enemies. Then run up the dinosaur's neck, following the trail of Rings.



Platinum Ring Master!

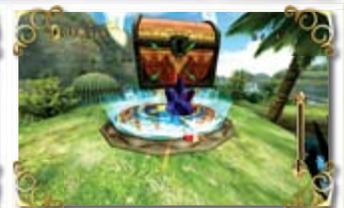
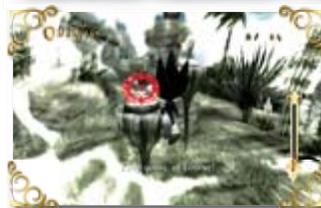
Drop down from the dinosaur's neck and face a Genie standing behind a Platinum Ring but in front of three vertically moving spike balls. Grab the Ring, bash the Genie (only one more to go!), then run under the spike balls. Move diagonally so you aren't squashed. The paths now merge.



Part 4: The Right Path

Caution

Attempt the right path only once you can conjure a Time Break. Otherwise, this route is impossible to reach!



Once you have the Time Break ability, Charge Jump as you reach the spinning pads on the platforms and slow time down. Target the lowest pad, bounce off it to the adjacent middle pad, then aim for the top platform (ignore the third rotating pad). Splash Jump onto the platform and stand on the switch pad. Then smash the chest for Pearls.



Drop off the platform and run up the back of the dinosaur. At the horned area, defeat the two Genies; these are your seventh and eighth Genies. Notice the neck of the dinosaur? It's moved to the right.

saur? It's moved to the right.



Going for Gold! Now try the Speed Break if you have any Soul Gauge power left. Run through the Genie, the white rocks, and the final Genie to finish this Mission in record time. This is the best way to claim Gold.

If you have no Soul Gauge energy left, fly from the dinosaur's neck and defeat the ninth Genie on the curved grassy path. Then collect the trail of Pearls, jump over the rocks, and strike the tenth and final Genie waiting just beyond. This allows for a quick finish, too.



Assuming you want to collect the last Fire Soul, make sure you haven't defeated too many Genies up to this point and weave along the grassy lower path to this rock. Execute a Speed Break, pass through the rock, and claim the Fire Soul inside it. This is a tricky one to find. Now the paths merge.



You Got a Fire Soul! 000

Part 5: Extra Foes in the Grotto

TIP

By now, you should have claimed nine Genies at the very least; finish with a final Genie somewhere inside this grotto.

Drop onto the lily pads, turn right, and leap to target a Spring. This bounces you onto an upper ledge. Hit the big ramp after grabbing the trail of Rings and land on the ledge opposite.



Two Fire Genies here can be your final targets.



If you're determined to explore further, hit the big ramp, and bound across to another upper ledge. At the end of the upper ledge, drop to the platforms below. Jump Dash out of the grotto to the arena and pick up three Rings. Use the big ramp to enter the arena where three Flower Spirits can be challenged. If you batter all three and *still* haven't reached your target of 10, the block the middle Flower was standing on explodes, revealing a Spring. Bounce on it and you end up back at the start. Continue until you defeat 10 enemies.

Mission Complete!

Going for Gold! Get the Gold Medal in Genie demolition if you use the Speed Break and Time Break as indicated, and run through the last four Genies on the dinosaur and grassy lower path.





Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	03:00:00
	Silver	02:10:00
	Gold	01:48:00

Use Skills related to Homing Attacks, steering, aerial accuracy, and speed. A Soul Gauge is also recommended!

Rewards



Missions Unlocked

World 2: Dinosaur Jungle: Mission 06: Stealth Attack

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Mission 06: Stealth Attack

Unlocked: After completing 2-05: Rampage!

Overview

"Don't Defeat Enemies!"

Being stealthy means avoiding enemies without defeating them. It also means you can't be as reckless as usual or use enemies to gain height unless they take more than one strike to defeat. However, as long as you remember to avoid combat, the now-familiar route (from the log bridge to the arena) shouldn't be too difficult.



Legend

- Platinum Rings
- Switch Pad
- Treasure Chest
- Fire Souls

Part 1: The Awesome Air Launcher



Turbo off the starting point, down the log, and collect the trail of Rings at the end. The next section presents a new challenge: you need to cross the gap, but you can't use a foe

as you did in the previous Missions. Instead, Jump Dash into the nearest air launcher.

The Air Launcher

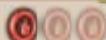
There are two types of air launchers and both look like large, floating, segmented circles that expand and contract. Simply flick the Wii Remote when the circle closes in to its tightest point and you'll fly accurately to a location across the zone. If you flick the Wii Remote prior to this point, you won't travel as accurately. The second type of air launcher has spikes on the inside. Flick away before they close in and damage you. Fortunately, none of this type exist on this Mission level.

Flick the Wii Remote to spin into a second air launcher, pointing across the land. Flick out of here and you cross the water, landing on the grassy level ground and missing the dinosaur entirely. This is great for a quick completion.



If you're concerned about a fast time, read on. If you want a Fire Soul, then back up along the length of the dinosaur all the way to the neck. A Fire Genie is floating in this area, with the Fire Soul above him. Target and hit him once and you're propelled into the Fire Soul. Don't hit him again. Flee the area. Or, drop from the second Air Launcher and run past it, down the dino's neck, and claim the Fire Soul without backing up.



You Got a Fire Soul! 



Run onto the grassy area and locate the Flower Spirit waiting for you. Ignore him if you're after a fast time. If you need another Fire Soul, bounce either on the seeds, or once on the beast itself, and fly into the Fire Soul. The Flower also guards the switch pad that moves the next dinosaur's neck. Land on it if you wish. It is currently switched "on."

You Got a Fire Soul! 

Note

The route you take is important. If the switch is "off," you negotiate the upper ledges of the grotto. If the switch is "on," you maneuver on a river log. The lower area is quicker.



Part 2: The Somewhat Slow Upper Area



If the switch isn't on after the Flower fight, run up the dinosaur, jumping over the Fire Genie, and grab the trail of Rings on the dinosaur's neck before dropping down on the

upper grassy knoll. Avoid the Genie and run under the moving spike balls to the big ramps leading to the water lilies and the entrance to the grotto and river.

Take the left big ramp to land on the upper platform and smash the floating chest for Pearls, then steer through a series of Grind Rails without leaping off. If you do fall off, you'll drop into the water or hit the stationary Genies floating about here. Hit the Spring.



Platinum Ring Master!

This leads to an upper ledge with a trail of Rings and a big ramp. Boost off it and fall onto an air launcher. Fire yourself up so you grab a Platinum Ring, then fall through an appearing trail of regular Rings. Flick up into the Platinum Ring just before the air launcher shrinks to minimum dimensions, or you'll have too much speed and hit the floating Genie above the Ring.



When you're successful at grabbing the Platinum Ring, you're propelled to another upper ledge, where green Genies are appearing. Weave around them, land on the three green platforms, and target both floating chests for Pearls. Then Speed Break to the victory line.

Part 3: The Quite Quick Lower Lair



If the switch under the Flower Spirit was struck, run up the dinosaur, strike or leap the Fire Genie on its back, speed right and drop down to the lower grassy path, then

jump over the Fire Genie (or strike him once). Collect the trail of Pearls, avoiding the white rocks (or smashing them with a Speed Break). Then enter the lily platforms.



Going for Gold! This route is much quicker and offers more Pearls to collect, and you can smash the white rocks using Speed Break. If you're after a Gold Medal, take this road.



Target the Spring and bounce onto the ledge with Rings on it. Run to the end and drop onto a log, then start maneuvering down the river. Head straight through the double trail of

Pearls, grabbing them all.

Keep straight on the river and you automatically leap into an air launcher. Flick away from the launcher when it's not completely closed, or you'll hit a floating Genie in your flight path. Land and claim the Fire Soul, and break open or ignore the floating treasure chests, and drop to the rocky path ahead.



You Got a Fire Soul! 000

Mission Complete!



Whichever path you took, you finish at a big ramp leading to the arena. Grab the three Rings as you shimmy to the ramp, then boost into the goal area and claim victory!



Going for Gold! To get this coveted medal, keep your speed up with a turbo start, choose the right lower path over the dinosaur and along the river, and smash any white rocks along the way without striking any foes.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	01:30:00
	Silver	01:15:00
	Gold	00:50:00

Use Skills related to turbo starts, aerial maneuvers, and steering.

Rewards



Missions Unlocked

World 2: Dinosaur Jungle: Mission 07: Head to Head

World 3: Evil Foundry: Mission 01: Go for the Goal

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Mission 07: Head to Head

Unlocked: After completing 2-06: Stealth Attack

Overview

“Beat Uhu to the Goal!”

Another race with your second-favorite sprite allows you to return to the course you completed in the previous Mission (06), with a choice of paths after the second dinosaur but only one way to negotiate the cavernous river interior. Simply choose the most direct path, grabbing Pearls if you need them, and bounce the heads of countless cave-dwelling Genies to Mission completion!



Part 1: Neck and Neck



Begin with a tremendous turbo start that allows you to race down the log in front of Uhu, and through the curved path of Rings, all the way to the gap over the water.



There's no fancy way to cross this area; simply target and bash the two floating Genies to continue. Charge Jump from the near bank, then bop them both. As you land on the upper ledge, weave right, then go sharply left to avoid the nasty cacti.

ledge, weave right, then go sharply left to avoid the nasty cacti.

Note

The distance between you and Uhu is shown in the top-right corner. Blue is good and red is bad, as red shows the distance Uhu is in front of you. Don't let this happen!



Leap onto the first dinosaur and Jump Dash down its back, making sure you collect the Rings on his tail. Keep right as you step onto the grass, passing two cacti on your left, then sharply swerve left to avoid a cactus on your right. This is difficult at high speeds, so improve your steering (or Jump Dash over these nasty plants).

Ideally, stand on the switch that moves the second dinosaur's neck. The route to the right is slightly faster if you have Speed Break, and less dangerous. Stand on the switch by steering right quickly. Then steer to the middle and make sure you stand on the dash panel as you reach the dinosaur's tail.



Tip

If you're struck by a foe or fall in the water, complete the Mission anyway to learn the layout and enemy locations, then restart and go for it!



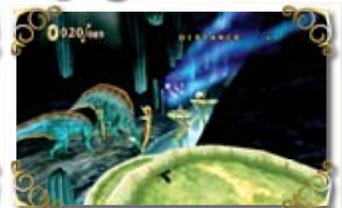
If you didn't stand on the switch pad, the dinosaur's neck is upright and you can zoom up it to two Fire Genies (one of which is nasty and usually hits you with his fire if you don't get enough height in your attacks). Defeat them both, then either leap or Speed Break through the collection of white rocks leading to the lily pads.

then either leap or Speed Break through the collection of white rocks leading to the lily pads.



If you managed to stand on the switch, the dinosaur's neck is resting to the right, so drop down without having to defeat the Fire Genies and stay left after treading on a dash panel on the grass. Weave right of the first spike ball, stay left, then go quickly right so you miss the second spike ball and three cacti. After the cacti are three chests containing Pearls.

Part 2: River Rampage



Jump on the lily pads and leap toward the Genies floating above the water. Execute a Homing Attack into the first of the Genies or you'll land in the water and lose the race. Bop each of the four foes, Jump Dash over the green platforms, and begin the next section. Or, after the second foe, you can land and grind on an invisible rail while collecting Rings, which is slightly more dangerous.



Leap from the platform and tackle the remaining six Genies floating between you and the goal line. Without landing, defeat them all in a large air combo. You can land on a second invisible rail and grab Rings, but Charge Jump immediately after picking up the last one or you fall in the water. With the final foe defeated, Jump Dash to the goal.

Mission Complete!



Going for Gold! Collecting Pearls from the enemies in the cavern river allows you a Speed Break during the second half of the Genie takedown. Otherwise, the speed across the course is the factor. Pump Skill points into top speed, flight, and acceleration.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

-  Bronze 00:53:00
-  Silver 00:47:00
-  Gold 00:43:00

Use Skills related to maximum speed and aerial attacks, and steering, ground steering, acceleration, and, to a lesser extent, grinding.

Rewards

Skill Gain

Skill Awarded: #033 Sub F-Tackle

Note

#033 Sub F-Tackle is another Hidden Skill you can unlock after claiming a Gold Medal during a Mission, and it increases your attack power during a Short Jump at the expense of your defense. Check the Skills section for more information.

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.



Mission 08: Chain of Rings

Unlocked: After completing 2-04: Perfect Challenge

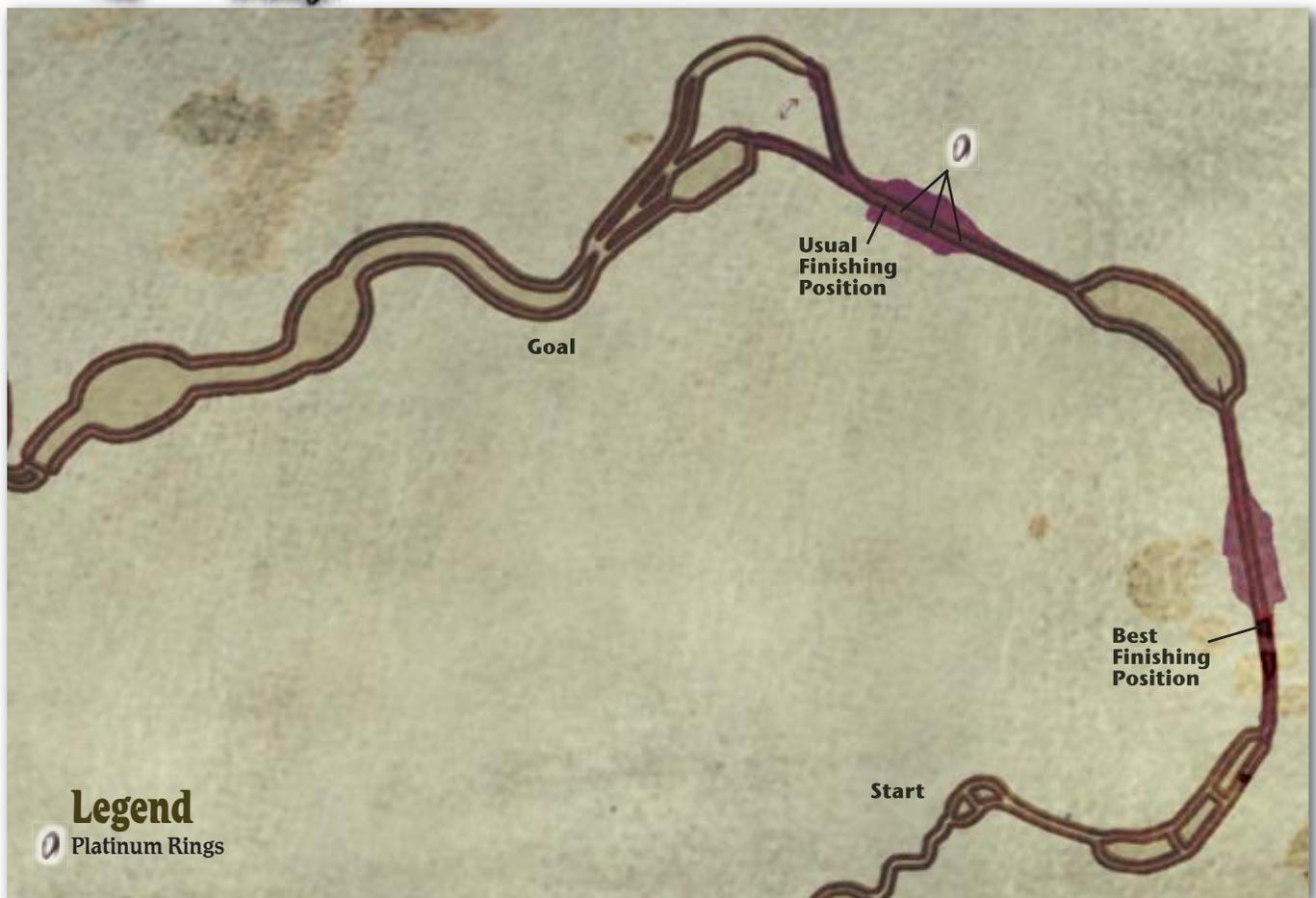
Overview

"Get a 30-Ring Chain!"

This could be one of the shortest Missions outside of the Lost Prologue, as long as you have the speed and ability to grab 30 Rings in a single chain before the chain meter fills to red. This is achieved as you head down the neck of the first dinosaur, so don't continue much farther if you're after the Gold Medal.

DIFFICULTY





Legend

 Platinum Rings

Part 1: Ringing the Neck



Begin with a turbo start down the log, which holds 10 Rings in a trail. Grabbing all of them means you're already a third of the way to your goal! As you're about to step off

the log, begin a Charge Jump as soon as possible.

The moment you can target and fly at the flying pot floating in the gap between cliff ledges. If you turboed at the start, you have enough time to reach the two lowest Rings in the trail above the pot; snag them as you dive into the vessel.



Flap like you've never flapped before! With immediate and rapid ascension inside the flying pot, you can grab another four or five Rings above the pot. Stop flapping the moment a target appears on the Fire Genie on the cliff ledge below you.



Execute a Homing Attack and make sure you leave a second after the first strike so you capture a few Rings directly above the Genie; this keeps the chain going. Then defeat the foe, and immediately brake, landing on the ground, and run through the Rings to the first dinosaur.





With speed, you automatically leap onto the neck (keep the chain going by hitting the single floating Ring above the dinosaur's head). Now run down the neck and collect the final group of Rings. Ignore the circles of Pearls and Rings ahead; the 30-Ring chain combo is done. Brake and claim Gold.

Part 2: Onward!

You should stop and claim Gold right away. However, if you're after a decent experience boost, leap from halfway down the neck and land above the vertical trail of Rings, then brake down through them. Jump Dash through the trail of Rings and Pearls.



Next comes four circles of Rings scattered through the grass. Jump through them and collect the couple you pass through, keeping the chain going. Then run onto the dinosaur tail, passing through five more Rings.



Platinum Ring Master!

Run to the middle of the dinosaur's back and make a couple of precise jumps to capture the three Platinum Rings surrounded by Pearls in this area. These Rings don't count as 20 regular Rings in this Mission. Continue the combo up the neck of the dinosaur, grabbing more regular Rings.



The final grassy section allows you to grab a Ring or two surrounded by a Pearl circle, then quickly attack two Genies, grab more Rings above them, then Jump Dash down the slope and keep left or right to take the final trail of Rings and cross the goal.

Mission Complete!



Going for Gold! Claiming a Gold Medal is straightforward. Turbo at the start and follow the tactics in Part 1 of this Mission.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	00:40:00
 Silver	00:23:00
 Gold	00:18:00

Use Skills related to turbo, steering, acceleration, and speed.

Rewards



Missions Unlocked

World 2: Dinosaur Jungle: Mission 12: No Pearl

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.



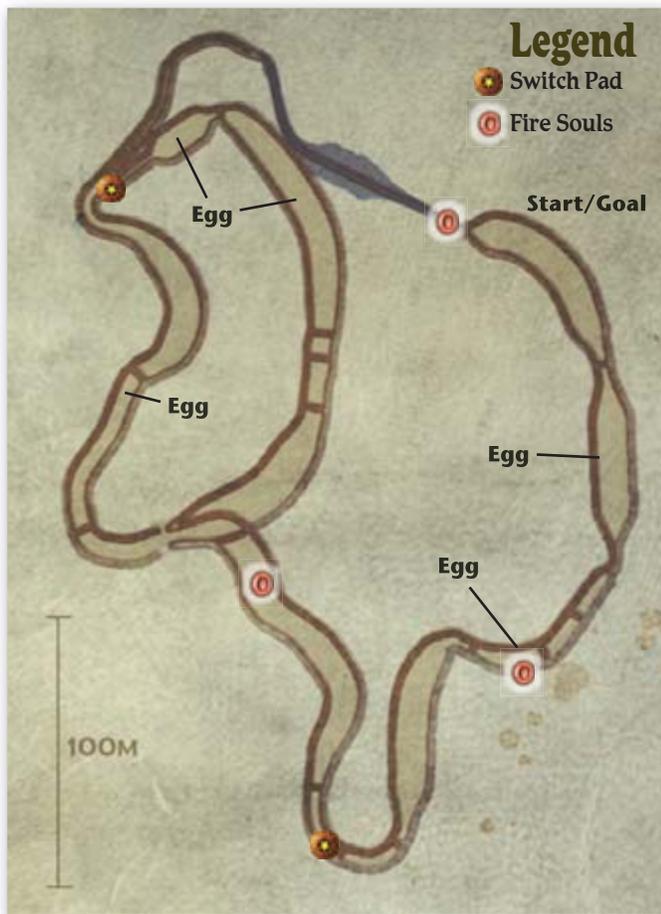
Mission 09: Special Challenge

Unlocked: After completing 2-02: Diehard Challenge

Overview

“Smash 5 Genie Eggs!”

This is one of the first occasions where you can roam the circuit track in Dinosaur Jungle. Your task is to crack open five Genie eggs, which feature the same markings as the Genies themselves. Repeat the main circular path until you’ve found all five eggs, which are positioned in the same spot each time. Learn the various backtrack routes to gain the fastest time and watch out for the water.



Land on the first of a series of large green platforms and target the first of two Fire Genies that appear on the platforms you can see. While in mid-air, target the first spirit egg, over on the right-side platform, surrounded by Rings. Crack it with three strikes.

Genie spirit egg destroyed! (1 of 6 locations)

Note
There are six eggs in this Mission area, and only five of them need to be smashed.

While still in the air, target and dispatch the second Fire Genie, and a third one that appears on the farthest green platform. As he’s defeated, wait for the Spring to be targeted, then bounce onto it and up to a grassy ledge.



Circuit Area #1: Green Platforms and Lake

Begin with a turbo boost from the starting point, claiming the Rings inside the double trails, then the Pearls from the triple trail before you’re propelled over a big ramp.



At the opposite end of the ledge is a catapult. Look ahead before you step into the device. There’s a leaf platform with a Fire Soul on it and a Genie Egg surrounded by Rings underneath. If time is a factor, run to the side of the catapult, jump across, then target and destroy the egg. If you’re collecting Fire Souls, propel yourself onto the leaf, grab the Fire Soul, then fall off and reverse into the egg, smashing it.

You Got a Fire Soul! 

Genie spirit egg destroyed! (2 of 6 locations)

TIP

If you miss any of the eggs (or Fire Souls), complete a circuit and grab them next time.



Drop off the far edge of the grassy ledge onto a log and ride it around the white rocks, collecting the trail of Rings, and into the double trail of Rings. Aim the log at the flying

pot at the far end of the lake.

Hop off the log into the flying pot and flap upward. Along the way, tip the Wii Remote right and left to follow the snaking, floating trail of Rings. Here the path splits into two. You can take the high ground or the low ground.



The only way onward is to boost off the big ramp. You land on the grass where you started this Mission. Retrace your steps to the flying pot and take the low road this time.



Circuit Area #2: The High Ground



Take the high ground route by continuously flapping until you can target a Spring protruding from the rock platform ahead of you. Bounce off it, ricocheting a few more

times until you land on this upper grassy zone. There's a Genie egg and a big ramp here. Smash that egg!

Circuit Area #3: The Low Lake and Road

Back at the flying pot, ignore the Spring and land on the grassy ledge. Drop down, optionally back flipping onto the switch pad, which reveals a trail of Rings. Run off the lower ledge onto a log and begin to maneuver through the lake area.



Ride the log through a natural arch, avoiding the three spike balls moving back and forth in the water. They are in a different part of their movement each time, so react accordingly. Or,

stay on the extreme left or right wall and avoid them. Swing in (or through!) the last white rock and claim the second Fire Soul.

Genie spirit egg destroyed! (3 of 6 locations)

You Got a Fire Soul! 000

Steer the log left and the only option is to hop off onto another grassy area. Three Genies appear as you venture forward, so Charge Jump and attack all three of them in a single air combo. After you defeat the third Genie, the stack of blocks explodes, revealing a Spring.



Target the Spring and bounce up. Run through the trail of Rings and ready yourself for combat with your fourth egg. Smash it into fragments with three strikes before you continue.



Land on the grassy bank and activate the left switch pad. You can't run up the right grassy ramp, so ignore it for the moment and run down the path around to the dinosaur head (which rests on the ground because you pressed the switch pad).



Run along the dinosaur's back until three green Genies appear. Strike and target each one. After you dispatch the third, Jump Dash through the air, then brake and fall through the last Fire Soul. You need to defeat the Genies to get enough air to reach this Fire Soul. You're back at the start, so begin another lap.

Genie spirit egg destroyed! (4 of 6 locations)



This leads to another lake area, where you must avoid white rocks and collect snaking trails of Rings. At the far end of the lake area, steer your log to the extreme left or right, depending on which of the last two routes you wish to take.

depending on which of the last two routes you wish to take.

TIP

Take the right path (#5) if you wish to destroy the final egg. Take the left path (#4) if you wish to obtain the last Fire Soul.

Circuit Area #4: The Left Path and Dinosaur

Note

Take this route only if you wish to obtain the final Fire Soul on this Mission.

You Got a Fire Soul! 000

Circuit Area #5: The Right Path and Final Eggs

At the end of the lake portion of circuit area #3, instead of steering left, steer to the right and step on the right switch pad. This still moves the dinosaur's head, but you can't reach it. Instead, move up the ramp and defeat all three Genies that appear, guarding a block.



Once the Genies are gone, the block explodes and another egg is revealed inside. Bounce on it three times to destroy it. This is the fifth egg, so technically you can finish the Mission now, but there's a quicker route (revealed below). For now, avoid or step onto the catapult. If you avoid the catapult, leap onto the dinosaur's neck and complete a lap. Or, you can flip the catapult and soar across a platform (a slow fling allows you to land on the near one to pick up Rings).

Genie spirit egg destroyed! (5 of 6 locations)

If you took the catapult, you land on the platform where the final egg is. Batter this egg and claim victory or continue down the platform path to the small island in the top-right part of this picture. Leap off the island and you return to circuit area #3, just after the lake cave.



Genie spirit egg destroyed! (6 of 6 locations)

Mission Complete!



Going for Gold! Completing this in the fastest time means ignoring the Fire Souls and taking the following circuit areas. Complete area #1 (smashing two eggs) and ignore upper area #2. Instead, complete area #3 (smashing one egg along the way) and then complete area #5, bashing the egg inside the block and on the green platform near the dinosaur.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

-  Bronze 02:25:00
-  Silver 01:45:00
-  Gold 01:33:00

Use Skills related to aerial combat and maneuvers.

Rewards



Missions Unlocked

World 2: Dinosaur Jungle: Mission 10: Special Challenge



Special Book Pages Unlocked

Chapter 8: #8: Green World Ring

Note

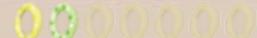
Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Green World Ring



After some digging, Sonic uncovers something; it's what he thinks has driven the spirits mad. He grabs the Green World Ring, then asks Shahra if she can take the Judgment Arrow out of his chest. She sorrowfully replies that she can't. Sonic tells her not to worry; an adventure is no fun if it's too easy, right?

You got the Green World Ring!



Mission 10: Special Challenge

Unlocked: After completing 2-09: Special Challenge

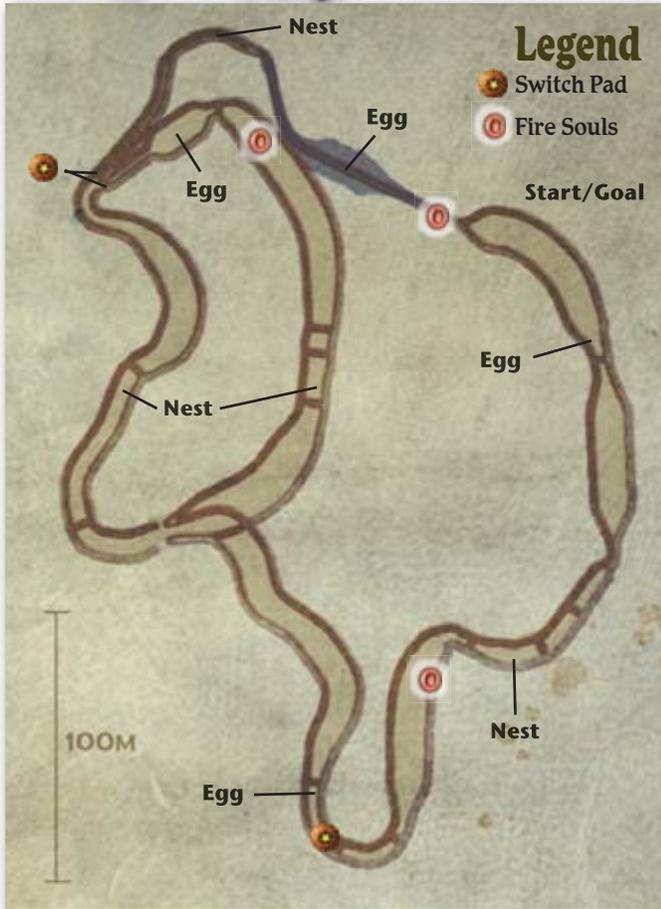
Overview

"Get the Pterosaur Egg!"

The object of this Mission is theoretically simple; you must find four dinosaur eggs scattered about this land and place them in the corresponding nest. The only problem is that each egg and nest has a specific coloration, and the locations occur randomly. Simply continue running circuits, picking up eggs, and depositing them in the appropriate nests. The following information shows where the eggs and nests are. Remember that they will be marked with different symbols each time you try this Mission.

DIFFICULTY





Egg and Nest Locations: Circuit Area #1

Note

This Mission uses the same circuit areas as Mission 09. Refer to these routes and learn the layout of the Mission first, before you learn where all the eggs and nests are.



Begin with a boost through the double trail of Rings and triple trail of Pearls. Just before the big ramp is a circle of Rings. Inside is your first egg location. Grab it!

Egg Location #1 (1 of 4)

The only nest location in circuit area #1 is atop the leaf platform, accessed via the catapult. Flick there when you have an egg that's the same coloration and design. Be sure you drop down into the lake and claim the first Fire Soul, behind the rock on the left



Nest Location #1 (1 of 4)

You Got a Fire Soul! 000

Tip

Make a mental note of which color and shape this nest is. You must now find the egg that matches it, and return to it.

Note

The rest of circuit area #1 is exactly the same as in Mission #09, including the Fire Genies and lake with the multiple Ring trails to gather. Finish by using the flying pot.

Note

Circuit area #2: using the Spring atop the stone platform is useful only if you need to quickly return to circuit area #1 and the egg and nest locations there.

Egg and Nest Locations: Circuit Area #2

Take the low road instead of the Spring after the flying pot maneuvering and drop down to the switch pad and the lake. There's a second egg location here, just before you reach the log.



Egg Location #2 (2 of 4)



Drop off the grassy ledge, and ride the log along the river, which has the same spike balls to avoid.



Continue to the lower grassy area, defeating the three Genies, which smashes the column of blocks, allowing you to ricochet up to this grassy area and trail of Rings. It finishes with a

nest at this location, just before the second lake. Now maneuver all the way to where the paths split at the two switch pads.

Nest Location #2 (2 of 4)

Egg and Nest Locations: Circuit Area #3

Take the left route at the fork in the path, and ignore the grassy ramp. Instead, make sure you Speed Break through the three vertical cacti, to grab the Fire Soul inside. Get to the dinosaur's head, where there's another nest. Check and remember the coloration and symbol on the nest.



You Got a Fire Soul!

Nest Location #3 (3 of 4)

Step onto the dinosaur's head and run across its body. There's another egg halfway along, in the middle of its back. Grab the egg and try to take the next Fire Soul, or ignore it and begin circuit area #1 again.



Egg Location #3 (3 of 4)



The green Genies that arrive as you cross over the dinosaur attempt to impede your progress; make sure you execute a Homing Attack and combo to defeat them, so you aren't struck and

lose the egg you're carrying. Then start circuit area #1 again.

Egg and Nest Locations: Circuit Area #4



If you took the right path at the end of circuit area #2, stepped on the ground switch that lowered the dinosaur's neck, and ran up the grass slope, you encounter three Genies

guarding a block. Defeat all three. Inside is your final egg location.

Egg Location #4 (4 of 4)

Note

From here, you can either enter the catapult or avoid it and leap onto the dinosaur's neck.

Step into the catapult and flick the Wii Remote at a slower pace, so you land on the first circular platform with the circle of Rings. In the middle of the platform is the last Fire Soul; brake and land on it. That's all three gathered!



You Got a Fire Soul!

The last nest is at the end of the series of circular leaf platforms on a small island. Jump Dash when it is targeted, so you don't stop at the wall below the top of the island.



From here, return to the lake, halfway through circuit area #2.

Nest Location #4 (4 of 4)

Mission Complete!

Going for Gold! Getting Gold means learning the circuit areas, where they break so that you can return to the start for another lap, and where all the nests and eggs are. Some players restart if the first two nest and egg locations don't match, but the random nature of the Mission means you should simply keep the egg you have until you find the nest that matches it. Then repeat this three more times without getting wet (or you restart).



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	08:00:00
	Silver	06:00:00
	Gold	04:00:00

Use Skills related to maximum speed, steering, and air maneuvers.

Rewards



Missions Unlocked

World 2: Dinosaur Jungle: Mission 11: Collect Rings

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Mission 11: Collect Rings

Unlocked: After completing 2-10: Special Challenge

Overview

"Collect 99 Rings!"

You're back in the circuit of the Dinosaur Jungle, where you must make a series of incredibly precise maneuvers to gather the 99 Rings in time to claim a Gold Medal. Although there are far more Rings out there, complete the entire Mission in the first circuit area by using the following tactics.



Part 1: Ring Wrangling



Begin with a turbo boost from your starting point, running toward the middle of the big ramp ahead. Gather four Rings before you hit the ramp. Current total: 9 Rings.



TIP
Equip the Ring Bonus Skill so that you start with five Rings. Otherwise you'll need to gather five additional Rings from the area.

Land on the first leaf platform and target the nearer green Genie; strike him but be careful not to be struck by the Fire Genie's flames. Defeat the Fire Genie, then the other green Genie.



Now for a tricky maneuver! Bounce back to the pad with the Spring on it, but avoid it, and instead aim at the Spring leading up to the ledge. Charge Jump as you arrive at the far end, waiting for a Fire Genie to

look away. Bounce on its head twice, then into a green Genie. However, make sure the green Genie is floating upward so you gain enough height after hitting him to land on the upper leaf ledge with the treasure chest. A Platinum Ring is inside. Walk into it, then off the edge of the platform. Current total: 69 Rings.

Platinum Ring Master!

When you've defeated all three Genies, the block column on the right platform explodes, revealing a treasure chest. Target and smash into it, then land on the Platinum Ring that falls out. Current total: 29 Rings.



Ignore the circle of regular Rings under the platform and jump down to the log. Immediately steer it left, toward the left side of a white rock with a spike ball circling it. A final Platinum Ring here brings your total to the 99 you need.



Mission Complete!

Going for Gold! Claiming Gold is straightforward. Simply follow the tactics shown previously.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

-  Bronze 01:45:00
-  Silver 01:15:00
-  Gold 01:05:00

Use Skills related to air homing attacks, steering, and targeting.

Rewards

There are no rewards for completing this Mission.

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.



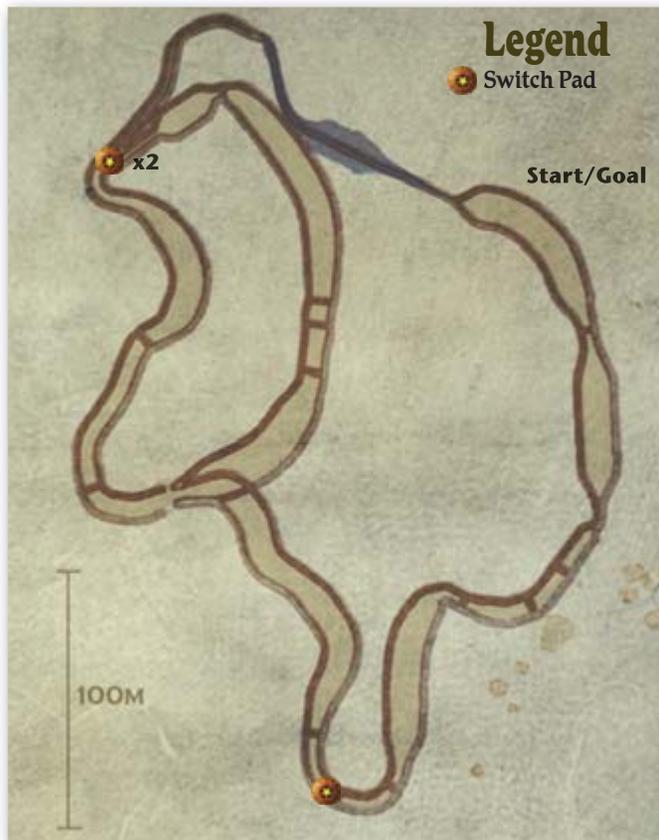
Mission 12: No Pearls

Unlocked: After completing 2-08: Chain of Rings

Overview

“Don’t Get Any Pearls!”

A circuit around the Dinosaur Jungle island area sounds like fun, but beware of the Pearls scattered about like never before; grabbing even one fails this fiendish Mission, so take your time until you learn exactly where all the Pearls are. Take a methodical approach to the Mission. Remember that you can’t defeat any foes and remove all Pearl Collector Skills.



Land on the leafy round platforms and immediately execute Short Jumps across them all, ignoring the Fire Genies completely. At the last platform, target the Spring and bounce up to the catapult.



Caution

Don’t strike any Genies, or the Pearls you receive from them causes you to fail this Mission. You can strike each Genie once, but this takes more time than simply leaping across the platforms.

Part 1: Leaf Pad Leaping



You should know the course by now, but watch for the new Pearl locations. Start with a turbo boost and collect Rings from the two trails. Then run between the middle and outer

trails of Pearls before hitting any of the three Springs.



lower area, but it’s difficult to avoid the two trails of Pearls there.



the Pearls on the left and right sides as you ascend.

Fling yourself from the catapult as fast as possible so you land on the upper leaf and bounce off, down to the log on the lake below. You can also ignore the catapult and leap to the

lower area, but it’s difficult to avoid the two trails of Pearls there. Once on the lake, steer left to avoid the large collection of Pearl circles, and instead collect the Rings. At the flying pot, leap in and flap directly upward. This enables you to miss

Part 2: Lake Larks

The Spring at the top of the stone platform is gone, so head for the lower area. Ignore the switch pad, as this conjures up a trail of Rings and a Fire Genie that can seriously impede your progress.



Drop down to the log and ride it past the long trails of Pearls, weaving left then right as you enter the cave, and left again at the far end, all the way to the grassy outcrop with the three Genies. Ignore them and strike the Spring instead.



At the upper grassy ledge, grab a trail of Rings but slow down or execute a long Jump Dash into the air to avoid the two sets of Pearl trails. Try to fly across and down to the lake because it's very easy to accidentally hit a Pearl if you're on the ground.

Drop onto the log and ride it along the next lake section, steering through the Ring trail but left of the Pearl cluster, through the next Ring trail, and right of the next Pearl cluster, onto the switch pad area.



Part 3: Green Genie Jumping

After lowering the dinosaur's head using the switch pad, leap and Jump Dash over the curved trail of Pearls, keeping left so you don't accidentally land on any of them. Then Jump Dash over the three clusters of Pearls, braking and landing, to reach the dinosaur's head.



Leap the Pearl cluster in the middle of the dinosaur's back and run under the first of the three appearing green Genies. Don't defeat them! Now leap over the second, under the third, and make a dash for the goal line. Phew! The Dinosaur Jungle is done.

Mission Complete!



Going for Gold! It is now simply a matter of repeating this route at faster and faster rates until you can complete it in under 01:20. Minimize braking and use long Jump Dashes to clear areas quicker.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	02:00:00
 Silver	01:30:00
 Gold	01:20:00

Use Skills related to steering and airborne jumping and landing.

Rewards

There are no rewards for completing this Mission.

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.



WORLD 3: EVIL foundry



The Evil Foundry is a mass of pipes, metal corridors, fiery obstacles, and some dangerous lava and smelting pits. It is home to a large, lumbering Golem with a soft head, and a giant Golem whom you must douse with water before you can even attack him. You'll be darting between Worlds numerous times before all the Missions inside this twisted metallic castle are completed, and the zones themselves are a little more structured than Dinosaur Jungle, but no less difficult.

Note

Please remember! The way the Missions are unlocked during your Runthrough depends on which previous Missions you choose. This guide has all of the Missions listed numerically, one after the other. The game allows you to play other maps first before returning to Missions. Choose the World and Mission you seek information about and locate it within this Runthrough.

Mission 01: Go for the Goal

Unlocked: After completing 2-06: Stealth Attack

Overview

"Head for the Center!"

Maneuvering through the Evil Foundry takes some time and precision. Think of it as a series of rooms and make sure you gather all the secrets before you leave. This includes defeating the huge Golems, shimmying to avoid spike balls, and negotiating a number of fearsome corridors where razor-sharp fan blades can stop you in your tracks. Avoid the lava pits, head all the way to the center, and meet the true source of power in this World.



Part 1: No Ordinary Castle



Turbo off the high point you're standing on, down to the castle floor, and skid left through the collection of Rings. Keep your speed up and you won't be caught by the falling machinery.

If you are, weave left and right until you reach the stacked parts and massive stomping giant.

This is a Golem. He's actually quite harmless as long as you leap up on the machinery parts, then jump up, target the Golem's head, and strike with a Homing Attack. He topples over and you're propelled upward into a cluster of Pearls. In the middle is your first Fire Soul.



You Got a Fire Soul!



Land back on the ground, rush between the fallen machinery parts and up the stairs, turning right. Shimmy along the narrow ledge and when you reach each ground switch pad and touch it, the floating spike ball to your right freezes for a second. Shimmy under or over each ball. Make sure you keep going, as you'll miss all the spike balls and Genies; stop and you may be hit by them. Negotiate three switches and spike balls to reach the other side. Make sure you keep going, as you'll miss all the spike balls and Genies; stop and you may be hit by them. Negotiate three switches and spike balls to reach the other side.

Dash left around the corner and target the first tank: a barrel that flies off into a Genie when you hit it. Watch out for the barricades on either side; strike the tank and hit the first of four of them, so it strikes the first of four Genies. Wait half a second as you're falling to target the second tank and not the



first Genie, or you'll be caught in the explosion! Continue and target three more tanks. Each time you strike one, it floats into one of the three other green Genies, defeating them.

Caution

Tanks are excellent for defeating foes as long as you aren't caught in the explosion, so make sure your foes are far enough away from you. Also remember that you can travel faster than the tanks fly, so watch your step if you're accelerating quickly.

Part 2: Doorway Danger!



Jump Dash into the corridor beyond, following the circles of Pearls and grabbing them all. Maneuver around the doors by heading left, right, left, right, then left at the

last set of doors. The last few doors have spikes on them, so don't run into them.

Head into the corridor, then make a quick left turn, steering to the right as soon afterward as you can and ride the rail down the narrow path. Collect the Rings, then jump left to the other rail, grab more Rings, and stay on this rail as you head around the right turn.



Caution

Watch out for the two glowing boilers in this area; they can stop you in your tracks.

Continue grinding throughout the rest of this corridor, as there are Rings to collect. This also ensures that you aren't caught on any of the closing doors—especially the last two sets that have spikes protruding from them. Stay on the rail until you reach the spiral descent.



Part 3: Burning Up the Low Levels!



Steer right as the path spirals down to the left. Steer to the left, running through a trail of Rings, then steer right to collect a trail of Pearls. Quickly steer left to gather more Pearls, then grab as

many of the Rings in the next trail as you can. Slow down!



Going for Gold! Or, speed up! This is a good spot to use Speed Break, as long as you can avoid all the fan blades in the corridor to come.



At the base of the spiral ramp are three tanks and a stomping Golem. Knock all three tanks into the Golem and he falls, allowing you easier access into the tunnel beyond. Dash forward and stay left, avoiding the slowly rotating blade in the fan ahead. Continue down the tunnel and stay in the middle, grabbing the Rings and passing to the left of another fan blade.



Head onward as the tunnel dips slightly, making Short Jumps over the two sets of ground spikes. At the rapidly rotating fan, either stay in the middle and hope the

blade doesn't strike you (after grabbing the Pearls from the circle just before the fan), or use Time Break and slow the blade down so you can dart around it. Steer right and grab the Pearl circle, but avoid the next stopped fan.

Platinum Ring Master!

Leap onto the Grind Rail to the right, grinding through a trail of Rings, then flip left to another set of Rings. Run past a block, then slow down and target the two stacked tanks.



Try the top one first. Both tanks fly into two trios of green Genies. When the coast is clear, run down the tunnel, steer left to avoid the nub of the broken fan, and head out into a large chamber and head out into the large chamber. When you've defeated all the

Genies, you can optionally return to the block the two tanks were balanced on, and claim a Platinum Ring inside.

Part 4: Gotcha, Golem!



Enter the expansive chamber ahead of you, where a Golem is stomping around. Stay left, Charge Jump, then land on the group of stacked machine pieces. This gives you the height you need to hit the Golem with a Homing Attack. Or, bounce off the tank he throws, and target his head. He falls and the structure ahead and to the right of him crumbles slightly. Leap onto the structure, target the Spring at the top, and bounce into your second Fire Soul.

You Got a Fire Soul!

Head around the corner to the purple Genie and two green ones that appear. Slam into all of them, then maneuver into a strange device you may not have ridden before. This is the air launcher. Propel yourself forward with a Wii Remote flick when the air launcher reaches its smallest point.



Land on an upper corridor and race forward. Ahead are a hole in the floor and some double doors. It is quicker to stay away from the hole, but if you descend, you shoot

from an air launcher, collecting a vertical trail of Rings and returning to the upper area.



Go around the corner and you're greeted with a few Rings. Grab them, then punt the tank forward as green Genies arrive. Target the front Genie and defeat him while the

tank explodes, defeating the others. Move forward, bash a final Genie, and make a left.

Part 5: Grinding for a Fire Soul



This is a tricky maneuver! As you round the corner, grind on one of two rails (choose the left one for the Rings; the right one doesn't start yet), or drop into the hole below. Stay on the rail! It's the only way to retrieve the last Fire Soul. Flick to the right rail and collect the Rings from that, then bounce up to the upper rail using the Spring. At the far end, jump and target the waiting Golem. This brings the beast crashing down. Stop! Leap onto the Golem's back and jump into the floating Fire Soul on the left side, around his waist. Then grind on his back.

You Got a Fire Soul! ○○○

Note

This is an insanely tricky maneuver! If you're having problems, stay on the left rail, then run to the machine parts on the right side of the upper Grind Rail just before the Golem and leap up, braking and landing on top of them. This allows you to target the Golem, too.

Note

If you fall down to the lower corridor, run through the circles of Pearls to the air launcher and boost up to the corridor. Unfortunately, you can't retrace your steps to the Golem and Fire Soul. This is important only if you want the Fire Soul.

Tip

Remember that once you topple a Golem, you can grind on his back.

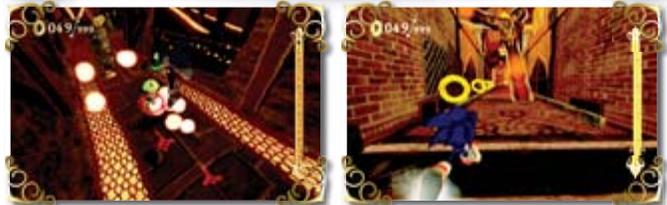


Hit the dash panel and race down another spiral pathway. Gather a trail of Rings, some Pearls, and a second trail of Rings. Then stay left, hit a Spring, and bounce up onto an

upper rail. Grind down this rail, collecting Rings as you go.

Tip

If you miss the rail, stay low to the ground and watch for ground spikes. This is another opportunity to use Speed Break and race through this section.



Keep grinding until the first rail stops, then target the three green Genies below you. Defeat them all. When you strike the last one, propel yourself into the Spring and onto another high rail. Grind to the end, then drop down and steer left. Grind on a rail here, collecting the Rings, before flipping right and grabbing more.



Slow down at the next section and defeat a green Genie. Then strike the Fire Genie atop the tank, then the tank itself, which explodes and defeats the two purple Genies

at the end of this fighting spot. Continue along the winding tunnel.

Slow down as six purple Genies appear in front of you. Defeat the first two, then bounce the tank they were guarding into the quartet at this area's far end. Continue, staying left as you round the corner, and leap a fan blade.



Land on the Grind Rail just beyond the fan blade, hitting the switch pad to activate a load of Rings, then grind onward to collect them. Leap left when the rail bends right to take more Rings on the left rail; you also avoid a spike ball. Turn the corner and collect a few more Rings before dropping off.



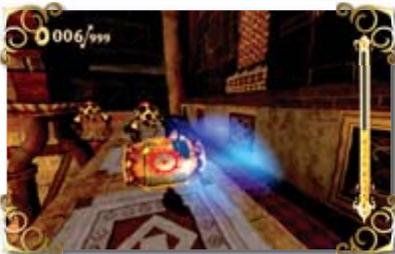
Part 6: Into the Smelter!



Run forward and step on any of the dash panels to race up a wall. Steer left or right, keeping to the sides to avoid the blocks with protruding spikes. As you reach the top, steer

to the middle so you don't run into a pool of lava as the path narrows.

Maneuver along the narrow path and don't drop off either edge or you'll land in lava. Three crushers lie ahead. Jump Dash as the crusher rises, revealing the gap.



Round the corner to the left, slowing slightly (or using the Speed Break to race through this section), and target the tank. Watch out for Fire Genies passing overhead. Hit the tank

and it arcs through the air, hitting the Fire Genies and two purple Genies. This clears the way, so run to the next smelting chamber.



Head to the crusher, Charge Jump, then Jump Dash between it and continue the vertical and horizontal leaping. Boost across the gap in the path just before the two rising

columns at the section's far end. Jump down and into an arched connecting area.



Run forward, staying in the middle as the pathway shifts left and right. In the middle of this next chamber is a gap. Drop into the gap, use the air launcher, and boost out, collecting the trail of Rings. Land on the purple Genie, then run to another gap, drop into a second air launcher, and propel yourself up into a

third. Wait for it to shrink, then propel yourself into the Fire Genie at the smelting exit.

Part 7: Breaking the Machine

Platinum Ring Master!

Jet through the archway and leap into an air launcher at the right turn. Wait until the launcher is at its most compact, and launch out, hitting three green Genies.

Defeat all three, and ahead, three blocks on the right of the narrow corridor explode, each revealing a Platinum Ring.



Round the corner into yet another smelting area and follow Shahra's advice. Target the machine pieces above you and hit a couple, then hit the purple Genie that appears and another Genie on the platform area just beyond. Keep the air combo up as you reach the far side of this smelting chamber, and hit another couple of falling machine pieces before targeting another Genie at the archway exit. Be careful not to get hit by the falling machinery.

Boost up the big ramp, along a narrow platform, and jump into an air launcher. Boost onto the exit platform, but under the spike ball, then leave. If your timing is wrong, drop into a flying pot. Flap upward vigorously, target the Spring at the end of the hallway, Homing Attack out, and exit.



Part 8: The Central Core

Platinum Ring Master!

Boost forward onto the dash panel, and go left, collecting the Rings as you go. You're almost there. Slow down slightly or try Jump Dashes over the numerous randomly moving spike balls, then stay on the right side of the narrow path. Snag a Platinum Ring.





Platinum Ring Master!

Follow the path as it continuously turns left after sections of narrow straight platforms. On the way, try a Speed Break to quicken the pace. Run through circles of Pearls then a trail of Rings, staying in the middle to avoid obstacles. Alternatively, you can turn left after the tumbling spike balls, and target a piece of falling machinery, up to a winged chest, and claim the Platinum Ring inside before continuing.



Platinum Ring Master!

Just after the narrow squeeze, make a left through more Pearl circles, and slow down as you reach some machine pieces. Target and hit them, then bounce up into a floating chest. Inside is another Platinum Ring. Bag it and fall back to the path.



Race through the trail of Rings (with a Speed Break), and follow the path all the way to the middle of this pipe-filled chamber to the goal.

Mission Complete!



Going for Gold! Employ Speed Breaks when you have clear corridor areas, learn where each of the fan blades are, ignore the tanks and Genies sometimes, and don't use Speed Break when you have metal obstacles such as the crushers in the smelting chamber. Also, ignore all the Fire Souls.

Note

You have now acquired the Soul Gauge and can bend time and space, speeding up or slowing down your progress through Missions considerably. Pearls are now very useful too; make sure you practice your Pearl collecting and the Speed Break and Time Break skills.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	06:30:00
	Silver	05:00:00
	Gold	04:00:00

Use Skills related to acceleration, steering, air and ground maneuvering, grinding, and Pearl collecting.

Rewards



Missions Unlocked

- World 1: Sand Oasis: Mission 03: Head to Head
- Lost Prologue: Mission 10: Paragraph 10
- Lost Prologue: Mission 11: Paragraph 11



Special Book Pages Unlocked

Chapter 8: #9 The Fire Spirit Appears

Skill Gain

Soul Gauge

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

The Fire Spirit Appears



Shahra and Sonic reach the central core and find Erazor Djinn summoning a creature from the pit of lava. "Come forth from the fiery depths of Jahannam, ye condemned by Iblis!" A massive monster appears. It is an Ifrit: a Djinn that controls fire!



Erazor laughs mockingly and tells Shahra and Sonic that the Ifrit has been summoned to burn the remaining book pages. He asks whether the seven Rings have been gathered yet. Sonic is angry, but half of his force is snuffed out and Erazor disappears, leaving Sonic to deal with the Ifrit. Sonic's moves don't work, as both are tied to the flame. Sonic uses Time Break to flee, but he'll be back with a way to defeat this terrible titan.

Mission 02: Diehard Challenge

Unlocked: When Captain Bemoth is defeated

Overview

“Don’t Get Defeated!”

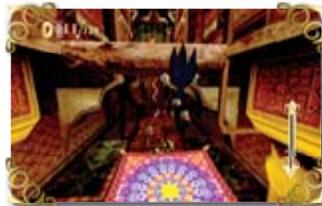
This Mission takes place in the Evil Foundry’s middle section. It features a Golem, spike balls everywhere, and a dash up a wall that’s sure to test your maneuvering ability. Simply rushing through here isn’t advised. Instead, approach each section methodically, as you can be caught off guard as Genies appear too late for you to react to. Or, dash through here, ignoring all the Fire Souls, and attempt to claim the Gold.



Legend

- Platinum Rings
- Dash Panel
- Fire Souls

Part 1: Golem Games



Boost forward, watching out for the massive Golem behind the stack of crates. As the crates explode, target and hit the tank the Golem is holding, then chain your attack into a head strike. As the Golem falls, target the magic carpet above the Golem, bounce onto it and up to the corridor above. Here, inside a cage, is your first Fire Soul. Smash the cage, take the Fire Soul, and head onward.

You Got a Fire Soul!



Platinum Ring Master!

For an extra 20 Rings, unearth the Platinum Ring at the base of the crate stack before you attack the Golem.

Note

If you miscalculate the timing of the attack and don’t reach the Golem, either restart or stay in the middle to avoid the group of spike balls and jet up using the air launcher after defeating the lone Genie.

Stay left as you continue down this tunnel-like corridor, avoiding both the spike balls and staying to the middle-right as you reach a ground spike trap and a rotating fan. Try a Short Jump and head through the fan between the blades.



Grind on either rail, until you spot three Rings ahead. Keep left, grabbing them and avoiding another spike ball, then jump over the ground spikes, head through three more

Rings, and steer sharply left to avoid another spike ball.



As the corridor floor rises, slow down slightly and prepare to defeat an appearing purple Genie, then a second one behind him. Strike a tank to complete your air combo. The barrel flies into another tank, defeating another Genie. Stay away from the explosion, or better yet, ignore the tank and quickly defeat the Genie in the usual manner.



You're almost home free. There's just a fan blade to negotiate, then a left turn and a set of dash panels. This launches you up the wall, so stay to one side. Before you reach the top, dart across and claim the last Fire Soul before you hit the moving spike block above it. The goal is literally above you. Race through, and claim your prize.

You Got a Fire Soul! 000



Dash through the trail of Neo Pearls, over the big ramp and the dash panel, and down the curved pathway. Stay right, missing two burning boilers, then steer left to avoid

a third (grabbing Rings all the while). Switch back to the right and avoid the fourth boiler. Hit the dash panel at the end.

Part 2: Fire-Filled Fun!



Platinum Ring Master!

If you're traveling at speed, grind on the rail and avoid the falling boilers in the corridor ahead. If not, leap over each of them, then land on the Platinum Ring in front of the last boiler. If you're after the second Fire Soul, execute a Speed Break and head into it before the falling boiler prevents you. Grab or leap over it and continue as the corridor heads left.



You Got a Fire Soul! 000

Mission Complete!



Going for Gold! A Gold Medalist in the Diehard Mission should stay primarily to the sides, and not weave back and forth. The Neo Pearls at the start of the Mission allow you to dart through the first section of tunnel easily. When you've learned where the obstacles are, launch as early as possible.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 01:20:00
- Silver 01:00:00
- Gold 00:45:00

Use Skills related to maximum speed, grinding, Homing Attacks, and steering.

Rewards



Missions Unlocked

World 3: Evil Foundry: Mission 03: Hands Off

World 3: Evil Foundry: Mission 13: Defeat the Boss



Special Book Pages Unlocked

Chapter 9: #2: Rematch with the Ifrit

Rematch with the Ifrit



Now that he's taken the Ring of Water from Captain Bemoth, Sonic summons a mighty storm to defeat the all-powerful Ifrit. It works! The water douses some of the Ifrit's spirit, allowing Sonic to face the beast in a frightening but enthralling battle.

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Mission 03: Hands Off

Unlocked: After completing 3-02: Diehard Challenge

Overview

"Reach the Goal with 0 Rings!"

As you'd expect, the plan here is to avoid all the bright and shiny objects in your race to the middle of the lava chamber.



Turn your Ring Bonus Skill off and learn the layout by attempting a couple of dry runs first. Then begin a weaving display, taking care not to accidentally brush up against any Rings.

Part 1: Ringing the Changes



Begin with a turbo start and steer left, right, left, right, and left. Swerve around four obstacles, then keep left to avoid the double trail of Rings ahead. Steer right to avoid the single trail of Rings, then reach the corner and make a left.



Legend

- Switch Pad
- Treasure Chest



Stay in the middle as you run under the patterns of Rings until you reach the Rings blocking your path at the end of this section. Leap over them, then immediately land at the

corner so you don't fly through the cluster of five Rings ahead of you.

Stay right, then left as you pass three more trails of Rings and reach another left corner. Stop at a shallow metal barrier. This allows you to Charge Jump and optionally land on or Splash Jump over the obstacles surrounded by Rings. These contain Neo Pearls, which you can use in a moment to Speed Break.



After grabbing the third Neo Pearl atop the obstacle, run through the circle of Pearls, tread on the switch pad, ricochet up and over the metal cylinders, and target and smash the floating chest. Inside are more Pearls.



Round the corner, and either attempt a Speed Break (after learning where the Rings are), or target and strike the four Genies above the Rings below. This allows you to reach an

invisible rail. Grind around the corner, collecting more Pearls, then drop down at the far end of the next path.



Move right, left, then right around the cylinders and keep on the ground to avoid the Rings above you as you make another left turn. This leads to a final cylinder obstacle; stay in the middle, and either ignore the switch pad (fly over it) or tread on it and stay on the ground as the Rings appear in front of you. Speed Break over the goal line.

Mission Complete!



Going for Gold! To make that 27-second time, use a couple of Speed Breaks and master the level layout. Practice until you perfect it.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	01:00:00
 Silver	00:35:00
 Gold	00:27:00

Use Skills related to grinding and steering.

Rewards

There are no rewards for completing this Mission.

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Mission 04: Head to Head

Unlocked: After completing 1-04: No Pearls

Overview

"Beat Uhu to the Goal!"

Now you must negotiate a series of treacherous platforms in the smelting area of Evil Foundry, as you beat a blue sprite to the goal. Fortunately, the distance isn't that far, but the nasty narrow platforms ensure that you'll dive into the lava a few times before perfecting this Mission. Keep looking slightly ahead so you can react to the changes in platform structure.





Head into the tunnel area and either Splash Jump and avoid the cylinders this way, or stay in the middle and try not to get caught on the edge of the alternating obstacles. Leap the two crate clusters before you make the right turn.



Dash into the smelting room and leap through the gaps between all three crushers. They aren't moving so this should be straightforward, but leap early at the last crusher so you

don't stop at the base of it. Propel yourself over the big ramp and into the final chamber.

Stay to one side as you enter the room, avoiding the cylinder and gap behind it. Then move to the middle, pass through the double cylinders on each side, and claim victory!



Part 1: A Runaway Victory



Begin with a turbo start through the trail of Rings, then weave left and back to the middle, avoiding the various crate stacks. Try a Short Jump over the last set blocking your path. Then Charge Jump so you aren't stuck on the lower platform, hit the cylinder obstacle, and Splash Jump over them all. Or, weave through them.

In the next chamber, steer left, avoiding the cylinders and the nasty drop into the lava. Then swerve right and keep on the narrow pathway to avoid another gap in the platform's left side.



Mission Complete!

Going for Gold! Shaving seconds so you reach the fabled Gold Medal means making sure you never slow to a halt or strike any obstacles. Leap early when you head between the crushers, Splash Jump over cylinders when you can, and don't hit any crates.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:37:00
	Silver	00:30:00
	Gold	00:25:00

Use Skills related to steering.

Rewards



Missions Unlocked

World 3: Evil Foundry: Mission 08: Perfect Challenge

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 05: Beat the Clock

Unlocked: When Golem is defeated

Overview

“Get to the Exit in Time!”

The Ifrit Djinn may be defeated, but the Evil Foundry certainly isn't secure. You have 180 seconds to find a way out of this evil place and fling that ball so it explodes in the open. This means running back from the center of the Foundry to the starting point of Mission 01. Along the way, tackle the usual array of challenges, including wall shimmying, and collect some fiendishly positioned Fire Souls.



Part 1: Out of the Core



The first section, heading directly out of the core, is a simple matter of grinding and collecting Rings as you ascend, keeping left to gather the Pearls, skidding right continuously at the end of each section, and gathering another cluster of Rings.

ously at the end of each section, and gathering another cluster of Rings.

Platinum Ring Master!

Steer to the right as you make another corner, so you miss the cylinder obstacle, then weave left after grabbing more Pearls. At the next corner, steer and grind right to claim a trail of Rings just after a cylinder. Make a Short Jump just before you reach the cylinder blocking your path at the corner, so you can grab the Platinum Ring at the end here.



Turn and gather the Pearls from the circles, then weave right and left through the 10 cylinders in the final ramp up to the exit. Once out, make a right and zoom down a corridor, grabbing a double trail of Pearls.



Part 2: Shimmy or Grind?

Platinum Ring Master!

Grind: At the end of the Pearl trails is a sparkling area of ground. This is an invisible Grind Rail. Jump and land on it before you reach the corner and you begin to grind across the lava vat. Charge Jump as you go and pass through the Platinum Ring.



Leap off the rail as it stops. Boost so you're above the second Platinum Ring, then land, grab it, and immediately flick left to the second invisible rail, or you'll plummet into the lava. The rail leads you to the crusher area.



Going for Gold! Take this shorter route if you're trying to claim a Gold Medal because it saves you lots of time.





Shimmy: If you miss the invisible rail, you turn right and can't backtrack. Instead, head right, through the trail of Rings, and avoid or defeat the Fire Genie. Shimmy onto the narrow ledge and head left. Avoid the moving spike balls. There are two with three Rings, a giant ball, five Rings, a Fire Genie (you can avoid the flame but you can't attack), two more balls, and a final two spike balls without a rail to grab onto. Drop onto the path on the other side. As you leave, you spot the Platinum Ring you can grab only during the rail maneuver.

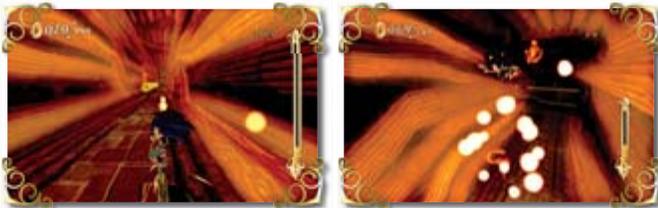
Part 3: Lava Leaping



Jump up, target the two clusters of machine parts, and hit them. Make sure you use Time Break at the platform's edge on the near side. Execute a Homing Attack first on the

enemy, and then on the falling pile of steel, the Fire Soul can be obtained during the jump; start the Homing Attack before the machine part starts to fall.

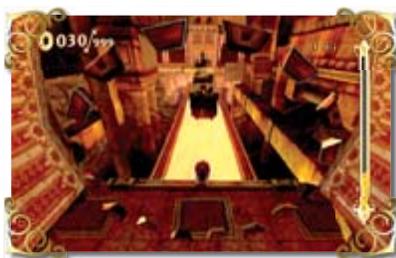
You Got a Fire Soul!



This leads to the narrow tunnel area. Grind along the right rail, collecting Pearls as you go, before flipping left to grab the trail of Rings. Finally, jump off the rail entirely and defeat a Fire Genie. Use the height you gain to fly into a Fire Soul.

You Got a Fire Soul!

Continue the Jump Dash from the Fire Soul and land in the air launcher at the next smelting chamber. Simply wait for the correct time and fling yourself across,



defeating a Fire Genie and three green Genies in the process. If you come up short, dispatch the Genies in the usual way.

Head into the next chamber, leaping over the crusher bases before you're stopped by them. Boost through all of them until you leave the chamber, and try not to slow down while dodging the crushers. Make a left as you exit.



Grind on the rail and leap off to defeat the Fire Genie in the corner. Then run to the chamber's middle and boost under the double crusher and the two remaining crushers before hitting the trail of Rings and dash panel at the exit.



Part 4: Faster than Lightning!



Head down the wall, aiming for the Rings and letting your Skill slurp up the Pearls. At the base, follow the empty corridor into the spiral path chamber and begin to ascend.

Grab the Rings on the way and make a Short Jump over the first set of ground spikes.

Platinum Ring Master!

Grab the four Rings, then jump over a small spike trap and continue up the path. Take a Platinum Ring at the end of the second trail of Rings. Jump two spike traps afterward on your way out of this area.



Grind to the right turn, collecting the Rings and Pearls, then run down the stone corridor. Charge Jump and propel yourself into the Fire Genie floating above the collapsed boiler. Strike him twice, then drop down so you collect all the Pearls. Continue to the left turn.



Going for Gold! This is a prime opportunity to launch a Speed Break because you have some distance to cover. Stop as you reach the air launcher.



Jump into the air launcher and propel yourself out at the optimal moment. Time it correct, and execute a Jump Dash the moment you regain air control, and you can guide your-

self into the last Fire Soul. As you grab it, immediately target the tank on the top of the steps.



The tank flies into the air and defeats the lumbering Golem, but don't watch. Instead, dash past the Golem and take any of the Grind Rails. Zip along to the goal line or Jump Dash over the cylinders and Speed Break to the goal.



Mission Complete!



Going for Gold! Making the exit within 01:45 is going to take some Speed Breaks and the Platinum Ring shortcut across the lava pool.

Ignore any Fire Souls you haven't picked up and quicken your grinding.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 03:15:00
- Silver 02:00:00
- Gold 01:45:00

Use Skills related to speed, acceleration, grinding, ground and air steering, and Pearl collecting.



Rewards



World Unlocked!

World 6: Skeleton Dome



Missions Unlocked

World 3: Evil Foundry: Mission 06: Stealth Attack

World 6: Skeleton Dome: Mission 01: Go for the Goal



Special Book Pages Unlocked

Chapter 9: #4 Red World Ring

Skill Gain

Skill Awarded: #050 Fire Lock-On

Note

#050 Fire Lock-on is a Hidden Skill you can unlock after claiming a Gold Medal during this Mission. It allows you to lock-on to a Fire Soul with a Homing Attack. Now that's handy!

Red World Ring



Sonic flees the foundry and throws the bomb into the corridor. It stops ticking and reveals itself to be one of the seven World Rings. Sonic grabs it and feels rage! The next plan is to meet King Solomon, who sealed the evil spirits away a long time ago. Shahra and Sonic set out to meet him.



Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Mission 06: Stealth Attack

Unlocked: After completing 3-05: Beat the Clock

Overview

“Don’t Defeat Enemies!”

This Mission allows you to maneuver through the corridors of the Evil Foundry, but doesn’t allow you to defeat any foes. Remember that no Genie can be touched, except for the Fire Genie (which can be hit once). This makes moving about this place extra tricky. Take your time the first few attempts, then return and claim Gold. The route is short but frantic and dodging is more important than a good Homing Attack.



Head left and right to avoid the spinning Genie, then Charge Jump and land on the cylinders at the top of the spiral path. Or, if you’re more skilled, attempt the following in mid-air: target the purple Genie just behind the floating Fire Soul and attack, but brake and drop through the Fire Soul before you reach him.



You Got a Fire Soul! 000

TIP
Another way of attempting this is to Jump Dash from a long way off so you aren’t targeting the Genie, and fall through the Fire Soul. Or, stop under the Fire Soul and jump up into it, but don’t hit the Genie.

Part 1: Spiral Path Scamper

Begin with a turbo boost onto the invisible Grind Rail with the trail of Gold Rings to grab. Then immediately drop down and bounce over the floor spikes as you begin to climb the spiral pathway.



Skid to the end of the path and make a right, grabbing the Rings and Pearls along the way. Grab the trail of Rings on the stone path and the Neo Pearls, then leap over the blockade without targeting the purple Genie. Stay in the middle as you reach the left turn to avoid the boilers.



Collect the Rings scattered about here, leap over a second spike floor trap, and optionally leap up to the level of a Fire Genie by the large pipe on your left. Target him and attack once. You can

inflict only one attack on Fire Genies. Drop to the ground and continue up the path, jumping another spike trap.



Stay to the extreme left or right and avoid two more spinning Genies, then leap into the spiked air launcher and propel yourself to the other side as quickly as possible. Your trajectory cuts through a couple of Neo Pearls, and you grab them on the way down.

Stay left as you race down the steps, then jump and target the Fire Soul inside the cage; it only appears during a Time Break. Swoop in and smash the cage without defeating the Fire Genie above it.



Before crossing the goal line, target the two chests, then the flying pot. Flap up to the Platinum Ring, then leap right, land on the invisible rail below, and grind through three more Platinum Rings and on to victory.



You Got a Fire Soul! 000



Going for Gold! Attempt a Speed Break and leap over the cylinders, straight over the goal.



Platinum Ring Master!



For some huge Platinum Ring additions, attempt the following: move to the three different spots in between the cylinders (pictures 1, 2, and 3), and press the switch pad on each. This creates a couple of floating chests, a pot, and some invisible rails. Land in the pot, as it contains the third Fire Soul!

You Got a Fire Soul! 000

Mission Complete!



Going for Gold! The difference between Bronze and Gold is 40 seconds. Use Speed Breaks judiciously throughout the Mission and ignore all Rings in your quest for Gold.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	01:00:00
 Silver	00:38:00
 Gold	00:28:00

Use Skills related to jumping, steering, and air maneuvering.

Rewards



Missions Unlocked

World 3: Evil Foundry: Mission 07: Hands Off

World 3: Evil Foundry: Mission 09: Rampage!

Mission 07: Hands Off

Unlocked: After completing 3-06: Stealth Attack

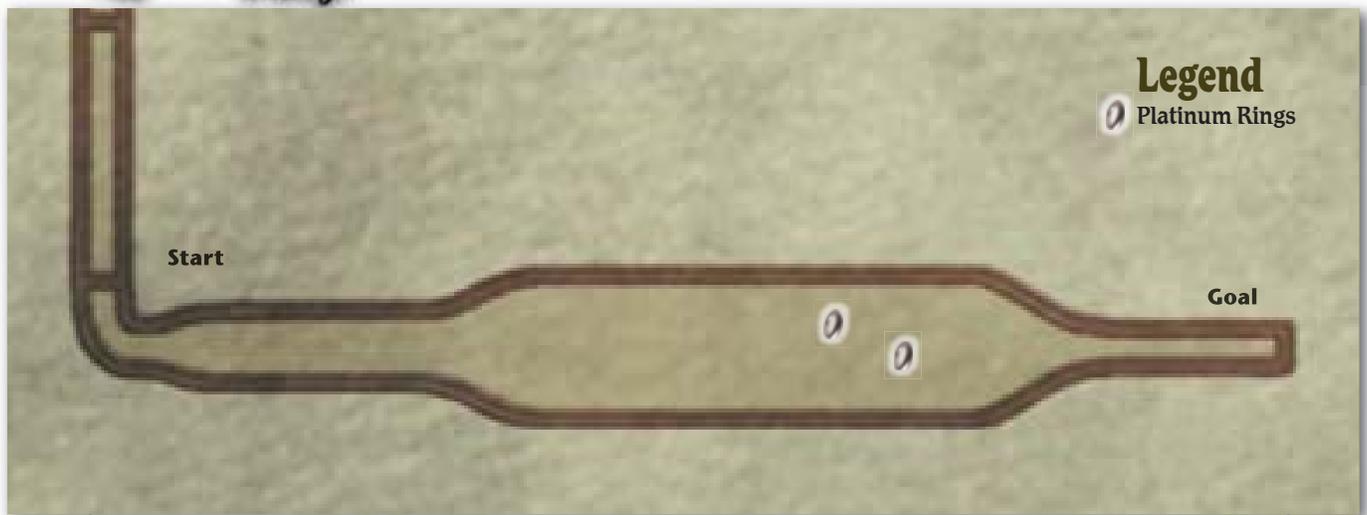
Overview

“Reach the Goal with 0 Rings!”

This Mission is really short. In fact, getting Gold in less than 10 seconds makes this the shortest Mission in your adventure. This is tricky unless you employ Speed Break, ideally as you Splash Jump over a cylindrical obstacle.

DIFFICULTY



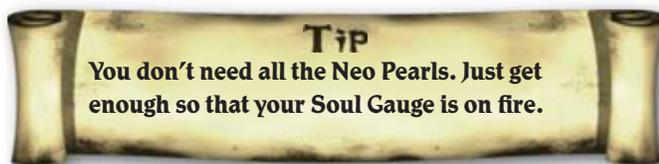


Part 1: Golem, Golem, Gone!

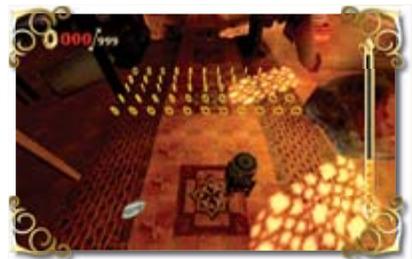
Start as you mean to continue: with a boost forward and a leap in the air. The stairs give you enough height to target the head of the wandering Golem. Bash him to the ground and collect the important Pearls.



Jump Dash to the center of three cylinders as the camera changes to the top view. Now quickly leap over the cylinder, heading directly north. Land and grab the Neo Pearl behind the next cylinder, then the next one, and the final one.



Now leap and Splash Jump over the cylinder you're behind, avoiding the Platinum Ring on the left, and launch Speed Break from on top of the cylinder. You're propelled all the way to the goal. Keep going until you cross the line. Wow, what a finish!



Mission Complete!

Going for Gold! Finishing in less than seven seconds means you must fill your Soul Gauge as quickly as possible. Pour all Skills into this type and don't delay when you're collecting Neo Pearls.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:25:00
	Silver	00:10:00
	Gold	00:07:00

Use Skills related to your Soul Gauge and Pearl collecting.

Rewards

There are no rewards for completing this Mission.

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Mission 08: Perfect Challenge

Unlocked: After completing 3-04: Head to Head

Overview

“Don’t Take Damage!”

This Mission is short but tricky. You have a load of Platinum Rings to gather and some spike balls to avoid. You have to choose whether gathering Rings and the experience bonus is worth ignoring a Gold Medal. Then return to the stage to try for a faster, or Platinum Ring–based, completion.



Jump Dash over the cylinders, making sure you grab the Platinum Ring, then drop down. Jump Dash again to the corner. If this is tricky, brake and Jump Dash at each of the rotating spike balls.



Head around the corner, ideally on top of the cylinders, and claim another Platinum Ring. Then weave left, right, left, and right to avoid the vertically moving spike balls.

Turn the corner and leap over the cylinders, claiming the Platinum Ring above them. Then Jump Dash past the left spike ball as it runs toward you. Steer left to avoid the right ball and run up to the next corner.



Part 1: Going Platinum

Note

There are so many Platinum Rings in this stage that we aren’t calling them out. Pretty much every time you grab one, you’re a Platinum Ring Master!



Begin with a turbo start, and at the first corner, check the path ahead. Charge Jump over the cylinders, land under the last spike ball, and run to the corner.

Jump over the cylinders, claim the Platinum Ring, then Jump Dash over the first set of spike balls. Brake, then do the same over more spike balls, so you aren’t struck by the balls rotating in a circle. Land on the dash panels and zoom to the next corner.





Quickly dodge the four spike balls rotating around the path, but don't slow down or make any sudden moves.



Now for a tricky maneuver! Either ignore the Golem and run past him or jump and land on the cylinder, target the head, and attack the Golem. Pass through the floating Platinum Ring as you strike and drop to the final ramp. Run to the Platinum Ring, grab it, then leap through the gap in the middle of the spike balls coming at you. Land and snag the final Ring (or if the balls are coming back at you, Speed Break or Jump Dash to the goal line).

Mission Complete!



Going for Gold! Gold involves ignoring all the Platinum Rings (although grabbing them doesn't hurt), ignoring the Golem, and not pausing during your ascent.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:50:00
	Silver	00:38:00
	Gold	00:28:00

Use Skills related to jumping and steering on ground and air.

Rewards



Missions Unlocked

World 3: Evil Foundry: Mission 12: Chain of Rings

World 5: Pirate Storm: Mission 04: No Pearls

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.



Mission 09: Rampage!

Unlocked: After completing 3-06: Stealth Attack

Overview

“Defeat 20 Genies!”

Much like the other Rampage Missions where Fire Souls are involved, the object here is to defeat the first 20 Genies (or other enemies) you see, unless you’re searching for Fire Souls. Then you should explore the area until you see a Fire Soul and defeat your last Genie only after the third Fire Soul is yours. Fortunately, we present tactics for both plans.



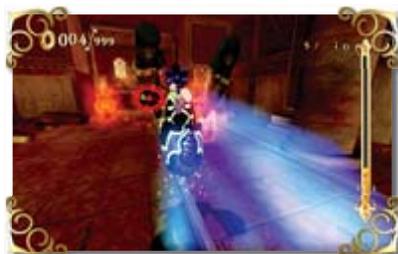
Part 1: Tanks a Lot!



Begin with a rush forward, targeting the tank in front of you with a Charge Jump, then zoom into it and send it flying into your first Genie. Wait for it to explode, then send a

second tank flying forward. This defeats three waiting Genies. Drop down and run between the cylinders to the doorway passage. The Genie total should be four.

Enter the corridor of opening and closing doors and simply grind along while collecting Pearls. Once you see Pearls on the other side of the passage, leap to the other Grind Rail and collect them. Take the left turn and bash the two Genies by the boilers. The Genie total should be six.



Enter the second corridor full of opening and closing doors and collect more Pearls, but Charge Jump in readiness to defeat a green Genie in the middle of this area. Once you strike him, carefully negotiate the rest of the doors and head down the spiral pathway. Jump and attack the next green Genie you see. The Genie total can now be as high as eight.

Run down the spiral path collecting Pearls, then jump to attack another Genie on the way to the ground. Hit the dash panel and grind along the rail, then leap off the far end and strike another Genie waiting in this long tunnel passage. The Genie total can be as high as 10 now.



Part 2: Not Your Greatest Fan



Run down the passage until you spot the rotating fan blade and target the tank behind the blade. Strike it without hitting the blade first and the tank tumbles into a Genie beyond. Then rush and target one of two more tanks. Hit the one on the right, then the left, and watch both tumble into a trio of green Genies just ahead of you. If a Genie is left after the explosion, target and defeat him yourself. The Genie total should now be around 14.

TIP

These fans and spike traps are a problem, but if you're sliding, you won't be affected by them. Try it!



Soar over the two ground spike traps and ready yourself for another Genie. This one is just behind the blades of a rotating fan. Launch the attack just as a blade passes in

front of the Genie, so that you strike him without getting hit by the blade before, during, or after the attack.

Note

If this Genie is causing you trouble, run past him. There are plenty more!

Cross into the last part of the tunnel passage and avoid the fan blades. When you reach this fan and ground spike trap, stay left and leap over, passing into your first Fire Soul.



You Got a Fire Soul!

Ride the Grind Rail down to the lit portion of this tunnel passage while collecting Pearls, then target and defeat three more Genies in here with a single air combo. Your Genie total could be around 18 by now.



Continue past the two rotating blades, then stay in the middle as you run down the exit passage by the two cylinders. Make a Short Jump over the spike trap but under the fan, then launch over another spike trap and into an air launcher.



Launch when the launcher is contracted the most and you sail through three green Genies. This is enough to complete the Mission. If you still need to defeat a few more

foes, quickly target (ideally with Time Break) the lumbering Golem and best him. Do this before you land or after climbing the cylinders on the right.

Part 3: Additional Fire Souls

The toppled Golem has another use. The cylinder he toppled allows you to jump on top of the structure. Now round the corner and take the flying pot, the two magic carpets, or the catapult to the upper corridor. When you reach the top corridor, drop into the hole, and back up past the spike traps. There's a Fire Soul at the dead-end.



You Got a Fire Soul!



The last Fire Soul is tricky to grab, as getting it involves reaching this part of the course, defeating the enemy on the near side, and then doing a Jump Cancel; land on the

invisible Grind Rail. Hop off the end and land on the Fire Soul. There are a couple of Platinum Rings here too, but concentrate on the Fire Soul.



TIP

Make sure you can defeat at least three more Genies when you attempt to grab this last Fire Soul. Also try Time Break so you can see exactly where everything is without it being a complete blur.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 01:30:00
- Silver 01:00:00
- Gold 00:48:00

Use Skills related to acceleration, Homing Attacks, grinding, and sliding.

Rewards



Missions Unlocked

World 3: Evil Foundry: Mission 10: Collect Rings

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Mission Complete!



Going for Gold! For the fastest time, ignore the tanks and defeat foes with your regular attacks. Use Speed Breaks (just after the corridors of doors and throughout the tunnels) and ignore the Fire Souls.

Mission 10: Collect Rings

Unlocked: After completing 3-09: Rampage!

Overview

“Collect 99 Rings!”

Gathering 99 Rings, especially when you can't be struck by foes, takes some practice. However, you should persevere because the Mission can be completed quite quickly and it involves some Genie defeating, too. The Mission takes place in a now-familiar location just outside the door closing corridors. Make every Ring count, then return to find all the Fire Souls by **not** claiming every Ring until all Fire Souls are gathered.



Legend

- Platinum Rings
- Dash Panel
- Switch Pad
- Fire Souls

Start/Goal

Part 1: Violence Is Golden

Note

As you start, the third Fire Soul is behind you. You can't back up and grab it; save it for later!



Dash through five Rings, Charge Jump, and strike a tank, then dash through a second set of five Rings and watch the three Genies explode. Drop to the ground and enter the

door corridor. You should have 15 Rings by now.

Tip

Remember to equip your Ring Bonus Skill to add five to your total.

Grind on the right rail, flick to the left rail, then the right. Complete this another few times, making sure you don't hit any of the spikes on the doors. You'll exit with 40 Rings to your name. Now make that sharp left turn.



Don't forget the first Fire Soul at the end of the Ring trail but before the second door on the left. Watch those spikes! You may want to hop off the rail and grab this manually.



You Got a Fire Soul! 000

Platinum Ring Master!

Travel between the boilers, hit another Genie, then grind through five more Rings. Turn right and gather five more Rings by running. Slow down a little to target a green Genie, then combo this into an attack on the purple Genie just beyond. Use the height to fall through a floating Platinum Ring.



Your Ring count is now 70. Head out of the last pair of doors, jump onto the Grind Rail, and capture five more Rings. Then wander through a trail as you descend the spiral path. At the base, grind through five more. Your total should be around 89.



While on the rail, Charge Jump and lead at the waiting green Genie, hop off, then hop on another rail. This allows you to pick up five more Rings, bringing the total to 94.



For the final five Rings, stay on the extreme left and run past the two ground traps. Ignore and leap over the tank (or you'll hit it and land on the spikes), ignore the green Genie by the fan, leap over the rotating fan, and slide and grind along the right rail with the green Genies by your side. This is the earliest place to complete this Mission. The Genie by the rotating fan guards the second Fire Soul. Use Time Break to slow the fan's rotation and target the Genie. You grab the Fire Soul on the way in to defeat him.

You Got a Fire Soul! 000

Platinum Ring Master!

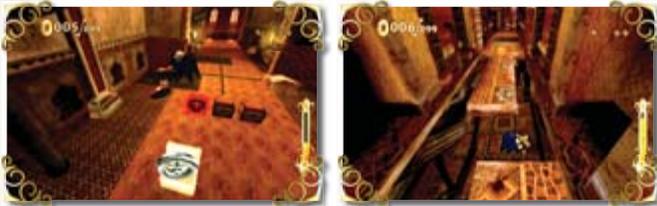
Should you need a few more Rings to your collection, jump to the left rail and collect the Rings there. Then continue past a rotating fan, leap a couple ground traps, and land on an invisible rail to grind into a Platinum Ring. That should do the trick!



Note

The Mission stage continues all the way to the start again, but if you haven't grabbed the Rings by this time, don't expect any sort of prize that's worth more than a few Experience Points. That is, unless you're collecting Fire Souls.

Part 3: Fire Soul Seeking



The final two Fire Souls are in the course's latter half; bounce to the upper corridor, turn right and break open six chests for Pearls (watch you don't collect the Platinum Ring from the near left one), then spring off the pads in the long corridor, landing on the floor pieces. Your next Fire Soul is at the end of this section, before you reach the spiral path.

You Got a Fire Soul!



Platinum Ring Mastery? No!

There are many Platinum Rings throughout the rest of the course; don't run through them or you'll complete the Mission without claiming that last Fire Soul!



Run down the spiral pathway, and avoid all Rings. Speed through the winding furnace corridor, checking the middle of it, just after defeating the Golem, to avoid this line of Platinum Rings! Don't tread on the Switch Pad either; more rings appear. Stay right as you emerge into the next spiral path up; there are loads of Platinum Rings on your left!



Dash up the spiral path, avoiding all Rings. Steer left at the path's top to avoid yet more Platinum Rings, then slow down and avoid the big ramp around the corner. Hug the walls, stay on the ground, weave almost to the Goal line, then back up, claim the last Fire Soul and back up to finish the Mission.

You Got a Fire Soul!

Mission Complete!

Going for Gold! Claiming a Gold Medal isn't easy because you need to grab all the 99 Rings in the order presented above. Time Break helps you accurately grab Rings, usually by allowing you time to land on rails.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	01:45:00
	Silver	00:50:00
	Gold	00:40:00

Use Skills related to grinding, steering, and airborne attacks and maneuvers.

Rewards



Missions Unlocked

World 3: Evil Foundry: Mission 11: Perfect Challenge

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Mission 11: Perfect Challenge

Unlocked: After completing 3-10: Collect Rings

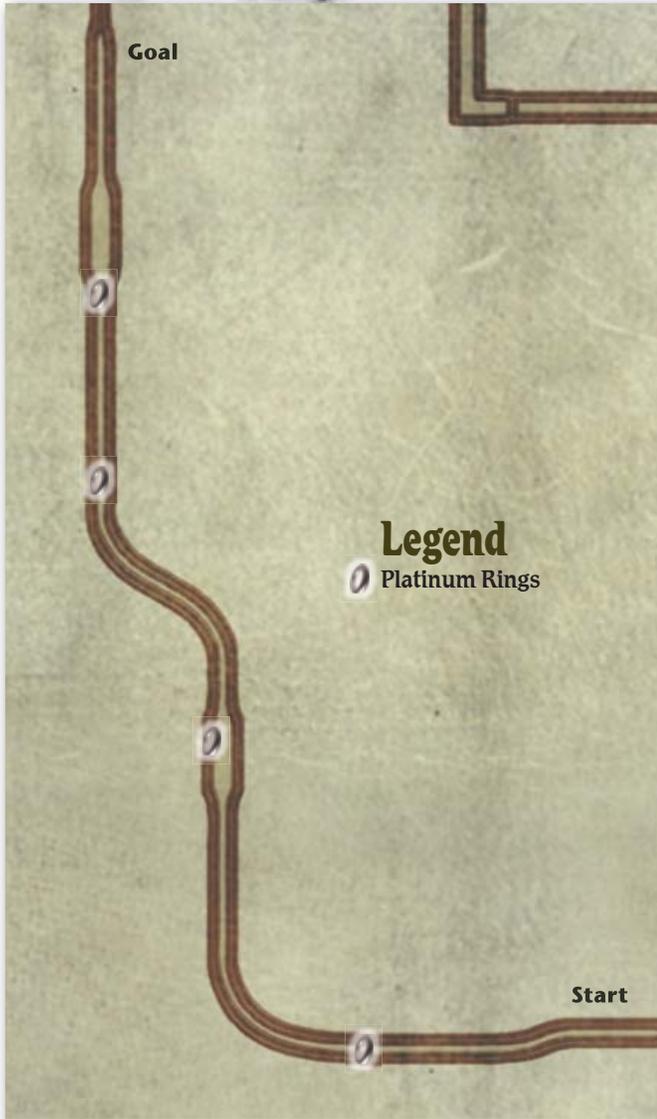
Overview

"Don't Take Damage!"

Although relatively short, this Mission has some mean and nasty obstacles. You must beat a crazy time to enjoy a Gold Medal. You need quick reactions and the ability to immediately defeat foes. You must negotiate rails, fan blades, and air launchers without slowing down. As with many Missions, learning exactly where everything is should be your biggest concern.

DIFFICULTY





Part 1: Tunnel of Terror

Turbo forward to a rail with Pearls on it and continue to run right, left, right, and left to avoid the flaming boilers. Don't swerve severely; stay in the middle. Then ride the Grind Rail (assuming you can speed up as you go) ahead.



Platinum Ring Master!

Grind off the rail and run directly into the Platinum Ring on the ground in front of you. The boilers ahead collapse onto the ground, meaning you must also be Charge Jumping. Leap over them to the tunnel section beyond.



Jump Dash and attack the first Fire Genie, defeating him, and still in the air, slam into the next Fire Genie, and then a third. This is a good way to avoid the ground spike traps, although defeating them wastes time.



Platinum Ring Master!

Stay in the middle as you pass two more flaming boilers and locate the room with the moving spike traps. Grind along the left rail, which allows you to avoid most of the balls. Then flip right, through the Platinum Ring, land on the opposite rail, and leave this area. Tricky, but quick!



TIP

If this is too difficult, ignore the rails and negotiate the spike ball area on foot.

Platinum Ring Master!

Run down the corridor and between the fan blades, then steer left. Make a Short Jump over the ground spikes and land on a Platinum Ring. Then use the Grind Rail to head down to the final chamber. Leap up into an air launcher for another Platinum Ring!





The spike balls below are a problem and you don't need to be too accurate with your air launcher. Flick the Wii Remote almost immediately so you fly into the second air launcher, then depart quickly. It has spikes on the inside and you have to restart if they touch you. Instead, fly over the last spike, and over the goal line.

Mission Complete!

Going for Gold! This low time is difficult to beat, so you must capture all the Pearls, launch a Speed Break just after defeating the Fire Genies (stay left, passing the spike balls), and use the air launchers in the final section. Good luck!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	01:00:00
	Silver	00:25:00
	Gold	00:20:00

Use Skills related to maximum speed, sliding, Homing Attacks, timing, and grinding.

Rewards

There are no rewards for completing this Mission.

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

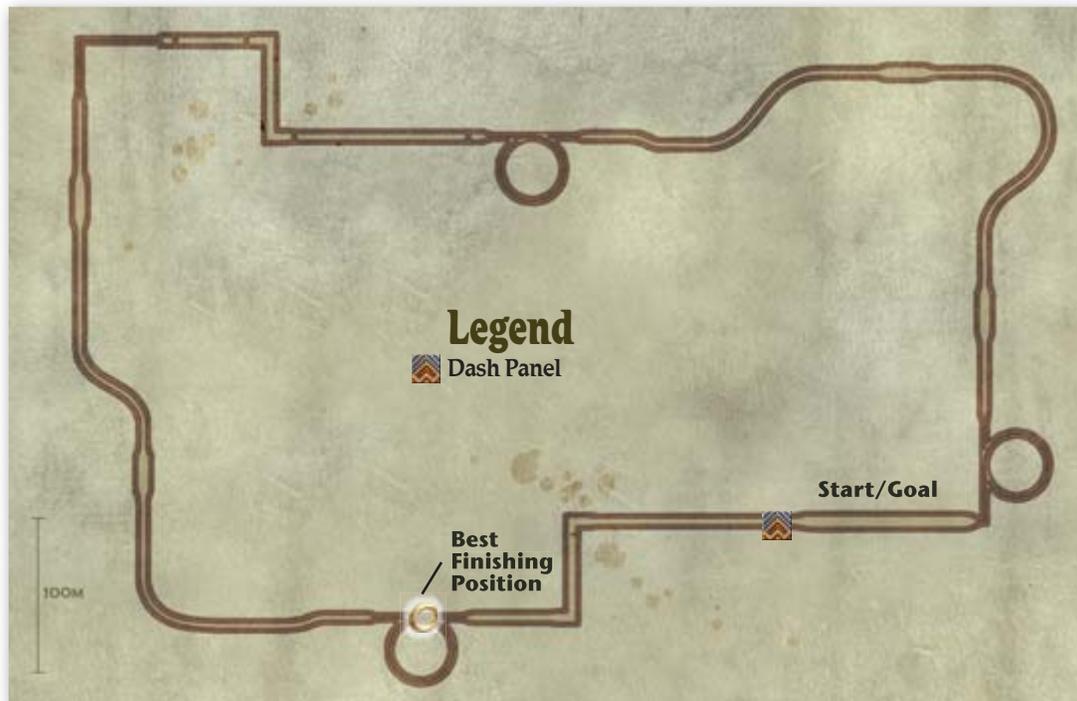
Mission 12: Chain of Rings

Unlocked: After completing 3-08: Perfect Challenge

Overview

"Get a 50-Ring Chain!"

It's possible to continuously gather some of the Rings you see in groups dotted throughout this devious and tricky Mission, but for the best time and score, gather them in a chain before the red bar in the chain meter fills up. This means grabbing every single Ring you can, using the following tactics:



Part 1: Chains of Gold



Boost off with a turbo start and collect the trail of five Rings in front of you. Charge Jump as you do this so that you can quickly target and bash the tank in front of you.

Note

The additional Rings given by the Ring Bonus Skill don't count in the chain.

Knock the tank into the three waiting Genies and immediately brake out of the somersault so you get to the ground before the chain timer ends. Rush forward and gather the next five Rings, then boost over the dash panel.



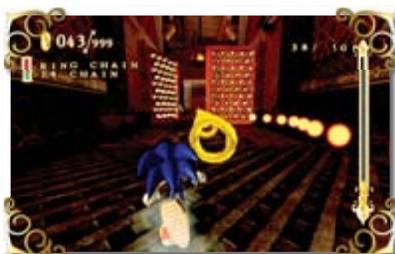
Enter the series of opening doors. Gather another 10 Rings or so (they are in groups of four), then slow down a little so the spiked doors swing back, allowing you to pass through unscathed. Expect 25 Rings as you exit.



Head through three Rings, turn the corner, gather more Rings, and defeat the green Genie with a Charge Jump and Homing Attack. Land quickly, keep in the middle, and gather

more Rings. Once you're at the right corner, your Ring total should be around 36–38.

You may need to briefly slow as you pass through the next collection of doors. There are Rings in the middle, but don't let the spikes hit you. Gather around 10 more Rings as you exit and aim and defeat the green Genie on the left.



Platinum Ring Master!

Boost forward and collect more Rings from the top of the spiral path. This should bring your total to 50 just before reaching the green Genie with the Platinum Ring floating above him. If you're just under the 50 total, hit the Genie and grab the Platinum Ring, then steer right and complete your chain.



Note

There are Rings to gather after your first 50, but these only bolster your Experience Points. Your chain can rise to several hundred. Try going deeper into this Mission and grabbing all the Rings for a massive score.



Mission Complete!



Going for Gold! A Gold Medal simply means collecting the first 50 Rings you see, then halting the Mission as soon as they are gathered. Follow the tactics presented previously.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	00:35:00
 Silver	00:23:00
 Gold	00:17:00

Use Skills related to acceleration, braking, and steering.

Rewards

There are no rewards for completing this Mission.

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.

Mission 13: Defeat the Boss

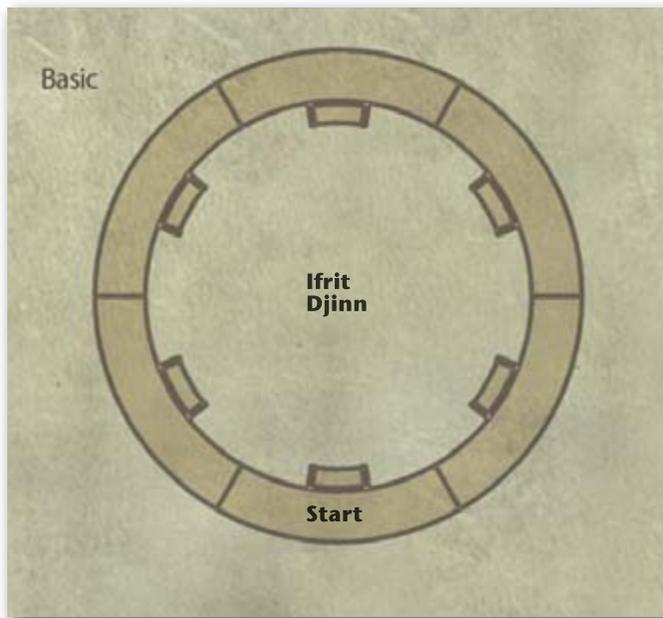
Unlocked: After completing 3-02: Diehard Challenge

Overview

“Battle! Golem!”

Even after being doused in water, the Golem is a nasty boss with a couple of vicious attacks. A laser beam straight from his eye can set fire to your path. He also launches tanks that explode all around you. Plus, he can sink the entire arena into the lava pit he’s sitting in! Fortunately, he has weak hands, and a hard, but eventually destructible, head.

DIFFICULTY



When the Golem sees you, he launches one of two main attacks, then turns and looks across another part of the arena (forcing you to run toward his nearest arm). His first attack involves

dropping explosive tanks. Run or retreat away from them.

The second attack occurs when you run in front of the Golem. He launches laser strikes that result in a wall of fire, which can knock the Rings right out of you. React by backing up, then moving away from the head.

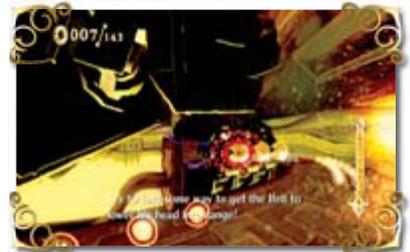


Part 1: All in the Wrists

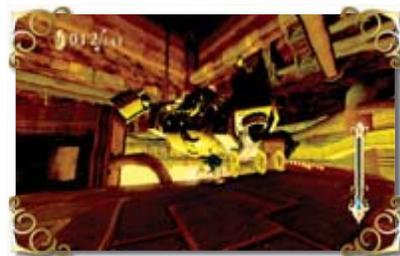
The Ifrit clanks and clambers out of his ooze pool, firing on all pistons and letting out a gruff and fearsome bellow. It’s time to attack this mechanical monstrosity with everything you’ve got.



Park yourself at either of the Golem’s arms and wait for the inevitable tank fall to occur. As it does, the knuckles of the Golem’s fists become exposed and can be targeted. Execute three hits, one on each of the knuckles, ideally without being struck by the tanks.



First, collect some Rings and Pearls to protect yourself against the Golem’s attacks. Dash around the area, grabbing all the Rings and Pearls you can, until you’re in front of the Golem.



Part 2: All in His Head



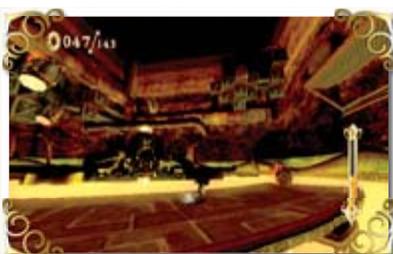
After three successful strikes to the hands, the Golem roars back and sinks the arena floor. Make sure you're standing on one of the upper parts during his stagger back, as the lower area sinks into the lava. The Golem is stunned. Run around the remaining parts of the floor and attack the floating barrels linking the different platforms, as shown. Continue this tactic all the way to the Golem's outstretched arm and Jump Dash across it.



Boost up to the Golem's shoulder and locate the large orange weak spot atop the Golem's head. Charge Jump up until your target locks on, then attack three times until the Golem is rocked by the jolt. He staggers back to his original position. Repeat this takedown procedure three more times.

Part 3: All or Nothing!

The second time you attack, complete an entire circuit collecting Neo Pearls and Platinum Rings, expanding your Ring collection (and Experience Points) so you have some Rings to lose if you're struck.



After your third and fourth successful attempts to smack his head, the Golem sits back instead of resting on the arena. The lava pit sinks and the liquid rises. The Golem then lobbs tanks at you. When this happens, pause and wait for the attack to end.



Going for Gold! You don't have to wait during the times the lava level rises. Execute a Speed Break, which allows you to rush over the lava itself. It's a great way to dodge the tanks and ignore all the Golem's airborne attacks.



You may also be struck while attacking the Golem's hands. If you're being struck by barrels, try the Time Break, slowing things down so you can quickly destroy the nubs before any tanks hit you. This is another reason to quickly collect Pearls and Rings before combat.

After five successful bashes to the head, the Golem lets out a final bellow and slowly sinks down into the lava ooze. Now you know why you don't play with fire!



Mission Complete!



Going for Gold! Getting the Golem to admit defeat in less than two minutes is taxing. It requires an extra-full Soul Gauge, targeting the knuckles immediately, and Speed Breaking to reach the Golem across the lava-filled arena.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	05:00:00
	Silver	03:00:00
	Gold	02:00:00

Use Skills related to maximum speed, Homing Attacks, ground and air maneuvers and combat, and Soul Gauge.

Rewards



Missions Unlocked

World 3: Evil Foundry: Mission 05: Beat the Clock



Special Book Pages Unlocked

Chapter 9: #3: Escaping the Factory

Escaping the Factory



The Golem slowly sinks into the ooze, and in the explosion, a small round ball pops out and hovers between Sonic and Shahra. "Is something about to hatch?" they ask. Sonic can hear a beating. It's getting faster! It could be a bomb! Sonic tells Shahra they must flee and let the ball explode in the open.

Note

Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one.



WORLD 4: LEVITATED RUIN

Let's hope you don't suffer from vertigo! This World is made up of distinct areas, which are actually the backs of several gigantic flying beasts. Each area begins with a winding path leading to a central tower, usually followed by an airborne area where you must use air launchers or else dash along following the contrails of a flying Gargoyle. Watch out for the Genies on this World. They are bigger and meaner, and the Fire Genies belch flames at a quicker rate! You're also treated to a zip line and sliding cog device that allows you to rappel across the worlds on a quest to free Sinbad and figure out how to defeat that Ifrit Golem back in the Evil Foundry.



Note

Please remember! The way the Missions are unlocked during your Runthrough depends on which previous Missions you choose. This guide has all of the Missions listed numerically, one after the other. The game allows (and insists that) you play other maps first before returning to Missions. Choose the World and Mission you seek information about, and locate it within this Runthrough.

Mission 01: Go for the Goal

Unlocked: After completing 1-03: Head to Head

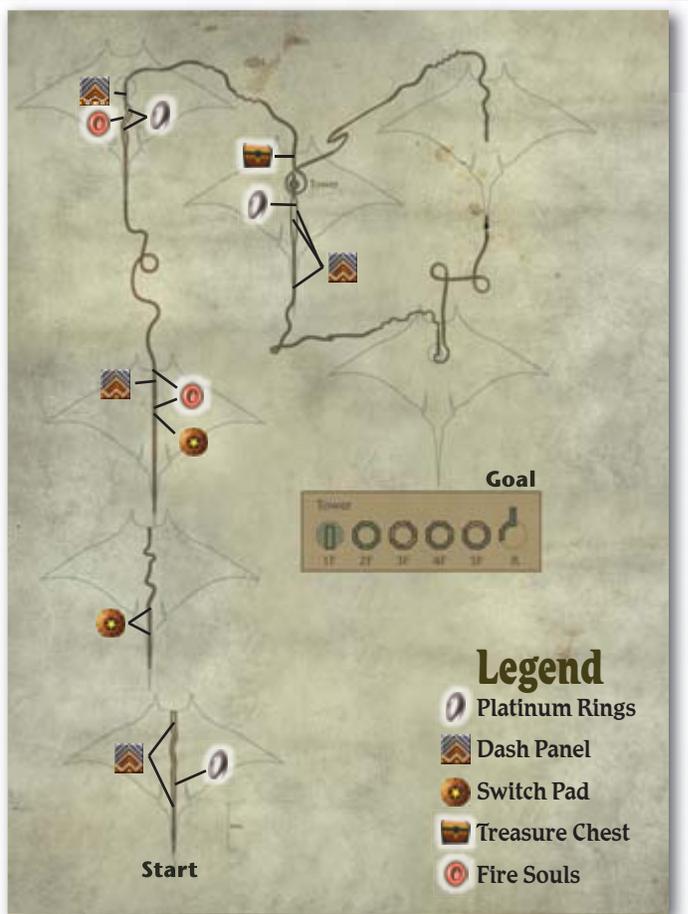
Overview

"Find Sinbad!"

Get ready for a wild ride! You must seek out the legendary adventurer Sinbad, who is imprisoned somewhere inside a tower in the middle of the back of one of the four gigantic flapping beasts you're heading toward. You must thoroughly explore this floating world. Fortunately, some winged Gargoyles provide a contrail path, allowing you access to each strange land and the central tower within. Keep fighting against the wind, and toward your eventual meeting with this legendary hero!

Part 1: Something in the Wind

Begin with a Turbo Boost, and stay low as a stone column comes flying at you! Leap over the stump behind, and brake onto a dash panel, racing through a collection of Rings.





Slightly farther up the path, you encounter two Genies, with a selection of Rings between them. Either defeat them both, or ignore them and race around them for a quick time.

The blustery path continues to a series of scary-looking Gargoyle statues, but don't worry about them coming to life. Instead, look along the left row of statues for a dash panel to speed up your progress, grabbing more Rings as you go.



Platinum Ring Master!

At the far end of the Gargoyle row is an empty column with a Platinum Ring on top. Leap and grab it, then proceed to defeat the two Genies ahead of you, reaching the brow of the hill.



Race down the hill and over the dash panel, or, if you need the Pearls, slow slightly and bash four Genies leading up to another brow of the pathway. Then either take an upper rail or stay on the ground.

The upper rail allows you to grind through a trail of Rings, then leap left to continue on a rail that isn't attached to the other section; it has Rings too. Or, you can stay on the ground and bash two arriving Genies before heading to the edge of the first flapping world, over the dash panel and Rings, and off a big ramp!



Going for Gold! To finish in record time, avoid all the combat with the Genies that appear as you reach them, and concentrate on hitting all the dash panels.

Part 2: In the Air Tonight

Drop off the end of the big ramp, into the air, and you'll land (thankfully) inside an air launcher. Wait for the air launcher to close fully before propelling yourself, or you won't reach the next launcher, and you'll fall off the World! Land inside the next launcher, head out as it closes (watch out for the spikes!), to a third launcher (without spikes). Then land on the tail of the next flapping land beast.



Going for Gold! This next section is excellent for launching a Speed Break!



Boost onward, avoiding the falling columns by quickly steering to the side, tread on the switch pad to activate the gate ahead, then slide over the ground spikes so you can pick up as many Neo Pearls as possible. Boost over the dash panel, past the second switch pad, and into the spooky area.



Execute a six-hit air combo on the Genies that appear here, then grind the rail they were using. If you were quick with the switches before, grab some Rings, then drop down and weave around the gnarled tree, collecting more Pearls and Rings. Leap off the edge of this flying land.

Part 3: A Stone's Throw



Drop down onto the third flapping beast and carefully head up the path. Quickly step to the side, staying on the ground, to avoid the columns flying at you, and collect Rings until you reach a column that doesn't fly at you. Step on the dash panel, steer right through the Rings, avoid another column, then target and defeat the Genie behind it. Land and steer left of another column heading your way, then target two Genies at the entrance to an arched stone corridor.

Bop both of them, and then choose whether to grind on the left side rails or not. If you ignore them, run along the floor between the pillars, avoiding the spikes on the left, then leap over the ground spikes and enter the tower ahead.



If you *do* grind on the rails, which is recommended, collect the Rings from the first rail, quickly jump left to the upper rail, Charge Jump and leap over the spikes at the end of the rail, and defeat a waiting Genie. Land on the next rail, and grind it all the way to the area above the tower entrance. Here you'll find a switch pad.



Tread on the switch and a Spring appears. Stand on it, and you're propelled up through a series of Rings, and more importantly, a Fire Soul. You land in the middle of the

tower, at the same spot you'd reach if you took the ground route.

You Got a Fire Soul!



Face down a trio of fearsome Gargoyle statues when the middle one begins to move! Quickly leap up, then target him with three Homing Attacks. Wait for the red target before attacking, as the lock-on is slower than usual. Defeat him and the blocked door explodes, allowing you access to the skies!

Note

The Gargoyle is a nasty stone monster, and it attacks with a blow that turns you to stone! If this occurs, waggle the Wii Remote furiously until you shake off the attack, then fight back!

Part 4: The Sky's the Limit!



The Gargoyle reappears and speeds off into the sunset. Not so fast! You can run behind him, following his aura road (the orange pathway he leaves behind). Follow the Gargoyle at high speed, passing through eight Pearl circles before dropping down as purple spikes shriek past you. Stay in the middle as you land on another floating beast, so the spikes explode around you.



Run toward the rails above you on each side, and leap onto the right one. Then jump left and right, collecting the Rings, before dropping down and defeating two twirling Genies that appear on the pathway. Soon afterward are three more Genies: two regular and one Fire Genie atop a block. Bash them all to reveal a Spring, and use it to jump onto the top of a pole.

Caution

This Fire Genie rotates at a much faster rate than the ones you've encountered before. Make your timing exact to avoid his flames.



Platinum Ring Master!

You automatically bounce across the poles connecting a series of rails down below, then land on a Platinum Ring at the far end. Simply exit into the fort ahead. Or, you can ignore the Spring and strike a Genie, land on the rails, and collect the extra Rings and the Fire Soul by leaping back and forth between the rails, and finally secure a second Platinum Ring at the far end. Naturally, a Gold Medal winner would use the Spring and poles to clear this area quickly.



You Got a Fire Soul! ○○○



As you enter the fort, you're whisked up into the skies on the Gargoyle's trail. Stay in the middle as you ascend to claim the two trails of Rings. Then come three more trails

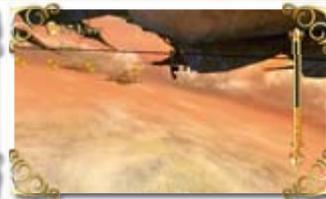
of Rings before the Gargoyle starts some looping maneuvers. Expect to grab two lots of Pearls from circles, more Rings, two more Pearl circles, and more Rings as you approach another fortress.

Charge Jump as you descend so you're prepared to tackle an appearing Genie. Hit him and the two others guarding a floating chest in a cage. The chest contains Pearls. Grab these and continue the flight.



Dash around the fortress exterior, then defeat three Genies surrounded by Pearls. Run the looping path, collecting Neo Pearls, then take down (or weave to the side of) two more Genies floating in the skies. After this, stay in the middle and

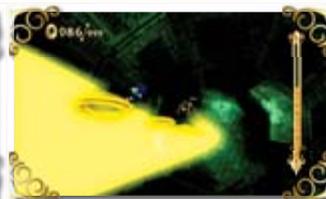
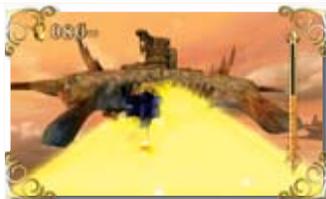
collect a trail of Rings. Continue to stay in the middle, ignoring the purple spikes hurtling your way, and gather two more trails of Rings before reaching the underbelly of the land beast. Tackle (or jump over) three more Genies before you land back on firm ground.



Head through the Rings and up the big ramp, then target the dangling vine and swing by thrusting the Wii Remote forward and back. Let go when you're near the next vine, and keep this up until you land in a spiked air launcher. Fire out, and grab hold of a vine rail cog slider. Ride this to the next Gargoyle trail.

Note

The vine rail cog slider is a cool way to rumble through a level, and you can rock the slider around the vine, spinning all the way around with back and forth motions. Try it!



The next ride begins peacefully with a dash around the skies, collecting about nine sets of Pearls from circles, interspersed with Neo Pearls in the middle of the track. Stay left as you reach a trail of Rings, which weaves to the middle, then stay left or right to grab one of the Neo Pearls as you circle another fort. You dip down into the fort. Stay in the middle for more Rings, then step to the side as you exit for more Neo Pearls. Pearl Collector Skills let you stay in the middle during this run.

Ride out of the fort and make some looping moves as more purple spike missiles are fired. These are problematic only if you slow down! Finally, the trail stops and the Gargoyle disappears at the tail of a final flying land beast. Drop down.



Part 5: Saving Sinbad



Going for Gold! This is another perfect spot to race to the fortress using Speed Break, arriving in record time.



As the stone spike missiles explode around you, hop on the right rail and ride through the Rings, flip left, and continue along the rails, flipping left again to avoid an

incoming chunk of stone. At the end of the left rail, leap and attack a waiting Genie.



Platinum Ring Master!

Defeat the Genie, then leap to the right rail, finish collecting the Rings, and stay on it all the way to the Platinum Ring at the far end. Then enter the fort.



Note

Another way to get through this area is to use the dash panels, weave left and right to avoid the stone chunks, and ignore the rails.



Enter the fort and bounce up on the Spring in the middle. This takes you to a narrow ledge. Head right, and defeat the three Genies between the Rings. This allows you access to a second Spring that's encased in a block. Bounce up to the left ledge, and run to three vines. Swing and target them, pass through a Fire Soul between the second and third vines, then land on the ledge beyond.

You Got a Fire Soul!



Bounce up, defeat more Genies, and collect Pearls on the ledge. Use another Spring to bounce up to another ledge with arched doorways you can't access. Then defeat the two Genies on this ledge to break open a final Spring from its stone casing. Leap to the top ledge and run around to the ornate cage on the parapet roof. Who's that red fellow stuck in the cage?

Mission Complete!



Going for Gold! Shaving off more than three minutes between Bronze and Gold is a difficult task, but once you can fill your Soul Gauge with Pearls easily, use Speed Break when prompted previously and during the sky rides on the Gargoyle contrails. And don't hit anything!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	08:30:00
	Silver	06:30:00
	Gold	05:00:00

Use Skills related to maximum speed, grinding, sliding, aerial and ground movement and attacks, and Pearl collecting.

Rewards



Missions Unlocked

World 4: Levitated Ruin: Mission 02: Rampage!

World 4: Levitated Ruin: Mission 05: Special Challenge



Special Book Pages Unlocked

Chapter 8: # 1 1: Meeting Sinbad

Meeting Sinbad



Sonic looks inside the cage and wonders what Knuckles is doing here! The fellow inside explains he's actually Sinbad of the Seven Seas! Shahra begs for his knowledge, but Knuc...Sinbad says *he's* the one who needs help: free him from this cage! Sonic agrees, because life is a game of give and take. Now where is the cage key?

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

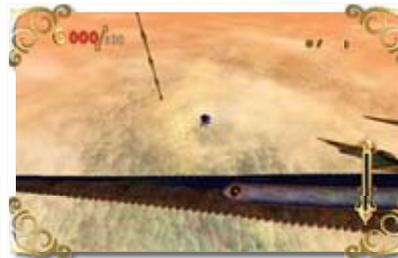
Mission 02: Rampage!

Unlocked: After completing 4-01: Go for the Goal

Overview

"Defeat 1 Genie!"

This Mission is great fun, extremely short, and delightfully simple! It involves learning exactly how much sway you can give an incredibly long vine as you attempt to launch and intercept a floating Genie off in the distant sky! Don't forget the Fire Souls during this swing!



If you're ignoring the Fire Souls, simply run forward and launch yourself off a Spring, and grab the giant swinging vine that's above you. Begin to push and pull the Wii

Remote forward and back in time with the vine swing to make it go higher.



Begin to swing wildly, so you go up farther and farther each time before you finally snag another Fire Soul that's floating right up in the skies. Grab this now!

Drop through the air and land on the third Fire Soul, floating above the target Genie.

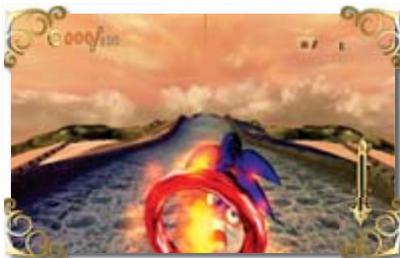


Legend

Fire Souls

Part 1: A Vine Time

Begin as you mean to continue: by reversing? Actually, this is only a plan if you want to grab the Fire Soul that's at the far end of the pathway you're on. Keep reversing until you grab the Fire Soul.



Now for the Genie! Rock the vine back and forth, and when you have a good swing, let go when you're as far forward as possible. Fall through the air, approaching the Genie; as you reach him, he becomes targeted. Defeat him with a Homing Attack and complete this Mission! Don't miss, or you'll have to restart.

TIP

If you have acquired Skill #050 Fire Lock-On, use it now; it's a lot easier to lock onto the two floating Fire Souls!

Mission Complete!



Going for Gold! A six-second defeat may seem a really difficult plan to undertake, and it is unless you swing forcefully the first time, let go early, and have an extra-long Homing Attack targeting Skill!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 00:12:00
- Silver 00:07:00
- Gold 00:06:00

Use Skills related to turbo start and Homing Attack.

Rewards



Missions Unlocked

World 4: Levitated Ruin: Mission 03: Head to Head
World 4: Levitated Ruin: Mission 09: Rampage!

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

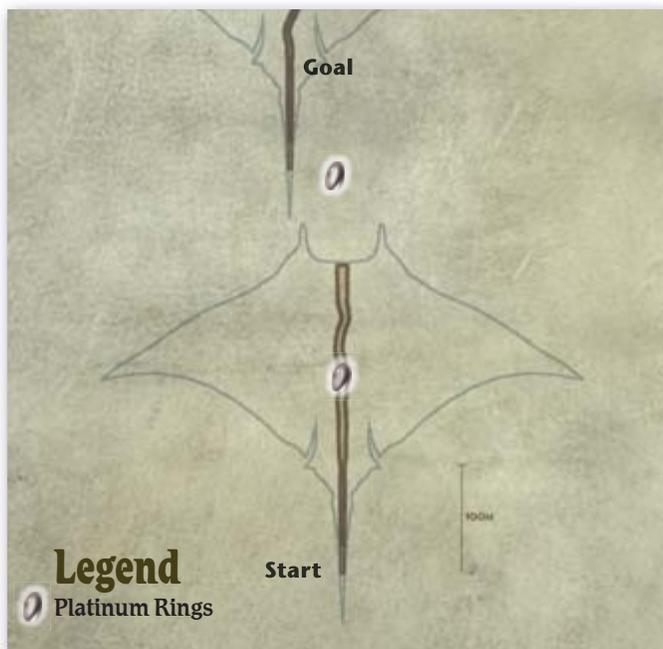
Mission 03: Head to Head

Unlocked: After completing 4-02: Rampage!

Overview

"Beat Uhu to the Goal!"

A short but tough stage, this Mission has you avoiding anything spiky while using your grinding skills to reach some airborne launchers. After that, it's another obstacle-filled romp to the goal line, at the archway to the spooky area you visited back in Mission 01. Take additional time to learn where all the Genies appear, so you aren't surprised by them.



Part 1: Spikes; Yikes!

Boost forward after an amazing turbo start, and gather the trail of Rings, then pass over the first of the ground traps (the spikes are retracted). Then steer right and leap over another set of ground traps. There are traps on the left, too. You can also Jump Dash over them all, but this wastes time.



Head over the last spike trap in the ground and keep to the right. If you've been consistently accelerating since the start, you can easily pass a spike ball rotating around a Gargoyle statue. Flick the Wii Remote left to gather some Rings, then stay right to avoid a second spike ball.





Platinum Ring Master!

Head over the brow of the hill and down the path to claim a Platinum Ring on the course. Watch out for Genies appearing at the last minute—it's quicker to leave them alone. Or, you can slow down and strike them, using your height to reach an invisible rail at the brow ahead. Ride this through a trail of Rings and leap off the end before you hit a spike ball. Alternately, stay low and avoid this area.



Whether you grind on the earlier rails or not, leap on the railing at the end of the road or you'll fall out of the stage! Grind onward, leaping automatically to claim another Platinum Ring in a circle of Pearls.

You land on an invisible rail, grind through Rings, then jump automatically off and drop down past two Genies, landing on the tail of the next floating beast.



Going for Gold! You can also try Charge Jumping before you jump for the last Platinum Ring, and attack the Genie. Gain some height, fly through the air to the invisible rail, Charge Jump and attack another Genie, and finish with the one near the tail. This is quicker and fills up your Soul Gauge. Launch the Speed Break now!



The last section can be dangerous if you don't react quickly enough. Boost forward, and attack two Fire Genies, watching out for those flames. Bop each one twice on the head, then Jump Dash and steer left, then right, and left again past the three Gargoyle statues, and cross the goal line. Phew!

Mission Complete!



Going for Gold! Finishing this in 15 seconds is a tough challenge, but it's possible if you grind quickly over the first section, defeat the Genies over the air, and Speed Break to the finish.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:37:00
	Silver	00:33:00
	Gold	00:27:00

Use Skills related to maximum speed, acceleration, sliding, grinding, and airborne maneuvers, plus Homing Attacks.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 04: Perfect Challenge

Unlocked: After completing 2-04: Perfect Challenge

Overview

"Don't Take Damage!"

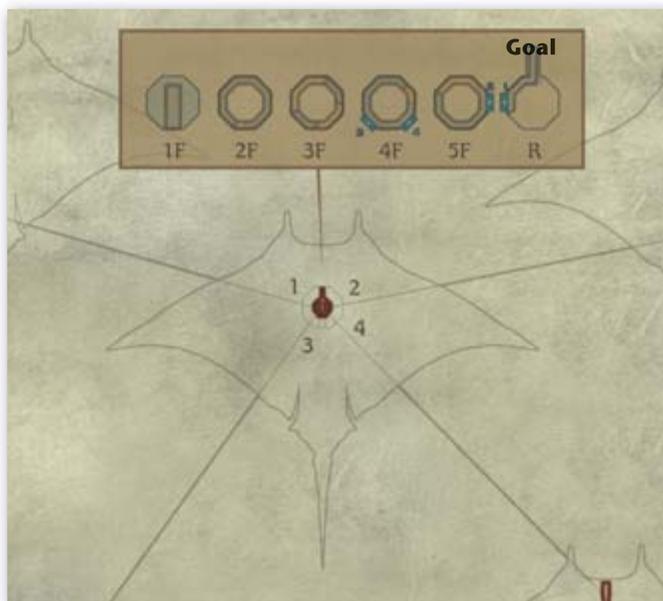
This nasty little Mission is full of spiky objects to damage yourself against.

You must learn the layout of this Mission more than most, know when to attack the Gargoyles guarding the tower, and discover how to ascend once you're inside the tower itself. Look ahead, adjust to using the Wii Remote inside the tower, and you could just claim victory!



Run forward and launch yourself into the air, waiting to target the Fire Genie on the right side. Once the target turns red, and the flames aren't in your path, hurtle into him,

bopping him twice, then continue the air combo, hitting the Fire Genie to the left.



Stay in the air, target the Gargoyle on the way down, then strike him, tumble up then down, and strike him again just before you hit the ground. Do this once more to defeat the Gargoyle, then (while still airborne) repeat the tactic on the last Gargoyle. This opens the fort's blocked door.

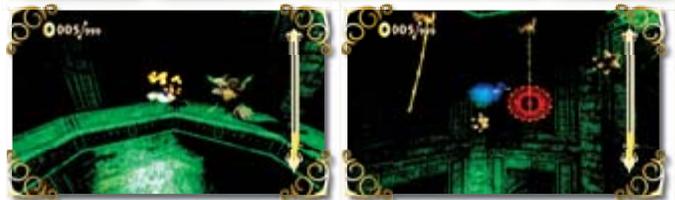


Caution

If the Gargoyle sends out an energy wave, it knocks Rings out of you and can also turn you to stone. It is better to restart and not let this happen. Keep the air combo going for best results.

Part 1: Error-Free Antics

After a turbo start, Charge Jump immediately so you gain enough height to grind on the upper rail with the double trail of Pearls on it. Grab them all, then drop off the end before you're struck by the spikes on the small block at the end of the rail.



Dash into the fort and bounce up the Spring in the middle, to the first ledge. Either slide through, or defeat the Fire Genie to your right (as shown), then spring up to the next section. Cross another ledge to the right to a series of three vines. Between the vines are spike balls moving up and down. Swing and release the first time, target the second vine, and repeat this tactic. Or, if you can't time it that quickly, wait for each ball to be below you before Jump Dashing to the next vine.

TIP

Running on this ledge can be tricky, unless you use the Wii Remote as if Sonic is directly behind you. He moves to the near edge of the ledge if you tilt to the right, and farther away if you tilt left. Remember this!



Land on the next ledge and run right, springing up to the next ledge, and move to the middle of it (tilt the Wii Remote as described in the nearby Tip). Dash through the trails of Pearls to the

Spring, and bounce up to the next ledge.

Land as the spike ball rotates quickly above you in a horizontal movement. Execute a Speed Break here to finish quickly, or else slide through the two ground spike traps, and hit the Spring that leads to the roof and the goal. Don't be struck by the spike ball as you launch!



Mission Complete!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 01:30:00
- Silver 01:00:00
- Gold 00:40:00

Use Skills related to sliding, grinding, Pearl gathering, acceleration, and steering.

Rewards



Missions Unlocked

World 4: Levitated Ruin: Mission 08: Perfect Challenge

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 05: Special Challenge

Unlocked: After completing 4-01: Go for the Goal

Overview

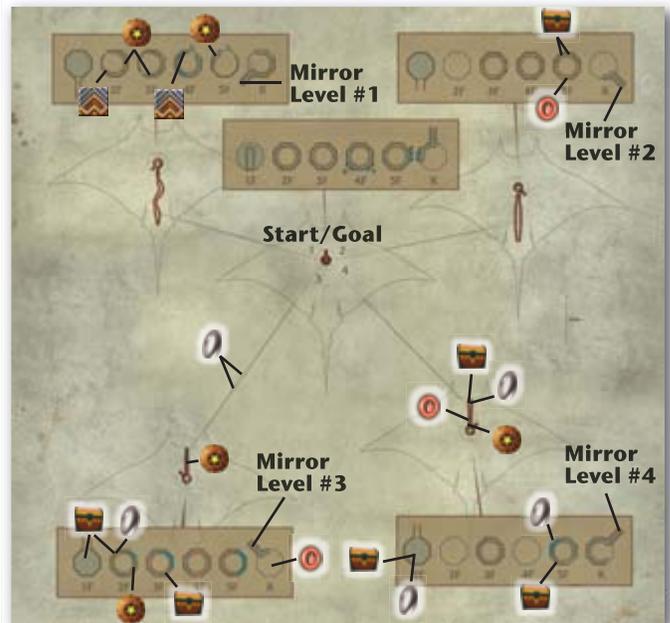
"Open Sinbad's Cage!"

The adventurer who looks very much like Knuckles is in a bit of a bind. He's stuck in a cage, and to break the spell, he needs you to shine four large mirrors atop four equally imposing towers at the cage. Simply move from the central tower to each of the four outer areas, ascending each tower as you go, and gradually free your new friend. Take your time the first few occasions you attempt this, to ensure you don't spend all your time climbing up tower interiors.



Legend

- Platinum Rings
- Dash Panel
- Switch Pad
- Treasure Chest
- Fire Souls



Part 1: First Mirror



Step off the top of the fortress where Sinbad is imprisoned, and begin to head down the slider, collecting the trail of Rings below you. Then flip to the left, and then the right, gathering

Rings as you spot them. Finally, make a right and left sway for the final Rings.

This brings you to the edge of a pathway and a materializing Genie to your right. Leap and attack, and keep in the air to defeat two more Genies before running into the fortress and grabbing a trail of Rings.

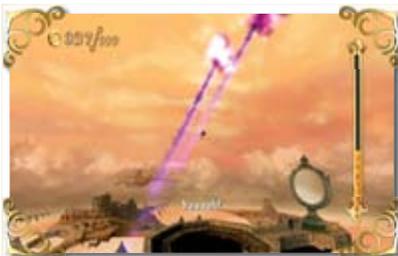


The gate closes behind you, leaving you to fight two Genies. Defeat them both and a block explodes, revealing a Spring. Bounce up to the first ledge and run right, over a dash panel.



Cross the wall collecting Pearls, activate the switch pad at the end, and bounce up on the appearing Spring. Go around to another dash panel, flick the wall switch, which reveals a

trail of Rings, and jet over to the other side. Hit the switch pad, bounce up and head right to this shimmying position.



Shimmy across, just after the spike missile has dropped below your level, to the next shimmying spot, where three missiles fall. Head right just as the left missile passes you

by. Hit the dash panel, and boost around the wall gathering more Pearls and a Neo Pearl or two. Bounce out of the tower onto the roof.



Proceed around to the giant mirror at the edge of the roof and grab the lever in front of you. Give the lever a yank, and the mirror tilts to face the central tower where Sinbad is being held. The first shackle shatters!

Part 2: Second Mirror

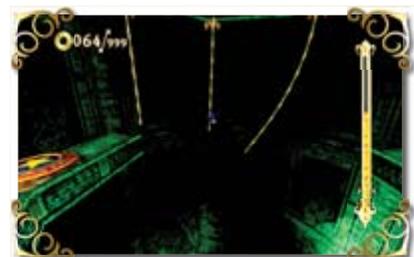


You're teleported back to the middle tower. Drop down to the ledge, run through the Rings, and stray outside onto another slider. Gather the Rings below, then left, right, and below you; avoid the spike balls to the sides, just before and after the Rings.



Land at the stone entrance of the next fort, and gather a trail of Rings. Slow down as two spinning Genies arrive, then defeat them both to remove the blockade from the fortress door. Head inside and prepare to defeat three Genies (a Fire Genie stands on the block) to reveal a Spring.

It's time to scale this tower! Bounce up onto the ledge and run left, collecting the trail of Rings. Leap and grab the three vines one at a time, jump off and land on the switch pad to reveal a Spring, and bounce up to the next ledge area.



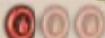


Head left, gathering the Rings, then leap to a vine, off the vine and into a Genie, and defeat a second floating Genie before grabbing another vine and swinging over a spike ground trap. Land to the left of it, and run along the ledge collecting Rings.

You're almost at the top! Grab the vine at the end of the ledge, then swing up onto a higher vine, again to a higher vine, and finally to the highest vine, and drop off to the left, avoiding another ground spike trap.



Target the two chests and gather Pearls from both, then leap the spike trap and swing on a vine, jumping over the rotating spike ball and grabbing the vine to the left. Drop and secure your first Fire Soul, then move to a ground Spring next to the spike trap on the ledge you just came from. Swing back and target the Spring to propel yourself up and onto the roof of this fortress!

You Got a Fire Soul! 

Part 3: Third Mirror



Pull the lever, break the second shackle, and then teleport back to the middle tower. Drop down a ledge to another door, collecting Rings, and then use the slider.

Swing right, then left to avoid two Fire Genies, then try a 360-degree rotation to avoid a spinning Genie.

Platinum Ring Master!

As the zip line continues, loop-de-loop and miss two Fire Genies, then swing left and right, avoiding two final Genies and collecting a Platinum Ring from next to them. That's 20 Rings added to your total! Drop down at the end of the line.



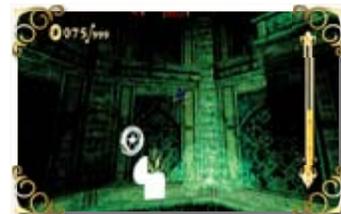
Land at the edge of the next land, and run up to the blocks, pausing on top of them as three Genies appear. Defeat them and the bars open, allowing you into another tower.

Head through the open gate, smashing the treasure chest for Pearls, and bounce up on the Spring to the ledge above. Turn left and run to the switch pad, and then shimmy across, avoiding the two vertically moving spike balls.



Platinum Ring Master!

Just to the left of the spike balls is a treasure chest. Smash it open to gain the Platinum Ring inside.



Head left to the Spring and bounce upward to the next ledge. Run to the shimmying ledge and move past the wall spikes, then continue around when the wall spikes retract; move when the nearest one retracts. At the far end, bounce up via another Spring.



Land and enter the catapult. There are two interesting features on the tower ahead: a switch pad and a Fire Soul. Fire a slow, arcing move to drop down onto the outside of the tower so you can grab the Fire Soul, then fire fast to strike the switch pad, which opens the gate.



Up on the next ledge, brake and then jump over the embedded spike ball, and land on the switch pad between this ball and another. This causes you to bounce on an appearing Spring down to the air launchers in the middle of this tower. Launch at the exact moment when the launcher is at its smallest, propel up through all three, and claim the Fire Soul at the top.

You Got a Fire Soul! 000



If you don't want to use this means of ascension, leap over the switch pad and two spike balls, and hit the Spring up to the ledge above. Shimmy around the long spike wall, moving just as each section retracts. Then bounce up onto the roof itself. Grab the lever, pull it back, and the penultimate shackle explodes! You're back at the middle tower. Drop down through ledges with Rings on them until you can exit.

Part 4: Fourth Mirror



Grab the slider, and prepare to maneuver to avoid some incoming purple stone missiles! These spikes are nasty, so remain in the middle for the first set, to either side for the second, then left,

right, loop-de-loop or move slightly to one side, then stay in the middle, swing right, and then left. Phew! Drop down onto the base of the next tower.

You Got a Fire Soul! 000

Platinum Ring Master!

At any time before you enter the tower, back up to the edge of the path, collecting a trail of Rings, and hit the chest. Nab the Platinum Ring that bursts out!



Enter the tower, grab the Rings, and bounce up to the ledge. Head right and leap over the embedded spike ball, collecting the Pearls as you go. Stop behind the next spike ball or Jump Dash across and grab the vine with one fluid move.



Platinum Ring Master!

From here, swing and smash into two Genies, then land on the ledge to the side, hit the switch pad, and bounce down to the ground of the tower. A chest here contains a Platinum Ring. Grab it, and then target the Spring that's appeared on the pedestal.



Bounce up to the upper ledge and head right, smashing the chest for Pearls, then shimmy to the right, past the spike balls and wall spikes. Wait until the next wall spike retracts, and then move. Run under and vertically smash the cage with another Platinum Ring inside, then hit the switch pad that reveals a Spring on top of the switch pad. A Spring knocks you back down to a treasure chest. Yes, there's another Platinum Ring inside!





The last Spring has appeared on the remaining (left) pedestal. Head up to the tower's roof, leap left onto the invisible rail and grind through the Rings, then pull the final lever. Sinbad is finally free!

Mission Complete!



Going for Gold! Completing this within five and a half minutes means using Speed Break on any flat areas you can, usually before and after you climb a tower.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

-  Bronze 08:30:00
-  Silver 06:30:00
-  Gold 05:30:00

Use Skills related to air and ground combat and maneuvers, sliding, and Homing Attack.

Rewards



New World Unlocked!

World 5: Pirate Storm



Missions Unlocked

World 4: Levitated Ruin: Mission 06: Diehard Challenge

World 5: Pirate Storm: Mission 01: Go for the Goal



Special Book Pages Unlocked

Chapter 8: #12: The Rescue of Sinbad

Skill Gain

Skill Awarded: #082 Sub S-Barrier

Note

#082 Sub S-Barrier is another Hidden Skill you can unlock after claiming a Gold Medal during this Mission. It increases your Soul Gauge as Rings are gathered at the expense of your defense. Check the Skills section for more information.

The Rescue of Sinbad



With Sinbad freed from his shackles, Sonic asks him what his plan is to defeat the Ifrit Golem. "Splashing water" is the answer, which isn't the cunning plan Sonic had thought he'd get! Just as Sinbad and Sonic begin to fight, Ali-Baba stops the fracas. Sinbad tells Sonic that Pirates have stolen the Water Ring; get that and you'll have all the water you need to defeat the Ifrit Golem!

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 06: Diehard Challenge

Unlocked: After completing 4-05: Special Challenge

Overview

"Don't Get Defeated!"

There are two ways to finish this Mission, and the first involves ignoring the air launchers and spinning pads in the middle of the tower, and instead concentrating on scaling the walls. However, if you want to collect the Fire Souls and additional Platinum Rings, you must boost up the middle of the tower.



Part 1: Troublesome Tower



If you require Pearls, begin by backing up and snagging them from a chest behind you. Then, target the Spring in the ground ahead and bounce up to the first ledge area.

Land on the ledge and run to the shimmying area. Wait for the large spike ball to descend, then shimmy across. Don't get struck by the spike ball, or you'll fail the Mission.



Going for Gold! One way of quickening your progress is to Jump Dash before you reach each shimmying point. Time it correctly and you can sometimes jump over the shimmying ledge instead of spending time maneuvering on it.

Platinum Ring Master!

Continue around to the next chest, and smash into it to reveal a Platinum Ring. Note that you can drop down and start from the ground again, and the chest reappears (although you won't claim a Gold Medal this way!). Bounce into the Spring at the left end of the ledge.



Smash another chest for Pearls at this higher elevation, then shimmy across the spike walls, pausing to let the adjacent wall section retract before you move on.

Now comes the choice. Slide across and avoid the falling spike ball, but make sure you execute a Time Break and grab the Fire Soul above you, that's only visible during Time Break. Then either land on the Spring and spring up, or Charge Jump and target the large switch on the wall. The wall switch allows you to reach the middle area of the tower (part #2 of the Mission).



You Got a Fire Soul!

If you headed upward, land on the ledge and then slide toward the spike ball embedded in the ledge in front of you. Grab the Fire Soul next to it, then jump over it and brake, landing on the switch pad. This releases a Spring that bounces you up.



You Got a Fire Soul!



Bounce up to the top ledge and go left, smashing a chest to claim Pearls, then pressing down on the switch pad. Shimmy to the left, around the long spike wall shimmying platform, to the next switch pad. This morphs into a Spring when you stand on it, and it flings you high into the sky. Land and be wary, because two Genies appear between you and the goal. Defeat them, and finish.

Part 2: Up the Middle



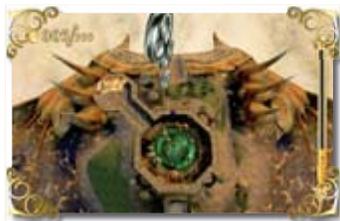
If you want to grab the Fire Souls contained in the middle of this tower, target and hit the wall switch during your ascent. Drop down, defeat the five Genies, and uncover a second Spring.

Platinum Ring Master!

Use it to propel yourself into the air launcher, and boost up to the second launcher when the first contracts to its smallest point. If you propel yourself too early, you'll land on a ledge instead of the second launcher. Do the same and land inside the third launcher, then make a well-timed shot high above the tower, claiming the final Fire



Soul and a trio of Platinum Rings! Land on the roof, watch for the two Genies, and exit.



You Got a Fire Soul!

Mission Complete!



Going for Gold! Scaling a tower in less than 25 seconds means using the exterior ledges to get to the wall switch, then propelling up through the air launchers, or continuing up the sides, but without stopping. Speed Break when you reach the roof.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	01:20:00
	Silver	00:45:00
	Gold	00:32:00

Use Skills related to Homing Attacks, sliding, and ground maneuvers.

Rewards



Missions Unlocked

World 4: Levitated Ruin: Mission 07: Hands Off
World 4: Levitated Ruin: Mission 09: Rampage!

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 07: Hands Off

Unlocked: After completing 4-06: Diehard Challenge

Overview

“Reach the Goal with 0 Rings!”

A zip line and a slider mean this is one straightforward Mission, but the cunning part comes when you realize you can add numerous Rings to your total as long as you take damage from the spike balls and Genies before you reach the goal! This is unique, but it also ensures that you can make a few mistakes and still complete this task.



Part 1: Swinging on the Slider

Either turbo from the starting point, or Jump Dash and hit the Spring, which bounces you all the way to the top of the tower and out of a doorway, where you'll automatically grab a slider and begin to zoom down a zip line. What fun!



TIP

Although normally it isn't necessary to begin with the Ring Bonus, you can keep this Skill if you wish, and actively hit obstacles to remove the Rings during your Mission. However, for Gold, stay at zero Rings at all times to keep your speed up.



Stay hanging down and pass a trail of Rings above you. Then swing left or right to avoid a trail of Rings below you. Hang down to avoid the two rotating spike balls.

Swing to the side twice to avoid two trails of Rings below you, then do the same to avoid two more trails of Rings below. Watch for the sitting Genie on the last trail; stay to the side.



TIP

Remember that with quick tilts of your Wii Remote left and right, you can loop-de-loop if you wish!



Swing to the side four times to avoid four more trails of Rings, but keep to the left as you reach the fourth trail, and avoid the fire from a Fire Genie.



Now swing right to avoid a trail of Rings below you, then left to avoid two rotating spike balls.



Swing right and avoid more Rings below, and a Fire Genie belching flames on your left. Now swing to the left, avoiding a trio of rotating spike balls. You're almost there!

Swing to the sides and pass two more trails of Rings, and when you see the quartet of spike balls, hang low as they pass over you. Then immediately swing wildly left to avoid the fire from the Genie on the right; you need to be high up on the left side to avoid the fire.



Finally, swing up and right to avoid the five rotating spike balls (or hit them to remove all Rings; this is your last chance!), and keep high and to the side to avoid two final Rings. The zip line ends at the goal!



Mission Complete!

Going for Gold! Claiming Gold means a perfect run, without slowing down. You slow down only if you hit an obstacle, so begin with zero Rings, turbo start, and don't pick any Rings up as you go.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	01:30:00
	Silver	00:52:00
	Gold	00:42:00

Use Skills related to left and right steering.

Rewards



Missions Unlocked

World 4: Levitated Ruin: Mission 11: Collect Rings

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

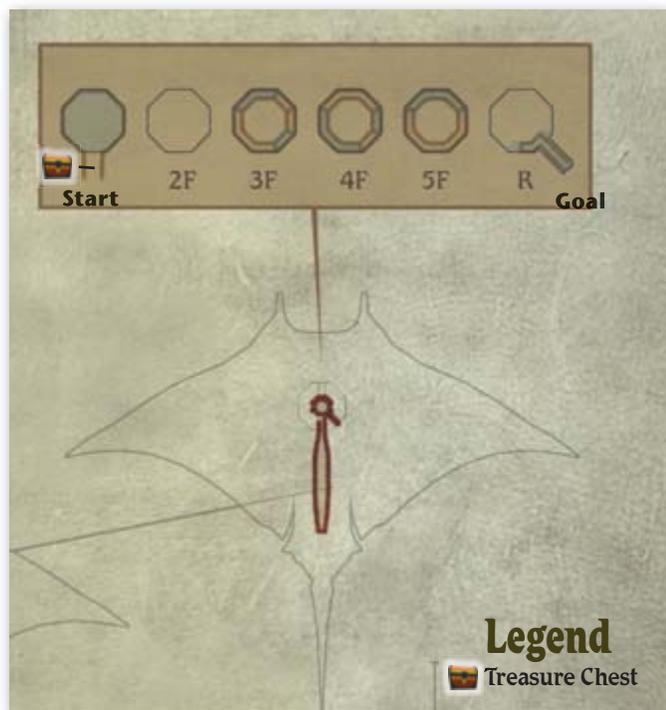
Mission 08: Perfect Challenge

Unlocked: After completing 4-04: Perfect Challenge

Overview

“Don’t Take Damage!”

This nasty little climbing Mission involves split-second timing and the ability to return to the bottom of the tower a number of times to unlock more Springs. The Fire Genie at the start is a problem because his fire is terrifying. Quicken your Homing Attacks to take him down. Then methodically proceed up and down the tower twice more. Remove all blocks on the ground to reach the roof.



Part 1: Tackling the Tower

Turbo in from the pathway outside, and target the Genie on the left. Defeat him but don’t be struck by the fire from the Genie in the middle. Defeat the Genie on the right, then the Fire Genie, and a block explodes. Bounce on the Spring inside.



Land on the ledge and head right, sliding and then leaping over the spike ball, and leap onto a vine. Swing the vine out to the right, jump off, target the Genie, and defeat him and the second Genie behind him. Brake and land on the ledge.



Stand on the switch pad and a Spring appears, bouncing you back down to the ground. Knock open the chest for Pearls, then bounce back off the gate and into the chamber where a nasty Fire Genie is breathing his flame. Leap over the flame, target the Genie, then bounce on the Spring he reveals.



You land on an upper ledge. Head immediately right to a shim-



mying area where some wall spikes protrude. This is a great place to use Time Break, to ensure you stand exactly between the sets of wall spikes, as shown. Otherwise, your

Mission is over!

Bounce off the pad at the far end of the ledge, and head back down to the tower base. Grab another load of Pearls from a chest, then venture back to the final Fire Genie, above the last block. Defeat this fiery fellow.



Bounce up on the Spring that's revealed, all the way to the roof, and use Speed Break if you can to reach the goal. Otherwise, run to the goal immediately, so the three incoming missile spikes don't strike you.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 01:30:00
- Silver 00:52:00
- Gold 00:42:00

Use Skills related to jumping, Homing Attacks, sliding, and Soul Gauge.

Mission Complete!



Going for Gold! Getting Gold on this is incredibly difficult. You must defeat the foes in record time, and not pause at any moment during the climb!

Rewards



Missions Unlocked

- World 4: Levitated Ruin: Mission 12: No Pearls
- World 6: Skeleton Dome: Mission 04: Perfect Challenge

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 09: Rampage!

Unlocked: After completing 4-02: Rampage!, 4-06: Diehard Challenge

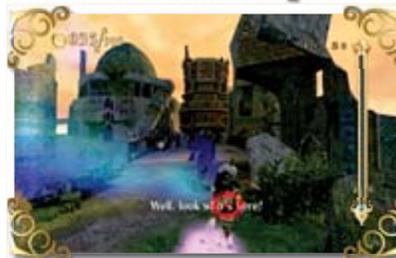
Overview

"Defeat 20 Genies!"

Dash through the courtyard and fort tower, then take a flying trail to the underside of the flying beast, and fly back to the initial pathway. This allows you to pick and choose the 20 Genies you must defeat. Complete more than one lap to find all three Fire Souls, or defeat every Genie you see for a quick completion time.



Part 1: Courtyard Combat



Begin with a turbo start, straight through the Platinum Ring and double Ring trail ahead of you. This isn't Platinum Ring Mastery; the Ring is easy to spot! Just after a burst of purple spike missiles (which don't harm you), slow down slightly to target and defeat three Genies in the initial courtyard area.

Rush to the far end of the courtyard, slowing to target two more Genies that fall down from above. Finish them both, and while still in the air, target and strike the nasty Gargoyle that guards the tower blockade. Finish him with three hits (without being turned to stone because this affects your time!), and enter the tower.



TIP

When you've defeated the two Genies and Gargoyle, a second block behind you breaks, too; this holds a Fire Soul. It's quicker to grab it on the second lap; check its location later in this Mission Runthrough!



Slide into the central switch and bounce up to the first ledge, collecting the trail of Rings to the right. Then, bounce up to the next ledge, and prepare to engage two Genies in

the gap between ledges. You should have eight defeated Genies by now.

Use the Spring to bounce up to the ledge with the doorways, then Jump Dash over the rolling spike balls that appear from these locations on your way to another switch pad. Slide in, and bounce up.



Note

As you walk past the second doorway, a Genie flies down and hovers below you. Ignore him. He's there so you can defeat him and reach the next ledge if you arrive here on your second lap, which shouldn't occur if you're following these tactics!



Bounce up to the top ledge and avoid or leap another doorway with a spike ball rolling out, then bounce to the roof and hit the dash panels. A Gargoyle leaves a trail for you to follow. Stay

in the middle, then steer left, right, and left to gather trails of Rings and Pearls.

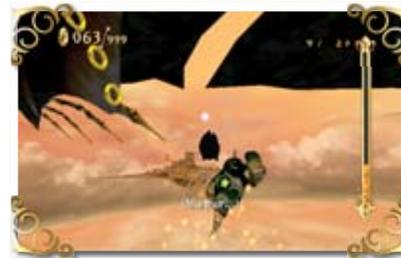
Part 2: Underside Takedowns

After another trail of Rings and some crazy airborne loops, you're deposited on a tiny path with a trail of Rings leading to a big ramp. Head onto the ramp, and fly forward to some scary-looking air launchers high in the clouds!



The trick here is to launch from the air launcher immediately. You fly in an arc through the trail of Rings, and strike a Genie! Do the same with the other two

launchers, and bring your Genie takedown total to 11. Watch out for the two other launchers because they have spikes on them.



Tip

If you're missing the Genies in this area, vary the time from when you sit in the launcher to when you propel yourself away from it.

Now leap onto a slider and hang from it, swaying right, left, middle, left, and middle again to avoid rotating spike balls throughout the ride. The second left sway is particularly important because there's a Fire Soul you must reach.



You Got a Fire Soul!



Drop onto the Gargoyle's contrail and weave left and right to collect the Rings. After some crazy aerial antics, the Gargoyle drops you back at the starting point. Don't

worry about the purple spike missiles; as long as you keep your speed up, they are harmless.

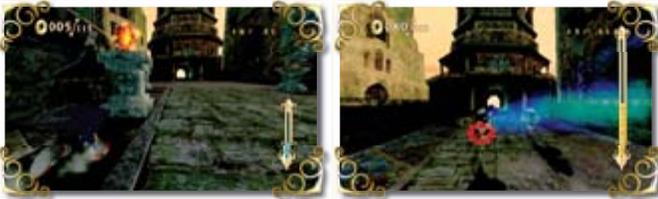
Part 3: Finishing the Final Genies

Drop onto the path, but don't move forward yet. Instead, back flip or reverse to the edge of the path, where you find your next Fire Soul. Then dash forward and defeat three Genies before you reach the big ramp. Your Genie total should be 14 at the maximum.



You Got a Fire Soul! 000

Boost over the big ramp and through the two trails of Rings. The lap begins again, with enemies in the same place as previously. Keep your speed up to avoid the purple missiles, and defeat the three Genies in the courtyard, bringing your total to 17.



Maneuver through the courtyard, but make sure you take the last Fire Soul from the pedestal on your left. Then engage three last foes—two Genies and the Gargoyle guarding the tower—to finish this Mission at the earliest point.

You Got a Fire Soul! 000

TIP

Find a Genie in the tower, three floating at the air launchers, and more when you complete another lap, if you missed any the first time around.

Mission Complete!



Going for Gold! Getting a Gold Medal means following the tactics shown above, but use some Speed Breaks during your contrail flights.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

-  Bronze 04:30:00
-  Silver 02:50:00
-  Gold 02:15:00

Use Skills related to acceleration, Homing Attacks, steering, and ground plus air maneuvers.

Rewards



Missions Unlocked

World 4: Levitated Ruin: Mission 10: Beat the Clock

Skill Gain

Skill Awarded: #080 Sub S-Armor

Note

#080 Sub S-Armor is another Hidden Skill you can unlock after claiming a Gold Medal during this Mission, and it reduces the amount of Soul (from your Soul Gauge) lost when you're damaged, but greatly reduces defense. Check the Skills section for more information.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 10: Beat the Clock

Unlocked: After completing 4-09: Rampage!

Overview

"Finish Within 90 Seconds!"

A 90-second time limit (and much less if you're after a Gold Medal) means you should play this Mission with two different goals. The first goal is simply to finish while collecting all three Fire Souls. For the second goal, the Gold Medal, ignore most of the enemies and scale the tower interior in record time to reach the roof.



Legend

 Fire Souls

Part 1: Courtyard Chaos



Turbo start from the beginning of the path, and stay in the middle to claim a load of Rings and Pearls in a double trail. Then ignore or engage the Genies that swoop down from the sky. There's a Genie on the right, then two Fire Genies. Afterward, Speed Break forward and hit the metal box; there's a Fire Soul inside it!

You Got a Fire Soul!

Caution

Watch out! The Fire Genies' spinning flames move quicker than previous Fire Genie attacks.

Jump at the central Gargoyle statue, Splash Jump over him, and continue to the base of the fort tower. A flapping Gargoyle challenges you here. Attack him three times, using techniques you learned before, and the blockade explodes.



Part 2: Tower Trouble



Run inside and slow down as you tread on the switch pad; a Spring appears on it. Bounce up to the first ledge and head right, moving around the pedestals and collecting Rings. Tread on the pad at the end, bounce up to the next ledge, and walk through more Rings. Now attack two Genies, and pass through the Fire Soul just behind the second. Either brake and drop, or Jump Dash through to the ledge with another switch to tread on.

You Got a Fire Soul!

Tip

This Fire Soul is easier to grab if you equip Skill #050 Fire Lock-on.



The last part of the climb goes from easy to difficult. Leap up to the ledge with the trail of Rings and collect them. Then slide into the switch pad, spring up to the last level, and run right. Slide as you reach the spike ball blocking your path, then leap through the gap, collecting the final Fire Soul along the way. Run under the next two floating spike balls and slide into a switch pad, then back flip into the Spring that appears behind (to the left of) it. Bounce up to the roof, and the goal.

You Got a Fire Soul!

Mission Complete!



Going for Gold! Now finish in under 35 seconds! This means you must zoom through the courtyard, taking down the Gargoyle in record time, and not pause at any time during the climb.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 01:20:00
- Silver 00:50:00
- Gold 00:40:00

Use Skills related to steering, Homing Attacks, and acceleration.

Rewards



Missions Unlocked

World 4: Levitated Ruin: Mission 11: Collect Rings

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

Mission 11: Collect Rings

Unlocked: After completing 4-10: Beat the Clock

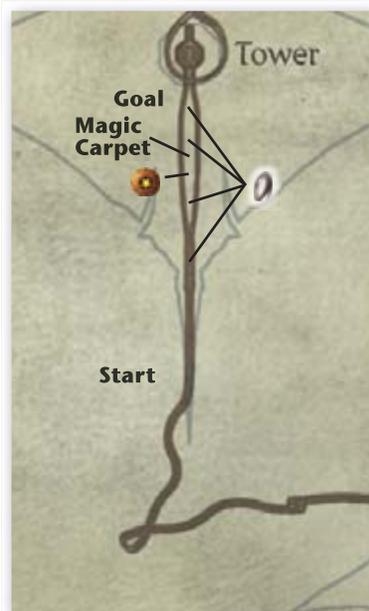
Overview

"Collect 80 Rings!"

The many Platinum Rings in this Mission allow you to finish in seconds. Fortunately, in a sea of very difficult Missions, this one is relatively simple, even to claim a Gold Medal on. The trick is to line up your attacks so you're propelled up through the Rings, and collect the nearest Platinum ones in the process.

Legend

- Platinum Rings
- Switch Pad



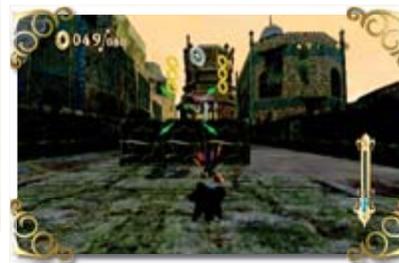
DIFFICULTY



Tip

Make sure you start with Ring Bonus for another five Rings, making this even easier!

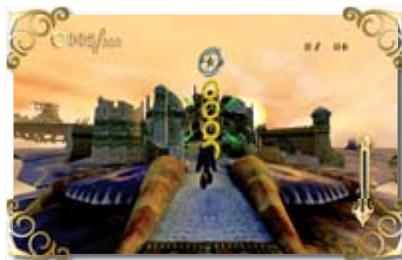
Jump over the blocks and move to the next Genie. Make sure he's under either the left or right trail of Rings before you tackle him, then bounce up to claim two Gold and another Platinum Ring! Your total now should be around 51.



Jump over the blocks to the next set, wait for the Genie to twirl into the middle, and then ram him and bounce up through the Platinum Ring. That's 71!

Part 1: Ring Rampage!

Turbo forward and leap into the air, waiting for the Genie behind the first blocks to descend to this point. Attack so you hit the Genie at the bottom Ring, and rise up through the three others and a Platinum Ring. That's 29 so far!



Now Jump Dash onto the ground switch, spring jump onto the magic carpet, then target the Genie below, and bounce up through three Platinum Rings. If you *still* haven't claimed enough, a final Genie by the goal has a Platinum Ring above his head!



Mission Complete!



Going for Gold! Speeding everything up takes a plan of attack. Don't pause when targeting the initial Genies, and after striking the third, boost forward into the sea of Platinum and Gold just before the final blocks.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:30:00
	Silver	00:18:00
	Gold	00:12:00

Use Skills related to Ring Bonus and Homing Attacks.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

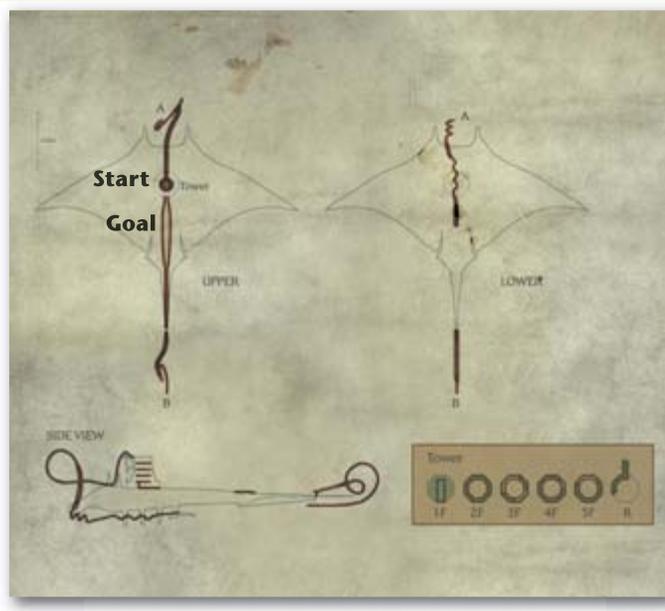
Mission 12: No Pearls

Unlocked: After completing 4-08: Perfect Challenge

Overview

"Don't Get Any Pearls!"

Ignoring Pearls means turning off any Pearl-collecting Skills and concentrating on your steering as you dash through the sky and across the underbelly of a flying beast. This is a short Mission, with a tricky end section that forces a quick turn. But once you complete it, a Gold Medal is almost assured if you've bumped up your speed and acceleration Skills.



DIFFICULTY



Part 1: Up, Up, and Away!



Start with a turbo, and dash immediately onto the dash panel and on the contrails of a Gargoyle. Speed down the slope, then stay in the middle so you pass two walls of Pearls on both sides. Then, stay to the left and pass a wall of Pearls on your right side.



After a number of twists and loops, the Gargoyle descends under the flying beast. Remain in the middle of the track, passing walls of Pearls on either side.

Just ahead is another wall of Pearls on each side, once you land on the base of the flying land beast. Stay in the middle, shoot through the gap, and exit to the big ramp.





Grab the slider and stay in the middle as you pass a trail of Pearls on each side, and then another trail of Pearls on each side. Swing to the left or right to avoid a trail under you.



Drop down as another Gargoyle speeds off leaving a contrail, and dash between the walls of Pearls on each side of you. Then swerve left or right (it's easier to swerve left) and avoid the wall of Pearls in the middle of the trail.



Now for the trickiest part! The Gargoyle loops and meanders for a moment, then zooms through another set of Pearl walls. Stay in the middle during this time, but as soon as you see a single wall of Pearls in the track's middle, just after the walls, swing left or right. Do this incredibly quickly or you'll hit the middle wall.



You're deposited on a path with the goal just ahead! Accelerate as quickly as possible (a Jump Dash helps) and weave to the right and left of two appearing Genies. Don't defeat them or you'll receive Pearls! Cross the goal line and claim that Gold!

Mission Complete!



Going for Gold! Claiming Gold on this Mission is straightforward if you bolster your steering and acceleration. Don't slow down at all.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	01:20:00
 Silver	00:50:00
 Gold	00:42:00

Use Skills related to maximum speed, steering, and acceleration.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book isn't unlocked after this one!

WORLD 5: PIRATE STORM

Avast ye scurvy hedgehog and prepare to walk the plank, and many other portions of wrecked galleons, strange grottos, and ocean-front platforms on a quest to locate the Pirates responsible for stealing Sinbad's Water World Ring. Here you'll find 12 of the most fiendish Missions, many involving maneuvering over water. But don't enter that water or you'll have to restart a section (or even an entire Mission). You'll learn to become more precise with your control, before facing down a crazy Pirate named Captain Bemoth: the holder of the Ring that you seek!



Note

The way the Missions are unlocked during your Runthrough depends on which previous Missions you choose. This guide has all of the Missions listed numerically, one after the other. The game insists that you play other maps first before returning to Missions. Choose the World and Mission you seek information about, and locate it within this Runthrough.

Mission 01: Go for the Goal

Unlocked: After completing 4-05: Special Challenge

Overview

"Follow the Pirates!"

Welcome to the high seas, landlubber! Timbers will most definitely be shivered when you negotiate the various galleon wrecks and some Pirate Genie ships, exploring the area. You'll learn when to time Homing Attacks to strike floating barrels as well as the Pirates themselves. There's booty to collect too, if you walk the vines of the ships' masts, and take care of an all new, electrifying enemy!



Part 1: Walking the Planks

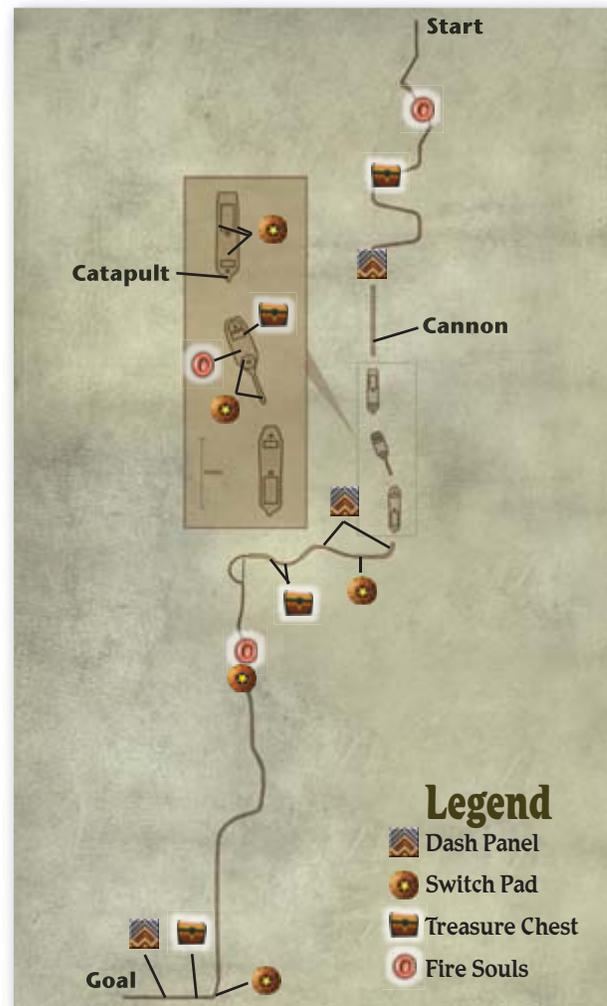


Jet off the starting point with a turbo, through the trail of Rings, and up a big ramp. You automatically leap onto the boat wreck. Stay in the middle right, collecting the trail of

Pearls, the Rings, and more Pearls. As you reach the wreckage's end, slide and brake.

Caution

If you don't brake, you'll fall off the end of the wooden platform you're on and into the sea! Restart this Mission instead of continuing if you fail at this point.



Legend

- Dash Panel
- Switch Pad
- Treasure Chest
- Fire Souls



Slide to the end, then use a Homing Attack on the Genie who appears; it's the best way to leap the gap between the wrecks. Make a left turn, and target and attack an odd-looking Pirate: the Slime Genie! This gloopy fellow pulsates with electricity after a second or two, so don't strike him then or you'll get the Rings knocked out of you! Bash him and the two others that appear, before dashing through the Rings to the Spring at the end.

Jump onto the boat's upturned side from the Spring, and follow the winding path of Rings and Pearls to one of three more Springs. Bounce across to the wooden walkway, and take the Rings from the left and right sides.



Make a Short Jump so you don't get stuck as the second walkway section rocks up and down in the water. Ahead is a floating crate, and on it is your first Fire Soul. Drop

onto it with a brake, then jump off, onto the next walkway, then leap to the ground.

You Got a Fire Soul!

The ground is a small island you must negotiate before you reach another area of open water. Stay to the left, follow the trail of Rings left, then right. If you don't, you can be snagged on the rotating blades. Head up and boost across the big ramp.



Drop through the air, land on the floating plank, then leap and target the floating barrel in the water ahead. There's no need to stop; target it, launch a Homing Attack, then bounce off the barrel and onto the floating walkway.



Part 2: Don't Get Slimed!

Bounce off the floating walkway onto the solid ground, and race through the trail of Rings. As you reach a wooden platform structure, three Slime Genies appear! Ignore the first two (unless you want to slow down or backtrack to target them) and hit the third one under the platform, before he electrifies.



Jump and land on the wooden platform, then target the treasure chest at the far end. Break it open for a load of Pearls. As you do, three Genies appear on the stepped structure beyond. Jump Dash to the Genie atop the steps, ignoring the other two, and defeat him. Or, slow down and bop one individually.



Going for Gold! Hitting just the top Genie on these steps means you'll complete this area quicker, which is vital for claiming Gold. Also launch a Speed Break when you reach the next section of solid ground, with all the Rings.



Land on the platform overlooking more water. Ahead is a barrel that keeps sinking and rising from the water. Time your Homing Attack so you're traveling as the barrel is about to rise, bounce off and onto a walkway, then onto another submerging barrel, then leap to the solid ground on the other side.

Part 3: Cannonball!



As you land on the solid ground, a storm of cannon fire rockets down from a galleon ahead of you. Decide what to do! You can:

1. Run and dodge the fire, along the ground.
2. Bounce across the tops of the platforms on either side.
3. Use Speed Break.

If you choose plan #1, steer left, right, left, right, and defeat a Genie. Then steer left, left, right, then left, avoiding more clumps of fire, and escape via a big ramp.

With plan #2, slow down as you reach the first wooden support on the left, and target the green Genie. Defeat him, then target a Spring on the right, ahead of you. This bounces you to the big ramp and is a faster way of negotiating this section.



Once over the big ramp, negotiate the red walkway platforms on the water. Jump if you get stuck between them, then leap off, and watch out for a rotating blade on the ground.

Head through the Rings, then leap through the middle of the Pearl circle to avoid it. Steer right, through three more Rings to avoid the second blade.

Round the left corner, jump and land on the walkway, then leap again; brake and land on the tiny square platform with the single Ring on it, then leap and drop onto the two dash panels. Avoid the rotating spike as you maneuver.



Boost forward onto the deck of a ship, and check out that cannon! You automatically leap into it, and ride the cannonball bullet through the skies. Steer left of middle to grab a trail of floating Rings, then steer sharply right and grab more Rings. Swerve back to the left for more Rings before centering on the circles of Pearls. Swerve left for more Pearl circles before returning to the middle (picture #2) to avoid two approaching cannonballs, and drop through two more Pearl circles, and onto the ship's deck.

Part 4: All Hands on Deck



When you land on the ship's deck, head down either the left or right set of steps. They both contain a trail of Rings and a switch pad at the end. Hit the switch, and a curved trail of Rings

appears. Run through them, and either Charge Jump up and out of the deck, or slow down.

TIP

The quickest route out of here is to gather the curved trail of Rings, step on top of the block in the middle of the ship, and Charge Jump out!



After you collect the Rings, four Genies appear and roam the decks. Locate and defeat each of them, and the block in the deck's center explodes, revealing a switch pad.

Stand on the switch, and the gates on either side of you open, allowing you out and up the steps.

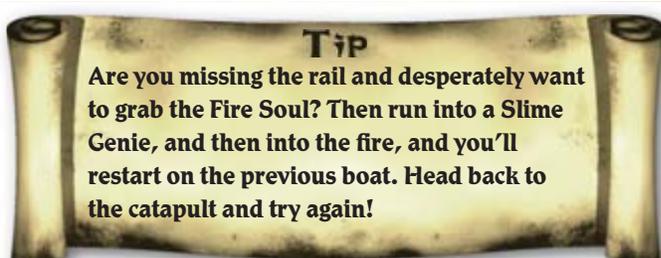
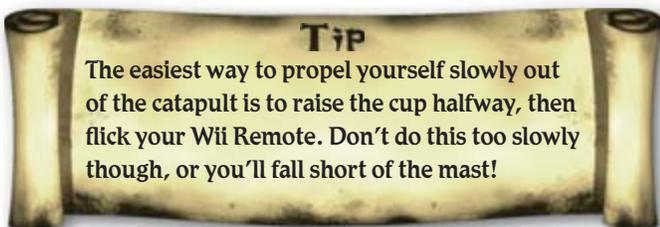
Stop at the catapult and get inside. Make a choice: Flip yourself out from one of three types: strong, normal, or weak.





Slow Speed Exit: This is trickier to pull off, but the plan is worth it as you land on a crow's nest, atop the next ship's mast. Open a floating chest for Pearls. However, the

more interesting feature is a Spring to the right. Target it!



Fast Speed Exit: If you chose a fast flip out of the catapult, you'll tumble down to a deck with two Slime Genies on it. Target them when they aren't sparking because defeating them explodes the block.



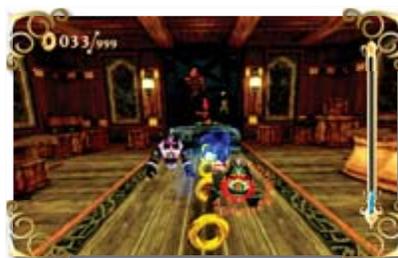
Caution

Don't run into the two patches of fire created just after the Slime Genies arrive.

Spring up to a rail high above the deck and grind along it, charging a jump as you go. Just before you hit a spike ball, leap over it, then drop down into a Fire Soul. You'll also miss the rest of the rail, but you've grabbed the Fire Soul, which is more important! Or, ignore the Fire Soul, continue the grind by landing on the continuation of the rail, and collect Rings until you reach the next crow's nest.



The exploding block reveals a Spring. Bounce on it, up and into a flying pot. Flap wildly so the pot moves vertically up to a second pot, jump out and into this pot, while avoiding the circling spike ball, and flap up to the crow's nest. Target the Genie, leap out, defeat him, land on the switch pad, and collect the Rings.



This opens the door in the middle of the ship leading to the captain's cabin, where you must defeat three Genies at the end of a trail of Rings. Once you dispatch the Fire Genie atop the block, it disappears, and you can stand on a switch pad. This opens the gate, so zoom off the big ramp.

You Got a Fire Soul!

Part 5: Shivering in the Timbers

Leap out and land on the Spring. You're bounced up, and briefly, you can target a sword sticking out of a mast! This means you can use the swords to climb the mast, or drop down to the deck.

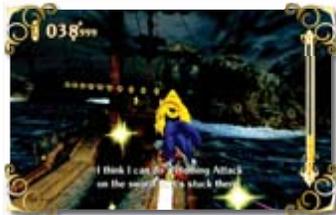


TIP

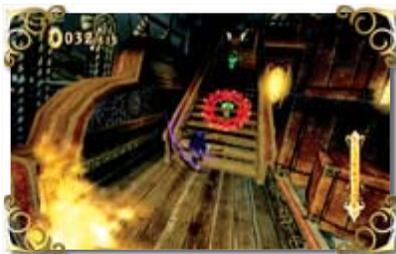
This is the most important point to remember when bouncing on swords! Flick the Wii Remote as quickly as possible and in rapid succession as you target a sword. This ensures that you don't miss the subsequent swords as you climb up them. Otherwise it is incredibly difficult to target each sword.

Going for Gold!

Climb the swords and you land on an invisible rail. Keep the grinding speed up as you pass through multiple Rings, zigzag left then right through a trail of Pearls, and end up at the far end of the boat! Perfect! This is quicker than staying on deck so remember this when you're going for Gold.



Land on the deck below, and watch out for the fire! Flames erupt from incoming cannonballs. Choose a side and run up the steps at the deck's far end, defeating two green Genies and smashing open a floating chest. Then grab some Rings and Jump Dash over all the rotating blades until you reach the end of the boat.



A nasty looking Fire-Genie awaits at the end of this boat, so strike him with two shots, and his throne explodes, allowing you to land on a big ramp, and propel yourself into a secret grotto!



Part 6: Into the Gloomy Grotto!

Land at the grotto entrance, run onto the dash panel, and dash through two trails of Rings, then a trail of Pearls to your right. Immediately steer left for another trail of Pearls before you reach a dash panel. This is a prime opportunity to use a Speed Break, if all you care about is a fast finish.



Ignore the switch pad, and you can run past the rowboats to the dash panel. Hit the switch and you're propelled up onto an invisible rail, and a trail of Pearls! Then drop down, and hit the dash panel.



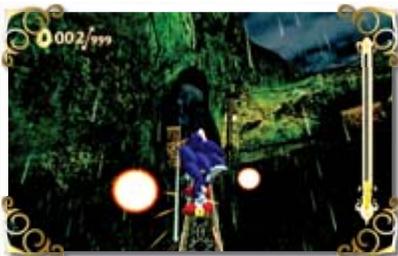
Run through the trail of Rings as the grotto narrows and the path heads uphill. Jump Dash or Short Jump over three wide spike traps in the ground, then follow another trail of Rings into the next part of this grotto.



You can stay on the ground and dash through a trail of Rings, avoiding the cages on either side. Or better yet, hit the Genie on the left set of crates, then a Genie in a cage, a floating chest (with Pearls inside), and a purple Genie on top of some crates on the right side of the grotto. Then, while still in the air combo, target the chest on the ground (picture #2), and grab the Pearls.



Scamper up the next hill, which has spike balls rolling down it. Stay in the middle collecting Rings, and then execute a Time Break, as this makes avoiding the spike balls a whole lot easier! Wind left, around the wooden ramps, all the way to a Spring at the top. Bounce on the Spring, then quickly target two swords sticking out of the wall. Jump Dash off the third sword to discover a shortcut!



The shortcut itself is a long rail to grind on, with a trail of Pearls to take during the run. Don't land to the side and miss the rail, or you'll fall into the water. At the other side

of the rail is the open descent to the ocean.

If you miss the swords, run up the wooden platform that continues, collecting Rings as you go, and steer to the right to avoid the rotating blades. Then head down the slope through another trail of Rings and jump over the next set to the right. At the corner, stay on the ground and maneuver to the side of the bottom blade.



Part 7: Life on the Ocean Wave



Head into the open descent into the ocean area, grabbing Rings and Pearls as you go, then hit the big ramp and land on a wooden platform. Charge Jump over the gap and land on the next platform. Wait for the green Genies to appear, strike the first one then the second, and Jump Dash to the walkway on the other side.

Leap from the platform and arrive inside a wrecked galleon. Slow down and defeat or avoid all the Pirates, but make sure you dispatch all the Fire Genies at the end of the row of foes, so all thrones explode, allowing you to take a Fire Soul hidden inside one, and to hit a switch pad. Dash through the Gold Rings that appear.



You Got a Fire Soul! 000

Leap into the ocean now, and ride the broken board through the Rings on the right side, and through a sparkling white glow (a marker showing where to go). Head over the big wave, steer right, head through the markers and collect the Pearls, and over another huge wave!



Turn right and head through another marker, claiming Rings as you go. Turn left, grabbing more Rings and going over a final wave, then follow the snaking Rings to dry land.



Head through the double trail of Rings, and swerve to avoid the spike balls, then slow as three Genies appear. Be quick, strike the top one, and head over the gate. Or, tackle all

three, wait for the block to explode, hit the switch pad, and wait for the gate to open.

Now for a final rush! Dash through the trail of Rings, smashing the chest to claim Pearls inside, then launch into three green Genies that appear under the cannon fire. Wait for the Genies to arrive before striking them, but stay in the air to keep your speed up.





The Pirate ship has been spotted! Launch across the rest of the walkway (a Speed Break is an excellent idea here!) and leap the big ramp, land on the dash panel, and accelerate to the goal.

Mission Complete!



Going for Gold! Heading across the high seas in search of real Gold? Then use Speed Break whenever you're on ground that doesn't stop you in your tracks, and on the occasions listed previously.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

-  Bronze 08:00:00
-  Silver 06:00:00
-  Gold 04:30:00

Use Skills related to maximum speed, grinding, Homing Attacks, steering, ground and air maneuvering, and sliding.

Rewards



Missions Unlocked

- World 5: Pirate Storm: Mission 02: Head to Head
- World 5: Pirate Storm: Mission 09: Diehard Challenge

Mission 02: Head to Head

Unlocked: After completing 5-01: Go for the Goal

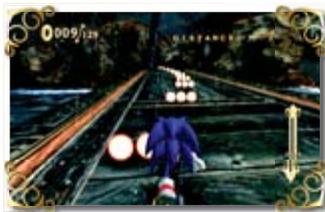
Overview

"Beat Uhu to the Goal!"

As with many other Missions that have Fire Souls to collect, there are two ways to approach this: grabbing the Fire Souls, and winning the objective. Fire Souls are important to unlock the Party Mode games, so gather them first while learning the path, which is the first section of Mission 01. However, be sure you finish; even though Uhu beats you, the Fire Souls are still collected.



Part 1: Ocean Antics



Launch from the start with a turbo, running up the narrow passage collecting Rings, then leap through the big ramp, steer left, and then collect the trios of Pearls in an arcing path to the next wrecked walkway. Leap onto this walkway and steer right, through a trail of Pearls, Rings, and more Pearls. Charge Jump and defeat the Fire Genie at the end of the walkway, then air combo into a waiting green Genie.



Special Book Pages Unlocked

Chapter 8: #14: Pirates Sighted!

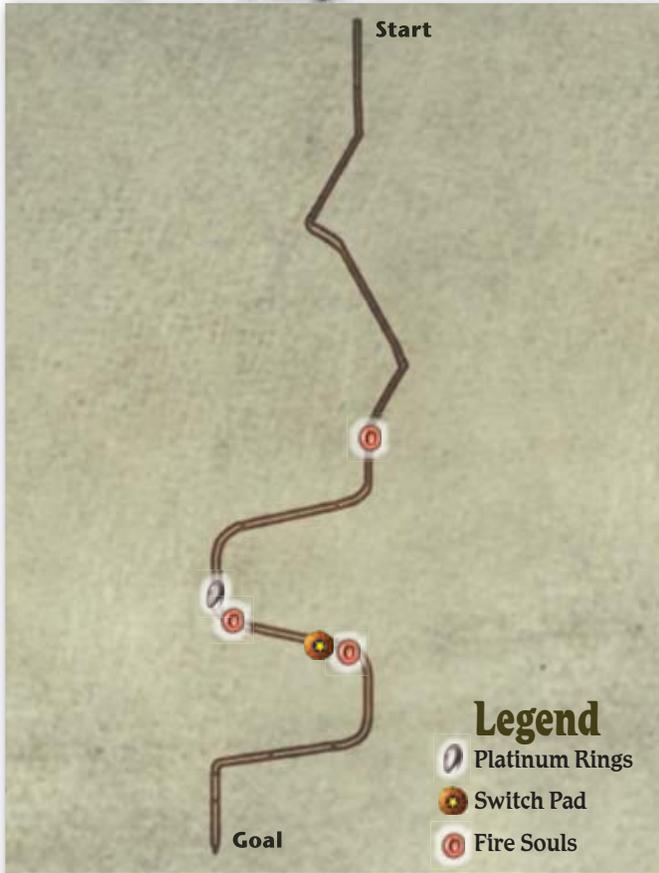
Pirates Sighted!



Shahra and Sonic watch a tattered galleon on the stormy seas, but it appears calm; they must have the Ring that lets them control the power of storms! As the cannons fire, Sonic readies himself to take on those pesky Pirates and claim that booty!

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!



- Legend**
- Platinum Rings
 - Switch Pad
 - Fire Souls

Turn the corner and dash forward. Defeat three incoming Slime Genies, or avoid them by steering right, right, left, and then jumping. Head for the winding trail of Rings, and jump on the Spring at the end.



Going for Gold! If you intend to beat Uhu, ignore all the Fire Souls, and concentrate on quick, accurate acceleration. The distance marker in the pictures refer to an attempt to get the Fire Souls, not beat Uhu (although the tactics shown in the pictures work just as well when you're in front of Uhu).

Land on the wrecked boat hull and follow the winding path of Rings and Pearls to a trio of Springs. Launch from the left one (it's closest) or the middle one (for the Fire Soul) and land



on the right side of the walkway, then steer left grabbing Rings, Jump Dash over the gaps, grab another four Rings, and land on solid ground.

You Got a Fire Soul!

Begin to collect the trail of Rings on this earthen ground, but stay to the left, avoiding the rotating blade, then cut in to the right to avoid the second blade. Launch over the big ramp.



and land on the wooden pier on the opposite side.

Land on the floating wooden platform in the choppy waters, and wait for the green Genie to arrive if you wish. Defeat him for the Pearls, then bounce into the barrel, off it,

Part 2: High Seas Hijinks



it. If you slow down, engage three Slime Genies but watch their bad breath and electrifying personalities!

Dash along the path as the left bend approaches, grabbing Rings, and if you're quick enough, jump and Splash Jump over the middle wooden platform to the top of

Platinum Ring Master!

When you're up on the top of the platform, launch at the green Genie, and then Jump Dash to the far end, braking and landing on the Platinum Ring.





Although you can attack from the ground, it's better to target the top Genie on the stepped area and defeat him, or (if you want Genie bonuses in your victory and can afford a second

of extra time) target the green Genie, then the Fire Genie, and finally bop the top Genie before boosting off this vantage point.

Land on the ground to claim the Fire Soul, then run to the wooden platform and target the floating barrel, then Jump Dash over the Fire Soul to the next floating wooden platform in a single air combo.



You Got a Fire Soul! 000



Now for some fun! Jump onto the next floating platform with the switch pad on it (picture #1), and press it. The wooden tower just ahead begins to descend. Quickly flick Time Break on, and leap on top of the tower when it is low enough; you may need to wait a second. Then brake, and immediately leap up to claim the last Fire Soul. If you don't use Time Break, it's very difficult to claim this as the tower has lowered. Naturally, if you aren't collecting Fire Souls, just hit the dash panel and leap to the tower, then flick on Speed Break.

You Got a Fire Soul! 000

Now head through the cannon barrage, staying low and collecting the Rings and Pearls in the long trail. If you're approaching flames, slide through them instead of steering, as it's easier. A single Genie appears in the middle of this. A Speed Break should be enough to see you through this.



Leap the big ramp and prepare to finish by Jump Dashing over the red platforms as they bob up and down. They can stop you in your tracks if you're on the ground. Definitely leap

onto the solid ground, then stay in the middle, and Speed Break to the goal. Two rotating blades are on either side of the three Rings, so stay in the middle.

Mission Complete!

Going for Gold! A Gold Medal player ignores all Fire Souls and concentrates on building up Pearls, then uses Speed Break whenever there isn't a spot of sea to negotiate.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	02:00:00
	Silver	01:10:00
	Gold	01:05:00

Use Skills related to maximum speed, acceleration, Pearl collecting, Soul Gauge, sliding, and steering.

Rewards

Missions Unlocked

World 5: Pirate Storm: Mission 03: Collect Rings

World 5: Pirate Storm: Mission 05: Rampage!

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!



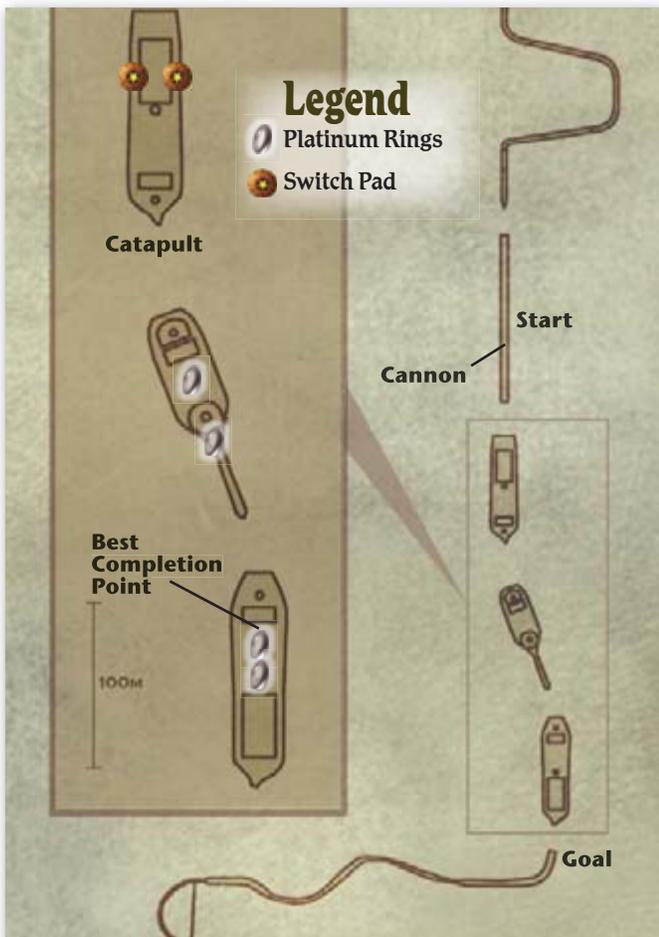
Mission 03: Collect Rings

Unlocked: After completing 5-02: Head to Head

Overview

“Collect 100 Rings!”

This entertaining little Mission allows you to miss a few Rings and still claim a good time, which is a good thing because you move past many of the Rings too quickly to grab them. As long as you locate the Platinum Ring in the second ship, and don't spend too long backtracking to gather Rings you couldn't grab the first time around, you'll do fine.



After the second set of five Rings, steer quickly right, and fly through three Rings with a Pearl circle around them. Then swing left, middle, and right for five more Rings and Pearls. Before you land, grab one more Ring inside a circle of Pearls. You can have a maximum of 19 Rings when you land (without Ring Bonus Skill).



Going for Gold! Are you going for Gold? Then use a Time Break while collecting hard-to-steer-into Rings to ensure that you get them all!

Land on the ship and immediately launch to the right, and defeat a Fire Genie. Then run down the steps, gathering 16 Rings in a double trail. Ignore the similar Rings on the other steps; it's quicker to continue instead of backtracking. Step on the switch pad, then head down through the trail of Pearls.



Part 1: Gonna Fly Sky High!



Run forward directly into the cannon, and begin your ascent into the skies! Steer immediately right, and try to claim the five Rings to the right, then the five to the left. (Stay away from the far edges or you won't be able to move back in time.)



Head down to the deck, and check the large collection of Rings that have appeared. As you close in, four Genies appear, but there's no time to defeat them. Grab around 10 Rings without spending too much time here, then move to an exit staircase,

and accelerate up the side to avoid the spike balls; claim only five of the double trail of Rings as you exit (picture #2). Your Ring total should be 55.



Drop into the catapult, and then quickly flick forward on the Wii Remote. You sail through an arch of Rings, and then drop through to the deck below. Although there's a trail of Rings (and a Platinum Ring!) on the upper vine, the timing involved in catapulting yourself here is tricky. However, this is one way to claim a Gold Medal; reach this area and grind across. You'll get 16 Rings during this fall. Land, and steer left ignoring the Slime Genies, through most of a trail of Rings (you can grab around six easily). Your total should be around 70 by now.

Platinum Ring Master!
This next Ring is important as it adds 20 to your total!

Run and steer to the side so you claim the Platinum Ring behind the mast, before you enter the captain's cabin. Your Ring total should be around 90 now!



This is it! There are 15 Rings inside the captain's cabin; more than enough for you to reach your 100 Ring total! Grab them in a snaking trail, and claim your Gold Medal!

Platinum Ring Master!

Don't venture much farther if you want an impressive time, but hitting the big ramp allows you to reach another galleon. Use the swords and boost up to the invisible rail, and augment your total with Rings and a Platinum Ring at the end. Or, drop down and head for the Platinum Ring in the middle of the deck. If you don't have 100 Rings by now, it's a good time to restart!



Mission Complete!

Going for Gold! A Gold Medal is difficult to accomplish, so try using Time Break to gather Rings as accurately as possible, never backtrack, and try catapulting to the top vine for the Platinum Ring, and another before the captain's cabin, and another on the rail or deck on the next ship.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	01:30:00
	Silver	01:00:00
	Gold	00:48:00

Use Skills related to steering, grinding, and maneuvering.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 04: No Pearl

Unlocked: After completing 3-08: Perfect Challenge

Overview

"Don't Get Any Pearls!"

This insanely difficult Mission tests the true blue hedgehog to the very limits of his steering mastery! The first dozen times, you'll hit a Pearl. Eventually, once you figure out the shortcuts, this becomes a lot more straightforward, but it's still hellishly difficult! You've never seen so many Pearls that can't be gathered. And don't forget that you can't defeat enemies, either.





Part 1: Grimacing in the Grotto



Yes! This Mission is actually possible! Some cunning tactics let you maneuver through the first section in seconds. Turbo boost off the start, claiming the trail of Rings, and then steer

immediately to the far right. You pass by the first set of Pearls.

You also pass by (to the left of you) the second trail of Pearls and dash panel. Then, as the grotto opens up, pass to the right of another dash panel and set of Pearls.



As soon as you reach the switch pad, ignore it, and head to the far left of the path. Ignore the Spring that appears after you hit the switch pad; it takes you up to an invisible rail with Neo Pearls to avoid. Instead, collect the trail of Rings on the left, and then steer sharply to the **extreme left** edge of the path (as shown in picture #2). This allows you to pass all the rotating blades easily!

Optionally take the dash panel, then head through the trail of Rings. As the winding path of Pearls cuts you off (see picture), leap over them, and the ground spike trap, with one Short Jump. Land, ignoring the Fire Genie on your left.



To keep your speed up, try sliding through the second spike trap, heading diagonally right, passing another Fire Genie, and then either Short Jump over the near trail of Pearls into the third arch of Pearls, or head around the right side (picture #2) and dart to the left. Avoid the spikes by sliding through them.

TIP

Yes, this is difficult! If you can't slide accurately, just brake and carefully maneuver through here instead.

Part 2: Pearls of Wisdom

Platinum Ring Master!

After that initial obstacle course, stay right to avoid the first two treasure chests you see, then steer sharply left to avoid the third one; all contain Pearls! Run down the path's center collecting Rings, and target the Platinum Ring inside the cage, then the second Platinum Ring inside the other cage. Drop down and head through the trail of Rings at the base of the narrow hill.





Run up the right side of the hill, avoiding the bouncing spike balls and the Pearls coating the wooden ramps on each side. Steer left and head toward the middle one of three Springs.

If you're feeling lucky, try Jump Dashing over the Pearl-coated ramps, but you'll need a run up.



The reason to pick the center Spring is obvious when you bounce up; there are Neo Pearls on either side! Immediately target the sword and home in on it, then the sword above, and

then the third sword if you wish to take the shortcut. If you don't, land on the wooden walkway ahead.



Going for Gold!

The shortcut is excellent if you're going for Gold, but it's incredibly difficult to maneuver through. You must immediately land on the rail, Charge Jump quickly so you miss the trail of Neo Pearls, then land avoid the floating treasure chests by sliding under them or Jump Dashing over them. Good luck with that!



The longer route is marginally easier. Land after ignoring the third sword, and Jump Dash up the wooden walkway. Steer right to pass the vertical trail of Neo Pearls. Then vertically jump through the Rings. These are a clue to heading past the whirling blades ahead. Jump up via the crates to the right.



Stay along the extreme right wall, and pass two vertical trails of Neo Pearls. As the walkway slopes down, run toward the three vertical blades and dash to the side of them.

Alternately, try leaping on the crate to the left, Jump Dashing over the blades, and descending through the trail of Gold Rings.



Platinum Ring Master!

From this point on, you can quickly claim three Platinum Rings, each inside a cage. Target and smash the cage, then land on the Ring inside. Or, run into the cage and collect the Ring that way. Then make a right turn, as the shortcut and long route paths merge.



Now for the final area! Dash through the trail of Rings, and then stay precisely in the middle as you run down through increasingly smaller arches of Pearls. Launch from the big ramp, and land on the wooden walkway, then Charge Jump and land on top of the first cage with a green Genie inside. Don't do a Homing Attack or you'll fail! Wait for the Genie to disappear, then jump. Then Charge Jump across to the final wooden platform, or target the second cage just as the Genie inside disappears, and land on the platform. Finally, jump (don't run!) to the solid ground, and the goal. Phew!

Mission Complete!



Going for Gold! You deserve a Gold Medal just for finishing, but finishing in a minute? That involves using the tactics shown previously, but without stopping at any time!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	02:30:00
	Silver	01:30:00
	Gold	01:00:00

Use Skills related to steering and Homing Attacks (for targeting scenery, such as Platinum Rings in cages).

Rewards



Missions Unlocked

World 5: Pirate Storm: Mission 08: Chain of Rings

World 7: Night Palace: Mission 03: Hands Off

Skill Gain

Skill Awarded: #092 Expert Drift

Note

#092 Expert Drift is another Hidden Skills you can unlock after claiming a Gold Medal during a Mission. It increases your experience when you drift as you approach a corner. Check the Skills section for more information.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 05: Rampage!

Unlocked: After completing 5-02: Head to Head, 5-10: Stealth Attack

Overview

“Defeat 20 Genies!”

This relatively straightforward Mission occurs on a long looping course that features groups of usually three Genies, waiting by a gate or structure of some kind. Interspersed with these Genies and obstacles are long paths filled with Pearls and Rings. However, the constant barrage of cannonballs from offshore galleons makes the Pearl and Ring runs fraught with danger!



Part 1: Cannonball Run



Boost off the starting trail, straight into a dash panel and a double trail of Rings. Then swing either left or right onto a second dash panel, and a double trail of Pearls. Stay on the right or left to avoid more incoming cannonballs. Then tread on another dash panel before moving over to the middle of the course and treading on a switch pad. This activates a group of Rings inside the double trail of Pearls ahead.



Begin a Charge Jump as you arrive at your first obstacle structure, and then target the green Genies on the first two steps. Bash them both, then the purple Genie on top of the structure. Use the additional height gained from defeating the third Genie to Jump Dash into your first floating Fire Soul (picture #2).



Now rush through a nasty cannonball barrage. If you stay right and collect the trail of Rings, then shift to the left following the next trail of Rings, the bombs explode to the side of you.



Stick slightly to the side as you tread on a dash panel, and then Charge Jump, and then Charge Jump as you reach the barricade ahead. Three Genies head your way, but you must slow down to target the first one on the right. Then finish the other two, land on the switch pad, and leap over the lowering gate to quicken your pace. A Splash Jump helps here.



Stay left and avoid the two rotating blades, and then run over the bridge. There's no reason to jump at all; if you're traveling fast enough, you can run over the gaps instead of jumping them. Or, you can leap to the middle section, and execute Time Break; it's the only way to spot the Fire Soul waiting for you here!

Caution

Just after you head through the gate, swerve to avoid the patch of fire at the end of the small trail of Rings!

Tip
For an amazing time, simply Charge Jump, hit the top of the gate, and Splash Jump right over it (once you have the Skill), instead of waiting for the gate to open.

You Got a Fire Soul! 000

Part 2: A Pirate's Life For Me!

Your Pirate takedown total should be nine after you deal with the trio of Pirate Genies on this next obstacle structure. Slow down with a Charge Jump as you reach the wooden steps, then boost into all three foes, before landing on the top of the platform.



Now head right, and if you're still moving at speed, you can avoid the rolling spike balls landing to the left. Stay right to avoid cannonballs such as the one shown in the picture.

You should be farther right than Sonic is in the picture.



After landing, watch for another Pirate (#11) appearing and disappearing on the tall platform ahead of you. Don't fall to the ground; instead, Jump Dash to the next platform, and then defeat the Pirate Genie just as he appears. Then drop down to the cliff edge.



Keep right as you head through another trail of Rings (one of two you can run through). Then tread on one of three dash panels in a horizontal line, and steer to the middle. Grab

the double trail of Pearls in the middle, then quickly steer left, then right, then left, following the snaking path of Rings to the broken bridge.

Tip
Avoiding the cannonballs is relatively easy if you remember to aim for all the pick-ups you can.



Although this looks terrifying, negotiating the spiked pads over the water is straightforward, as they don't rotate. Launch yourself up, and when the red target appears, hit each pad in quick succession. Then land in the middle of the path and boost through a dash panel and a double trail of Rings.

TIP

When negotiating the spiked pads over the water, you only need to target the first one. Jump Dash across the rest of the way if your leaping skills allow you.



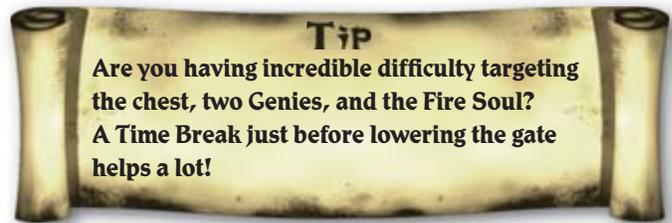
Now for the trickiest part of the Mission! At the next gate, tread on the switch pad, then immediately jump and (ideally Splash Jump) maneuver over the lowering gate to get

enough height to reach this floating chest. Claim the Pearls inside, then continue the air combo and defeat two floating Genies (#12 and #13), then claim your second Fire Soul by Jump Dashing and braking through the Fire Soul. You only have one chance at this!

The other (and easier way) is to Charge Jump on the extreme left of the pathway, and Splash Jump up and onto the top of the platform next to the gate, as shown. You can easily target the treasure chest and both Genies!

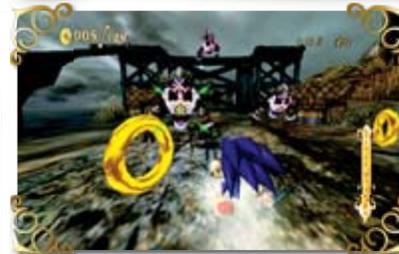


You Got a Fire Soul! 



TIP

Are you having incredible difficulty targeting the chest, two Genies, and the Fire Soul? A Time Break just before lowering the gate helps a lot!



Stay left and collect the trail of Rings before slowing and targeting three more Genies at the next gate. Defeat each in a single air combo, land on the dash panel and lower

the gate. Your Genie total should be around #16 (or two less if you missed the previous Genies). Note that you can ignore the gate and boost over the top of it to claim Pearls from the floating chest.

The barrage continues as you accelerate away along the stone path. Swerve right, left, and to the middle, following the double trail of Pearls. Then dodge the patches of fire and head left, over a trail of Rings. The second lap begins now!



Part 3: Finishing Off the Genies

You should have defeated between 14 and 16 Genies by now. The second lap is identical to the first, so avoid the cannonballs, collect the Rings and Pearls, and tackle these three foes on the stepped platform to bring your total to 19!



After another run through flaming pathways collecting goodies, there are three more Genies at the next gate. You should definitely have finished by now! If you need any more

Genies to defeat, check the previous tactics.

Mission Complete!



Going for Gold! Speeding through this Mission is tricky, as dodging fires plays havoc with your Speed Boosting. Tackle the enemies in the order you meet them—don't overshoot and miss any. Splash Jump over gates, and be lucky!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 03:00:00
- Silver 01:40:00
- Gold 01:25:00

Use Skills related to maximum speed, acceleration, Homing Attacks, Splash Jumps, sliding, and jumping.

Rewards



Missions Unlocked

World 5: Pirate Storm: Mission 06: Hands Off

World 5: Pirate Storm: Mission 13: Defeat the Boss



Special Book Pages Unlocked

Chapter 8: #15: Captain Bemoth Appears

Skill Gain

Skill Awarded: #020 Sub W-Boost

Note

#20 Sub W-Boost is another Hidden Skills you can unlock after claiming a Gold Medal during a Mission. It increases your acceleration to top speed, but greatly reduces your defense. Check the Skills section for more information.

Captain Bemoth Appears



Shahra and Sonic look across at the Pirate galleon, and see a group of Pirate Slime Genies congealing into a huge and scary fellow who flies above the rigging. This is Captain Bemoth, and he's looking for a duel!

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 06: Hands Off

Unlocked: After completing 5-05: Rampage!

Overview

"Reach the Goal with 0 Rings!"

It's time to head over to the looping track and complete an entire circuit without picking up any Rings!

Remove your Ring Bonus Skill, so you begin without any Rings at all. Then carefully proceed through the zone, either picking up Rings and getting struck just before the goal, or avoiding Rings entirely and concentrating on gathering some Fire Souls, too. The last section is fiendishly difficult to finish if you freak out, so remain calm!



Legend

- Dash Panel
- Switch Pad
- Treasure Chest
- Fire Souls

Part 1: Cannonball Alley



Begin with a boost through a dash panel while remaining at the left or right edge of the path, ignoring the groups of Rings in the middle of the track. Move into the middle as

you reach the second dash panel and the Rings end.

Gather a load of Pearls, which you can easily use in a Speed Break whenever you're on solid ground. For the moment though, jet forward to the barricade, and bounce off the three Genies, collecting more Pearls. At the top, Jump Dash over the two trails of Rings.



Slow down slightly because a Fire Soul is in front of you. Take it and immediately steer right, left, and right to avoid some patches of fire. Then move to the middle to gather two trails of Pearls before steering left over a dash panel. Keep left to avoid the double trail of Rings.



You Got a Fire Soul! 000



You're saved from more Ring collecting by the group of three Genies waiting at the gates. Either Splash Jump over the gate and ignore them (if you're going for a Gold Medal),

or defeat each one for the Pearls. Splash Jump or tread on the switch pad and the gate opens.

Head out to the stone pathway and hit the dash panel, then keep to the right. As you reach the various vertical trails of Rings, weave left to the middle to miss one. Stay in the middle and step on a dash panel.

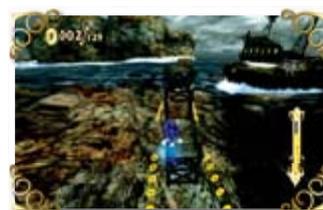


Keep in the middle as the cannonballs fall around you, steering away from the trail of Rings on each side. Keep in this position as two more trails of Rings appear, with a double trail of Pearls in the middle. Quickly steer left for more Pearls (and to avoid a cannon strike), then right, and then left for two more trails, avoiding the flaming impact spots.



Move to the middle as you reach the broken bridge, and head between the first sets of blades on either side, then launch into the air. Target the Spring at the end of the next bridge section, then fall toward the small section with the Fire Soul on it. Grab that (picture #2), then strike the green Genie and fly across to the dash panels on the other side.

You Got a Fire Soul! 000



Run under the three floating trails of Rings and engage the three Genies on the platform. Make sure you Jump Dash off the top, and land on the small raised platform ahead. Either side are trails of Rings, so stay up on top and leap to the final platform, near the cliff. Drop down to the ground to grab the last Fire Soul. Otherwise, target the spike pad.

You Got a Fire Soul! 000

Part 2: Fool's Gold



Jump Dash over the rest of the spike pads and land in the very middle of the three dash panels ahead. This allows you to miss the two curving Ring trails. Then move to the left to avoid the three trails of Rings and the explosions on the right.

Open the gate, or better yet, flip up onto the top of the left post next to the gate, and target the floating chest and two Genies. The Jump Dash from the last Genie allows you to fly over the two trails of Rings and the massive explosions in the middle of them. Then target the three Genies at the next gate.



Splash Jump or simply get enough height to leap the gate, smash the floating chest for Pearls, then wind through the meandering double trail of Pearls. Cannonballs arrive, so keep collecting the Pearls and don't drift out of this area. At the vertical Ring trails, stay in the middle-left area to avoid them.

You're almost there! Stay close to the trail of Rings in the middle, and not on the outside, or you'll be struck by a couple of cannon shots. Run to the end of the Ring trail, then quickly dart to the middle.



Quickly run over the last section of Pearls, all the way to this stepped area, where two green Genies await. If you still have Rings on you, make sure the Genies knock them out of you. This is the last chance to remove Rings before the goal area.



Part 3: Going for the Goal



Going for Gold! This next section can be infuriatingly difficult if you don't take your time.

However, for a Gold Medal, don't slow down, and try Jump Dashing straight through the large goal mouth circle of Rings. It's tricky, but it can be done!

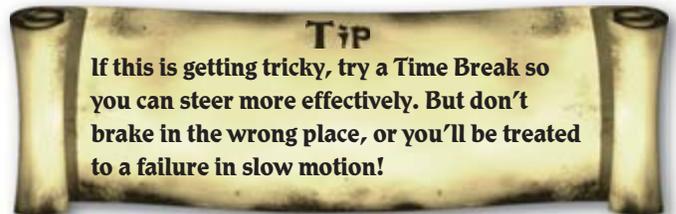
Stand atop the platform where the last green Genie was defeated, and Jump Dash to the wooden platforms ahead. Land on them instead of the ground, or you'll grab a Ring and fail this Mission.



Jump Dash forward, staying in the middle of the path, so you land on the edge of one of the platforms covered in Rings, ahead of you. Jump Dash and then brake until you reach the top.



Make a long Jump Dash all the way through the circle of Rings, and land on the upper platform ahead, finishing the Mission. If you're coming up short, steer left and land on the switch pad, which bounces you back up and through the circle. This is as difficult as it sounds!



TIP

If this is getting tricky, try a Time Break so you can steer more effectively. But don't brake in the wrong place, or you'll be treated to a failure in slow motion!

Mission Complete!



Going for Gold! To finish in just over a minute, ignore all Rings, making sure they're removed from you before you reach the last section, and use Speed Breaks on flat ground in while dodging cannonballs.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 03:00:00
- Silver 01:45:00
- Gold 01:30:00

Use Skills related to steering and Homing Attacks.

Rewards



Missions Unlocked

World 5: Pirate Storm: Mission 07: Beat the Clock

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 07: Beat the Clock

Unlocked: After completing 5-06: Hands Off

Overview

“Finish Within 100 Seconds!”

This Mission takes place on the track you’re most used to, with a galleon firing at you. Negotiate the course within 100 seconds to reach your goal. There are some quick ways to leap the various obstacles to not only finish fast, but approach the incredibly quick Gold Medal goal time. Use your speed, and avoid stopping for any reason.



Part 1: Picking up the Pace



Your 100 seconds start now! Begin with a turbo start, and run over the dash panel and through the double trail of Rings. Then pick a side—left or right—and zip through another

turbo and the double trail of Pearls. Stay in this path as cannonballs explode on either side of you.

Stay on either side of the path’s middle, and tread on another dash panel, then move to the middle and stand on the switch pad, allowing you to pick up a double trail of Pearls and Rings.



Continue to the blockade, then leap up and quickly defeat the three Genies.



Jump Dash off the top of the blockade, and then keep right, running through the trail of Rings to avoid the explosions left of you. Then maneuver to the middle and left,

into another trail of Rings. Stay in this area and tread on the left dash panel.



Race over the switch pad, which activates a Spring beyond the gate ahead of you. If you tread on the second pad, the gate opens. However, it is better to Charge Jump into the

three Genies, then either Splash Jump or Jump Dash over the gate.

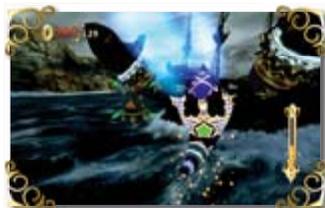


Drop down onto the dash panel and run through the Rings to another dash panel and immediately Jump Dash and hit the appearing Spring on the left, at the foot of the platform structure. Bounce up and into the second Spring, which propels you to the three dash panels ahead.

Keep right as soon as you hit the pads to avoid the incoming fire, and stay right until you reach the two trails of Rings. Grab them on the right side, then stay in this area, following the trails of Pearls right, left, and right again. Then follow the snaking Ring trail to the broken bridge.



If you haven't slowed down, you can steer slightly to the side and miss the two initial blades, then avoid the rest at speed, or jump them if you're hitting the blades.



Hit the dash panels and zoom to the foot of the stepped blockade, and defeat the three Genies here. Splash Jump over the gate or land on the switch pad to activate the gate itself. Bounce on the two Genies, then target two more hovering near the spike pads over the ocean. Defeat them both and propel yourself to the solid ground on the other side.

Land and steer to the middle of the dash panels, and collect the trail of Rings, before keeping left slightly to avoid explosions. Splash Jump over the next gate, then drop and activate the switch, or Splash Jump on the platform to the left, then easily attack the chest and two Genies.



Drop down and keep left, grabbing the trail of Rings and avoiding the explosions to the right, then pick off the three Genies at the next gate before flipping over it with a Splash Jump (or a Jump Dash) and slamming into the floating chest. As soon as this occurs, use Speed Break and dash all the way to the goal, optionally weaving through the meandering Pearl path.

Mission Complete!



Going for Gold!

Claiming Gold on this Mission means learning the path correctly, never slowing down, and Splash Jumping over all the gates. At every possible opportunity (during periods without enemies), use the Speed Break.



Going for Gold!

Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	01:35:00
 Silver	01:25:00
 Gold	01:15:00

Use Skills related to maximum speed, steering, Homing Attacks, and the Splash Jump.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 08: Chain of Rings

Unlocked: After completing 5-04: No Pearl

Overview

“Get a 100-Ring Chain!”

You should definitely know this course by now, which helps because you want to explore as little of it as possible. Pick up the consecutive trails of Rings while the Ring chain meter is in the green; if it fills to red, you must start over. Note that there’s much more of the course than the area explained here, but this portion is all that’s necessary to claim Gold.



Note

The Ring Bonus Skill isn’t necessary during a chain, as you’ll discover by looking at the count in the top right corner.



Immediately turn and tread on either the left or right dash panel, and collect the double trail of Pearls to one side while the explosions rock the place. Then collect the eight Rings

just beyond (don’t grab the adjacent trail; this takes too much time). Your chain should be 23.

Immediately cross to the path’s middle so you aren’t struck by cannon fire, and tread on the switch pad. Rings appear outside the double trail of Pearls. Grab all 10, making the chain as high as 33.



Part 1: Claiming the Treasure Trove

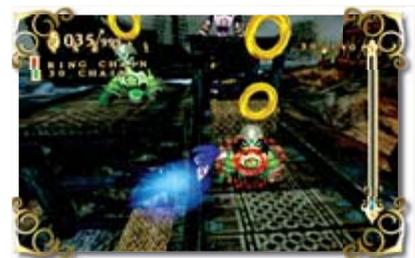
Tip

Remember you can continue your chain after collecting 100 Rings to claim more Experience Points. However, halt early for the quickest time.

Dash forward and hit the dash panel in the middle, and collect the 10 Rings from the double trail, then five more from the single trail. Your total Rings should now be 15.



Now target the lowest of the three Genies on the stepped blockade, and bash him. Tumble up to collect three Rings above him, and repeat this on the other two foes. That’s a total of nine Rings, giving a chain of 42.





Quickly target the Genie on the ground below, bashing him, tumbling up through three Rings, then braking and running forward through the rest of the trail of

Rings. Add 11 Rings to your total if you grab them all.

Immediately steer right and claim 10 Rings on the side of the path, and quickly steer right to grab 10 more. Your speed may cause you to miss some of the Rings, so don't worry if you can't bag them all! The maximum Ring chain is now around 73.



Stay left until you hit the dash panel, then swiftly steer to the middle, grabbing seven more Rings. Charge Jump and attack the green Genies arriving under the vertical Ring trails, and bop all three of them. That's 16 more Rings, giving you a maximum chain so far of 89.

That's 16 more Rings, giving you a maximum chain so far of 89.



Finish this Mission at the earliest possible point by steering left after the gate, collecting the Rings to the left of the fire, then steering sharply right, and collecting the Rings on

the right side. That totals 111, meaning you can finish here with a chain of 100!

Of course, you may have missed a few Rings. If so, steer left (avoiding that spike ball) and run through five more into a dash panel, then steer to either side and collect the five spaced-out Rings, before moving close to the middle for another six (or more if you move to the far left). The trails continue, but you should have finished by now!



Mission Complete!

Going for Gold! A Gold Medal is yours if you quicken the pace, which means missing a few Rings but collecting the majority of them, and using the Speed Break when you're comfortable maneuvering around the explosions.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	01:30:00
	Silver	00:50:00
	Gold	00:30:00

Use Skills related to maximum speed, acceleration, Homing Attack, and steering.

Rewards

 **Missions Unlocked**
World 5: Pirate Storm: Mission 12: Perfect Challenge

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 09: Diehard Challenge

Unlocked: After completing 5-01: Go for the Goal!

Overview

"Don't Get Defeated!"

This is where the high seas can start to take a toll on your twitch skills! This is one tricky level, especially when you're getting to know exactly where all the areas of safety are! Because any hit makes you restart from the beginning, be slow and methodical in your first few attempts. Unleash a faster technique after you learn the layout inside and out.





Now that you're on the rickety wooden platforms, head forward, optionally collecting Rings, and target the second rotating spike pad, strike it and bounce off, land on the wooden platform, collect Rings, and then jump onto the solid land. Four Slime Genies land near you (the first is behind you; don't worry about him). You can attack the first two, but the third will have electrified by the time you reach him. Wait and strike, or avoid him and collect the Rings behind him (picture #2).

Target the stepped platform area next, leaping to the right of the falling spike balls and landing on the initial platform. Or, judge when the spike balls are going to pass and use the swords to bound up. Remember to stop and claim the Fire Soul on this platform.



Part 1: High Seas Hijinks



Start off with a turbo from the initial area, staying in the middle, but don't drift left into the oncoming spike balls. Follow the trail of Rings around the long left bend.



As you round the corner, Jump Dash at the rotating spike pad, making sure the pad is facing up and the spikes are down! If you turboed from the start, you can target it immediately. If you didn't, wait for it to turn.

As you round the corner, Jump Dash at the rotating spike pad, making sure the pad is facing up and the spikes are down! If you turboed from the start, you can target it immediately. If you didn't, wait for it to turn.



Platinum Ring Master!

Be sure you smash open the chest at the top of the structure. It contains a Platinum Ring.

TIP

Remember to flick the Wii Remote rapidly when you want to climb up the swords.

Drop off the top of the structure, and weave through the Rings with the circle of Pearls around them. Then leap up onto the wooden platform, and target the bobbing barrel floating in the water. Hit it, and bounce off.



Part 2: High Seas Shenanigans



Platinum Ring Master!

Bounce off the barrel and land on the grinding rail between the two tiny platforms. Notice the second rail on your right? Simply leap by steering to the right, claim the three Platinum Rings, and spring off either pad.



Enter a fiery area where you must steer right, left, right, left, and right to avoid the patches of fire, all the while collecting Rings. You can avoid the Rings by Jump Dashing, but

watch your landing. Leap on the platform at the end.

Depending on whether you want the Fire Soul or not, land on the catapult (if you're ignoring the Fire Soul), or stand on the platform. Launch from the catapult, and you'll arc through the air, miss the Fire Soul, and target the farther barrel. Hit it! Or, just Jump Dash from the platform, through the Fire Soul, and hit the barrel that way.



You Got a Fire Soul!

Land in the flying pot from bouncing off the barrel, and immediately flap up but steer left. That way you can maneuver up the left edge, waiting for the bottom and top spike balls to move out of your way.



Platinum Ring Master!

Jump early so you can brake and land atop the platform with the big ramp on it, and claim a Platinum Ring. Now step on the big ramp.



Land on the ground and begin a dash across the three switch pads. Each activates a trail of Rings in a curve. Grab all of them while avoiding the spike balls on each side, and step on the

dash panels when you feel comfortable enough controlling your steering. You need only slight tweaks left and right to the big ramp at the far end.

High Seas and Home

Land from the big ramp on the wooden platform with the block at the end to stop you from running into the water. Here, you can jump and land on the rail, and grind all the way to the goal, watching for spike balls and leaping them. Or, Jump Dash and land on this wooden platform.



Platinum Ring Master!

Stay on the platform if you're eyeing the last Fire Soul.

Jump Dash to the tiny crate if you're after a Platinum Ring. It requires solid and accurate braking to obtain. Then Jump Dash again and land on the platform with the Fire Soul on it. Don't steer too far left, or you'll grind instead!



You Got a Fire Soul!

TIP

You can also attempt to grind along the rail, then steer right, onto the platform with the Fire Soul on it.



Victory is assured! Either Jump Dash and smash the treasure chest for Pearls, watching out for the rotating spike ball, or grind to the Spring and land on the solid

ground. Then stay in the middle, watching the spike balls on the left, and race through the goal.

Mission Complete!



Going for Gold! Those seeking the elusive Gold Medal need to use the tactics shown above, ignore all the superfluous elements (such as collecting Rings), and finish with the very minimum of slowing down.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	02:30:00
	Silver	01:30:00
	Gold	01:05:00

Use Skills related to maximum speed, acceleration, turbo start, Homing Attacks, and steering.

Rewards



Missions Unlocked

World 5: Pirate Storm: Mission 10: Stealth Attack

Skill Gain

Skill Awarded: #054 Expert Attack

Note

#054 Expert Attack is another Hidden Skills you can unlock after claiming a Gold Medal during a Mission. It adds to your experience each time you complete a Homing Attack. Check the Skills section for more information.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 10: Stealth Attack

Unlocked: After completing 5-09: Diehard Challenge

Overview

“Don’t Defeat Enemies!”

You’ll be dodging around this course more than usual, thanks to the rule that no enemy can be touched (with the exception of the Fire Genie who can be struck once). This forces you to maneuver around foes, using obstacles to climb and move around. Some fearsome Fire Soul locations require pinpoint accuracy (and some restarting) to grab and bag! Good luck!



Part 1: Spike Pad Ball Stops the Fall



Begin with a turbo start, straight through the trail of Rings and avoiding the spike balls on the left, and then weave right and left to avoid the two incoming Slime Genies. If you’ve traveled quickly enough, you can Jump Dash and target a rotating spike ball over the water. Strike this and propel yourself over to the platform with Rings on it.



Legend

- Platinum Rings
- Dash Panel
- Switch Pad
- Treasure Chest
- Fire Souls



Run to the end of the platform with the netted crate, and look at the Genie and the rotating spike ball ahead of you. Wait until the ball's pad is facing upward, so you can

target it. If you don't, you'll target the Genie instead, which is bad! Then boost to the trail of Rings and solid ground.



Wind right, left, and right through the fire, and up onto the wooden platform at the end. Execute a series of jumps and avoid the Fire Genies, or if you're after Gold, hit the

Genies once, then Jump Dash before you automatically target the Genie again.



Platinum Ring Master!

Those gruesome Slime Genies arrive as you head along the path. Ignore them by running around them or leaping over them, then pass through the double trail of Rings, and be sure to pick up the Platinum Ring at the end.



Climb the steps, up the middle, and then to the side, and pick up a second Platinum Ring on the left, and a Fire Soul on the right. At the top, open the treasure chest for a set of Pearls. Then ignore the floating Genie in front of you.



Land in the flying pot, and maneuver it to the left, then flap up to the big ramp and leap out. Use your Pearl-attracting Skills to grab the Neo Pearls because it's too dangerous to manually grab them. Leap off the big ramp.



Land on the solid ground and step on the switch pad, activating a trail of Rings. Follow them through the turbos, staying in the middle aside from some minor flicks left and right to avoid the spike balls. Don't forget the last Fire Soul to the left of the middle trail of Rings.



Drop down to the dash panel, and accelerate through the Rings, up the big ramp, and onto the rail leading to a small platform at the far end. A block stops you from falling, and a Genie appears. Wait for him to disappear, then jump, fall through the Fire Soul, then target the Spring at the end of the other rail. Or, ignore the Fire Soul and leap directly to the second rail and Spring.



Leap on the wooden platform, then target the floating barrel, strike and Jump Dash off it, all the way to the second wooden platform, and then make a landing. Wait for the green Genie to disappear, then jump and land on his small crate, or if you can Jump Dash the distance, land on the walkway behind the crate. Then just leap to the ground, running through the trail of Rings to the goal line. Stay away from the spike balls on your left.



Mission Complete!

Going for Gold! Completing this course in less than 40 seconds takes some incredible patience and skill, and the ability to miss every enemy without slowing down. Max your Skills before you even try such an undertaking!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 01:50:00
- Silver 01:15:00
- Gold 01:02:00

Use Skills related to maximum speed, grinding, Homing Attacks, acceleration, and your Soul Gauge.

Rewards



Missions Unlocked

World 5: Pirate Storm: Mission 11: Collect Rings

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

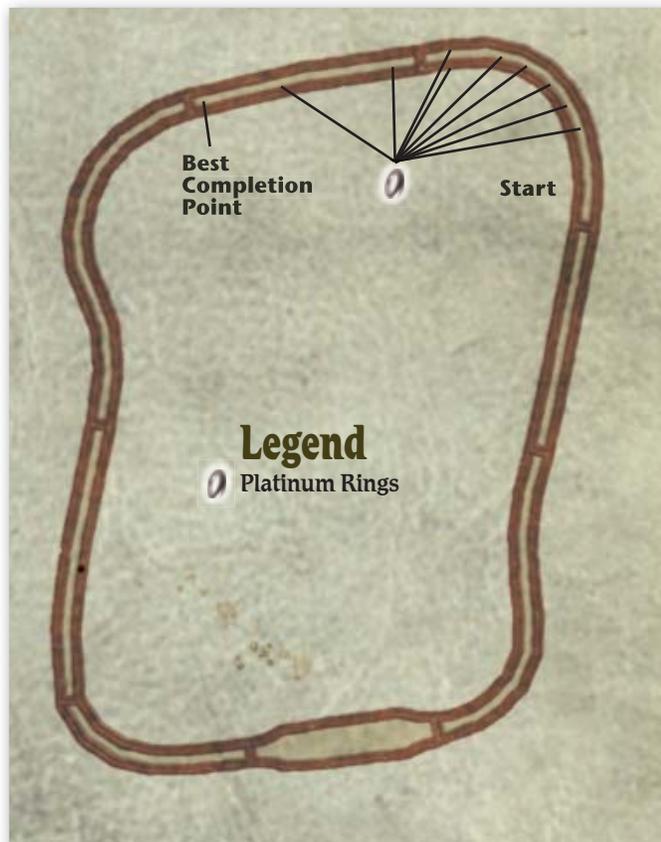
Mission 11: Collect Rings

Unlocked: After completing 5-10: Stealth Attack

Overview

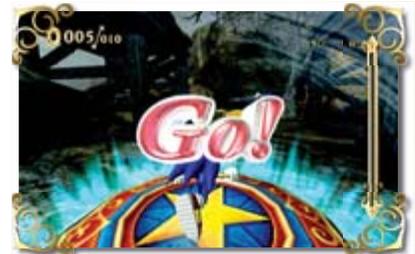
“Collect 10 Rings!”

This Mission is over in seconds if you’re trying for the grand prize (although you can continue and defeat more enemies if you wish). You need to gather only 10 Rings before the Mission is deemed a success. This all depends on where you run, what you defeat, and where you happen to locate the Rings. Fight fewer foes if you’re after the Gold Medal prize.



Part 1: Five Ring Circus

How quick is this Mission? Well, you’re halfway to your total when you begin, providing you equip the Ring Bonus Skill! Stand on the first switch pad after a turbo start, and a Ring appears right in front of you.



Going for Gold! If you’re determined to get Gold, immediately leap over the switch pads and land on the next Ring.

Quickly maneuver left, and avoid the next three switch pads because they conjure up three Genies. Or you can stand on them and deal with the Genie threat in a minute. Grab the next Ring you see here, then step on the next switch pad only.



Now immediately leap and dash to the end of the pathway without hitting any more switches. The switch pad reveals another Ring on the platform leading to the water. Drop down on it.



Caution

All the other switches conjure up Genies; avoid them as they seriously impede your time. Of course, if you want the experience for enemy takedowns, conjure them!



Drop off the end of the platform and land on a switch pad, and quickly leap up to the top of the next platform, where a Spring has appeared. Target and bounce on it.

You pass through a

Ring (your ninth!) and into a spiked air launcher! A Genie appears. Wait until he twirls downward, then shoot out and through him. This smashes the block on the platform ahead.



Press the a switch that's revealed, and your final Ring appears on a raised platform section. Jump Dash and land on it to complete this Mission!

Note

If you need more Rings, simply head over the platforms to the ground ahead, and start running over switches and follow Springs all the way to victory!

Mission Complete!

Going for Gold!

The method described above is one method for attempting to claim the Gold Medal. You could also ignore the 10th Ring, boost out of the air launcher early, and claim the final Ring just after this dash panel.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

-  Bronze 00:50:00
-  Silver 00:20:00
-  Gold 00:15:00

Use Skills related to steering and Homing Attack.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!



Mission 12: Perfect Challenge

Unlocked: After completing 5-08: Chain of Rings

Overview

“Don’t Take Damage!”

This is a familiar path, but you must complete this run without hitting anything at all. The zap from the Slime Genie, fire, water, or anything spiky is a real problem, so concentrate on learning the Mission’s layout, and precisely maneuver through it. Also read through this Mission completely so you know what’s coming up, and it won’t catch you off guard.



Part 1: Fire and Water

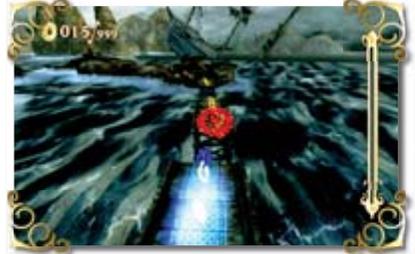
Turbo start, then run forward and gather all of the Rings from the trail in front of you as it curves around to the left. Don’t be struck by the spike balls to the left though.



Charge Jump immediately, and launch across to a rotating spike pad. If you didn’t turbo at the start, this will be facing down and you’ll have to wait.



Instantly target the incoming Fire Genie and fly at him, bouncing off him once and targeting a second Fire Genie in the middle of the platforms, above the water. Bop him, then Jump Dash to the solid ground.



Four Slime Genies appear, but there’s no time to target them all (and your third Genie mostly like will be electrified by the time you strike him, failing the Mission). Simply strike

the one on the left that’s blocking your way, then run past the next one, and collect all the Rings.

Steer to the right of the stepped structure, as the sword on the left usually results in you dashing into a falling spike ball. Instead, launch yourself up and over the first step with a Splash Jump, then target the low sword on the structure itself and rapidly climb to the top.



TIP

Remember that maneuvering up swords is easier if you rapidly flick the Wii Remote forward constantly, as you bounce from sword to sword.



Platinum Ring Master!

At the top of the stepped structure is a treasure chest.

Split it open and a Platinum Ring falls out. Land on it (at the edge of the platform), then drop down into the dash panel and trail of Rings.



Part 2: Incoming!



Launch at the floating barrel, bouncing onto a rail that lands you at a net-covered crate. Nimblely steer right, and you'll run and grind on the next rail. You can try jumping this, too.

Spring off the end to the solid ground.



Slow down or you'll hit the fire (at least, until you learn this Mission's layout). Avoid the flames by steering right around the first patch of fire, then left, right, left, and right to exit to the catapult. Claim the Rings as you go, but concentrate steering rather than collecting.

Spring off the end to the solid ground.

TIP

You can also try a Jump Dash here, around halfway through the fire, to propel yourself over the rest of the turns.



After the fire comes the water; sit in the catapult and launch yourself when the second barrel is underwater so that you target it when it appears. Then bounce off the barrel and into the flying pot. Flap furiously, steering to the left and avoiding the two spike balls moving from left to right and back again. Hop off the top of the platform to the road below.



Now tread on the three switch pads, which reveal a trail of Pearls. Dash through these Pearls, avoiding the spikes. If you stay relatively close to the middle, you can avoid

these spike balls without slowing down. Accelerate up and over the big ramp.

Land on the wooden jetty with the block in front, preventing you from falling into the water. Target and bounce off the floating barrel, Jump Dash all the way to the platform, then land and brake.



Almost immediately, execute another Jump Dash. There's no need to land on the tiny crate with the spike ball circling it. Instead, land on the next wooden platform. It has a spike ball rotating around it, too. Launch another Jump Dash and defeat the Slime Genie, making sure you aren't struck by the electricity. Then Jump Dash to the start of the course, run through the Rings, and reach the goal line.

Mission Complete!



Going for Gold! Getting through this course in one minute is an almost impossible task, unless you learn the track completely and don't stop at any time.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 02:00:00
- Silver 01:30:00
- Gold 01:10:00

Use Skills related to acceleration, Homing Attack, airborne maneuvers, steering, and grinding.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

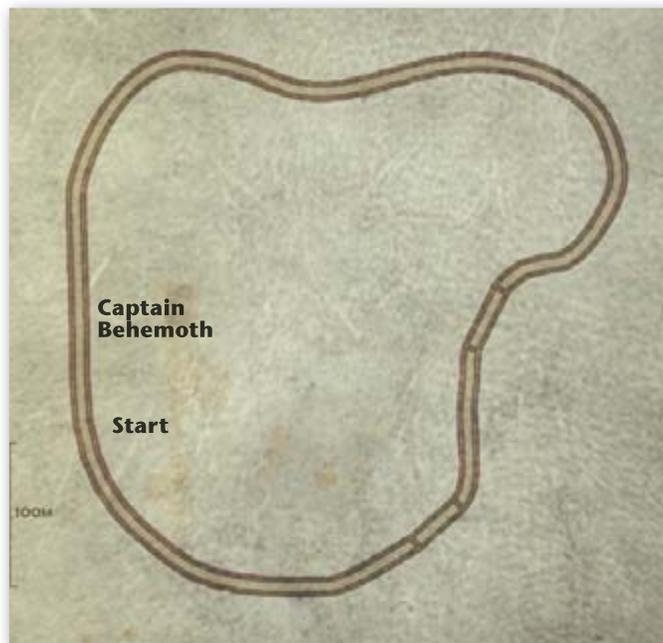
Mission 13: Defeat the Boss

Unlocked: After completing 5-05: Rampage!

Overview

"Battle! Captain Bemoth!"

Battling the freakish spiny monster of congealed Pirate Genies is excellent fun, and it allows you to waggle your Wii Remote like never before! The Mission takes place on a looping track, meaning you never run out of room. Your plan is to wrestle the horns from this fiend, and avoid the electrical charges and wave attacks the captain is fond of sending your way. Once he falls, the next World Ring will be yours!



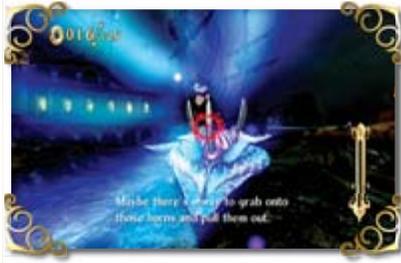
Part 1: Booty and the Beast!



After the fearsome Pirate begins to back away, trot forward, and start to collect the Rings scattered about the path in front of you. Don't worry about missing any. Concentrate on the captain's first attack: the Energy Bomb. Up to six red targets appear on the ground, and seconds later, the area explodes!

Captain Bemoth is aiming these missiles at you, but fortunately, you can simply weave to the side. Do this as soon as you see the first red target that isn't your own, and then weave right and left until the missiles are finished.





Catch up to the captain as soon as possible, and look for a red target to appear on the horns protruding from the captain's armor. Jump and dash to grab hold of it!

Waggle your Wii Remote furiously as soon as you grab onto the horn, and you gradually wrestle the appendage free. Watch for his Neo Spark (see to the right). Flip back onto the ground, and get ready for the captain's next attack!



The captain now executes a Triple Wave attack! The first is launched from his left or right arm (randomly). Check the arm, and move to the other side, letting the wave pass you by. The third wave is from both arms. Charge Jump over it to avoid being struck.

The captain begins his energy bombardment again. React accordingly, and run up to the captain and grab his next horn. If the captain is too far away, concentrate on picking up the Pearls and Neo Pearls along the route. Now launch Speed Break! This catches you up to him, and slows him down — perfect!



Going for Gold! Speed Break is an excellent method of quickly ending this battle. Hit the captain while you're in Speed Break and he slows. Target a horn and let rip!

Wrestling the horns free takes around two or three attempts per horn. Why? Because during the wrenching, the captain builds up a green electrical charge (shown here), known as a Neo Spark. As this builds, press **2** and drop off the captain, and begin the chase again.



Caution

If you don't drop off, you'll be zapped, and the captain will flee far away, making the battle take a lot longer!

Caution

Be careful when leaping over the watery areas. If you don't hit the big ramp, or are tossed from the captain and land in the water, you have to restart!



The captain also tends to rush forward after you've plucked a couple of horns out. Don't worry about this attack, called the Storm Crasher, simply Charge Jump to avoid it. Then get back to Speed Break and horn pulling, until the captain yields!

Mission Complete!

Going for Gold! A Gold Medal is straightforward to obtain. Pick up Neo Pearls and Speed Break into the captain as often as possible, and don't get caught in any of his attacks!

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	06:00:00
	Silver	03:00:00
	Gold	02:20:00

Use Skills related to maximum speed, acceleration, steering, and Soul Gauge improvements.

Rewards



Missions Unlocked

World 3: Evil Foundry: Mission 02: Diehard Challenge



Special Book Pages Unlocked

Chapter 9: #1: Water World Ring

Water World Ring



The Pirate's stolen Ring appears. Only Sonic can touch the Ring; are they from another world like him? Now that Sonic has Sinbad's Ring, he can challenge the Ifrit to battle. Just then, Ali-Baba appears; there's fire in the castle! The Ifrit is more powerful, and there's no time to lose.

You got the Water World Ring!



Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!



WORLD 6: SKELETON DOME

Welcome to the realm of King Solomon, who has nobody to help him stave off the attacks from Erazor Djinn. His world begins in an outside graveyard of bones and ashes, where you must shatter the skeletal remains of monsters to progress. Then choose between two fiendish chambers—one high and one low—to further your progress into the king’s palace itself. Access the palace via a red tunnel, and a long, curved ledge that spirals down to a series of corridors: red, blue, yellow, and finally, a treasure corridor. Once through, you reach the Skeleton Dome itself: a giant circular tomb near a second treasure corridor, and King Solomon’s throne. Head there at once to seek his wisdom!



Note

Please remember! The way the Missions are unlocked during your Runthrough depends on which previous Missions you choose. This guide has all of the Missions listed numerically, one after the other. The game allows (and insists that) you play other maps first before returning to Missions. Choose the World and Mission you seek information about, and locate it within this Runthrough.

Mission 01: Go for the Goal

Unlocked: After completing 3-05: Beat the Clock

Overview

“Find King Solomon!”

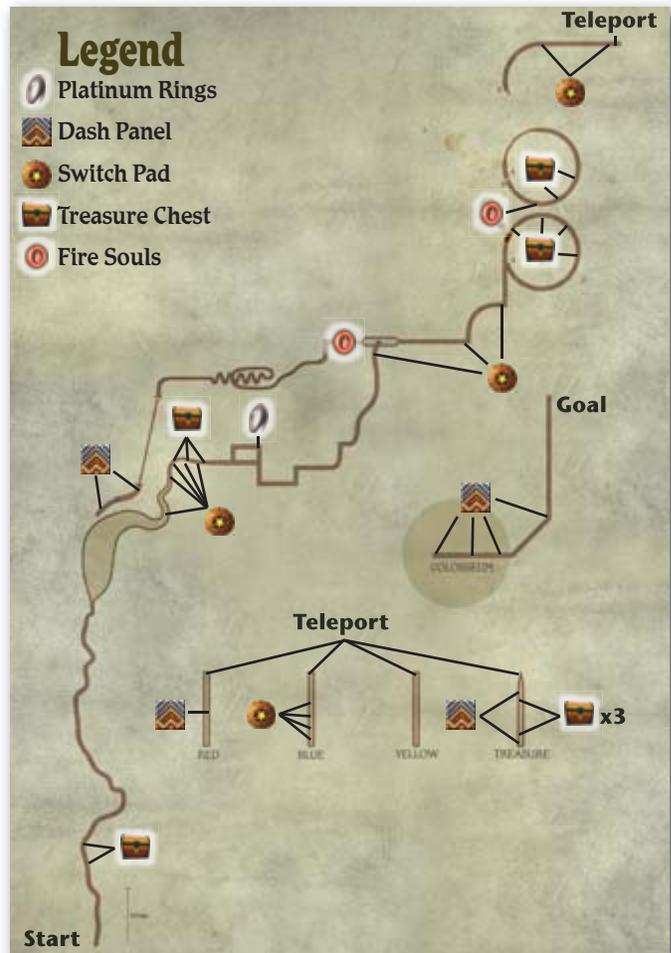
Welcome to the land of the undead, where the bones of the long-since departed rise up bearing sharp blades to try to halt your progress throughout this once-lavish palace. Now countless evil Genies roam the bone-filled outer land. Two separate entrances lead into the cave system, which finally reaches King Solomon’s domain: a dark series of ornate corridors with a mean Genie at every turn. Only when you’ve raced to the center of this structure will you find King Solomon’s throne!



Part 1: Boneyard Bashing



Begin with a turbo boost and run forward through what appears, at first, to be snow. It’s something else... Grab the two trails of Rings as the course winds left and right, and then slow and target two Genies that appear out of nowhere. Defeat both of them and then continue down this track.





Look for the Genie floating above the embedded spike ball, and attack him. Then (while still in the air), target and explode the bones embedded in the ground. Continue the air combo by smashing two more sets of bones, which leads you to this upper ledge and a treasure chest. It contains Pearls, and a rail leads from this ledge to another floating treasure chest containing Pearls. Charge Jump and open it or you'll miss it. Snag them both before descending.

Head through the trail of Rings, and then attack three Genies that appear. Smack them with a single multi-hit air combo before charging forward to this corner. Jump Dash over the rolling spike balls coming in from the right. Target the three clumps of bones along the right wall, smash them, then drop down and collect the trail of Pearls. Run through the second avalanche of spike balls, or jump them. Then target the four large bones sticking out of the ground.

Note

If you ignore the chests up here, you can run along the path below. Avoid the spike balls and collect the trail of Rings instead.



Continue down the path, steering left of the first spike ball and right of the second. (Watch out! These move, and you may have to change direction if you slowed earlier.) Then the path

opens up onto a bridge made from the spine of an ancient beast! Run through the trail of Rings.



Going for Gold!

This is a good opportunity to use a little Soul Gauge for a Speed Break. Stop when you reach the last Fire Genie.

Now for some frantic combat! As you strike the last set of bones, keep the combo up and defeat the appearing Genie, then watch for a fire attack by the next Genie. Continue with your awesome air combo and strike two more purple Genies and two more Fire Genies as you reach the left turn.



Turn the corner and leap over the ground spikes as soon as you see the next appearing Fire Genie. Bounce on him twice to destroy the wall he was guarding, then glide through collecting the two Rings. If you have the Splash Jump Skill, simply leap from the blocks and over the wall without waiting for the Genie to appear.



Bound onto the bridge, and avoid the rotating spike balls by cleverly targeting the bone pieces and flying over the balls, through the arc of Rings (you don't need to grab all the Rings), and then smash the bones. Do this in a single air combo for all three bone sets.

Part 2: Going Off the Rails

Note

This section of the course allows you to pick either a lower or upper chamber to investigate. Both contain Fire Souls, but you can enter only one chamber per try, so choose wisely!

Quick route to lower course: You enter a large, tracked, arena-like chamber that's actually a very long and wide corridor with a right turn at the end. For this first plan, simply grind on the rail directly in front of you. Then make a right and exit to the lower chamber.



The four green Genies: If you're grinding on the middle rail from the start of this section, and miss the Genies guarding the big ramp on your right, check out the next area to the right for four green Genies. Defeat them all to reveal a Spring. This allows you to bounce vertically up and collect Pearls in circles above you.



Revealing the big ramp: Here are the three main interesting parts of this area, in the order you find them. When you enter, steer right, to the three Genies. Defeat the two green Genies, then the Fire Genie, and the blocks explode.



Left wall Spring: The final area to explore (not including the trails of Rings you can grab near the left grinding rails) is at the far end of the rails, under the second upper ledge.



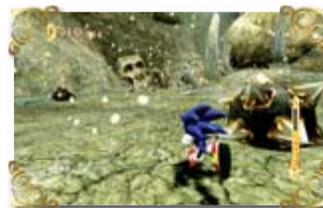
The big ramp revealed is one method of entering the upper chamber. Hit the ramp and boost up.

Attack the two green Genies, and the Fire Genie behind them, to explode their block.

Inside the block is a Spring, which allows you to bounce up to the second ledge. From here, you can brake and land on the ledge, or Time Break and target the Genie by the big ramp, defeat him, and then zoom over the big ramp to the upper chamber entrance.



Bounce off the Spring on the long ledge and steer through the air, past the appearing Genie (or target him if you can), then land on the rail. The rail isn't stable, and it throws you off the end and down to the ground. However, if you brake quickly, then target the second appearing Genie, you can land on him, and the next big ramp. This ramp leads to the entrance to the upper chamber.



Lower chamber entrance: When you're finished with your fun in this area (or if you're going for Gold and want a quick exit), turn right as you jump off the end of the rail, and then stay between the two embedded spike balls, and then two more. The entrance to the lower chamber is just right of that giant skull! Attack the Genie, then brake and land on the switch pad without touching the circling spike ball to open the gate. Then run through to the lower chamber (part 3).

Tip

Is this taking a long time? Use Time Break to easily target this Genie, either via the upper rails, or the Spring to the left, on top of the second ledge.



Upper chamber entrance: When you're finished with your fun in this area (or if you're going for Gold and want an alternate exit), head up (via the big ramp or Spring) to the second ledge, defeat the Genie, land on the upper big ramp, and propel yourself to a high and hidden ledge. Back up or land on the dash panel, then boost forward, through the trail of Rings and step on the switch pad. Then run to the upper chamber (part 4).

Part 3: Larks in the Lower Chamber

Wind through the tunnel collecting the trail of Rings that snakes right then left. This ends at the gate with a floating chest just behind it. There are three gates in close succession with a chest behind them. Stand on the switch pad, break open the chest for Pearls, then continue into a looming cavern.



Caution

This cavern is treacherous! There are crumbling walkways, and you have to restart this section if you fall into the murky depths below. Good luck!



Run along the bony platform, and don't stop as it gives way! Charge Jump off the end so you land on the large square corner platform, and turn left.

Run along the next bony platform, leap off the end, and turn in mid-air, heading right to the next section. If you land on the platforms leading to the square platform you should be flying over, you can get stuck on the lips between sections and fall.



Platinum Ring Master!

Run to the break in the platform, and leap the gap. You don't need to enter a spiked air launcher below. Reach the flying pot at the corner (and optionally enter it), flap up, and exit through the Platinum Ring above you.

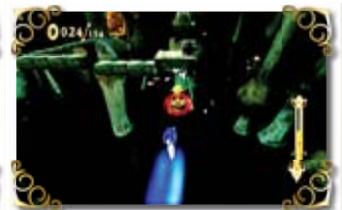


This next section is difficult if you're after the Fire Soul! Run down the platform, and at the gap, drop down into a second spiked air launcher. Boost up and land on the upper platform, but brake just before you land so you drop through your first Fire Soul. Then quickly jump off onto a floating platform section below and leap across to the corner platform that doesn't fall.

TIP

You're likely to fall numerous times while trying this. If you fall after the Fire Soul, you can land on an invisible rail and grind up to the corner. If you miss the Fire Soul, intentionally fall into the gloomy water, and retry this section!

You Got a Fire Soul!



Now for another tricky set of airborne maneuvers! Three rotating skull pads float ahead of you. Target the first, fly into it, bounce off the other two, and begin to fall. Two green Genies appear. Wait for the red target and then launch into both of them. This explodes a small block on the next floating platform, which leads to a Spring. Bounce up, then Jump Dash all the way to the next corner section.



Land on this corner section, and then Jump Dash and land on the narrow walkway, and run out of this mad chamber! Steer right slightly as you enter the tunnel, grabbing Rings, and then steer left slightly, for more Rings.

After this trail, Charge Jump and execute a Homing Attack on three scary-looking fellows: Skeleton Genies! Bop each on the head and don't get caught by their whirling blades.



Now run up through the winding tunnel, taking care not to scrape against any of the slow-moving swinging blades. As you approach the gate, launch into a jump and brake in the middle of the rotating spike balls, landing on the switch pad that opens the gate. Then jump out and drop down to the red corridor below. The paths now merge.



Part 4: Careening Around the Upper Chamber



Going for Gold! This route is a lot shorter and less fraught than the lower chamber. If you can reach here via the upper big ramp, do it. It's much faster to head through here and claim the Gold Medal.



From the outside upper ledge, head into this giant spiraling pathway, and jet forward. Try a Speed Break here to clear this area in seconds! Then run around the spiraling

bone pathway to the end, and around the left bend, collecting the Rings (steer to the right then the middle to grab them all).



The track heads back and around the looping area you just visited, past more Rings (stay in the middle to grab them). Then the path heads directly to a gate. Step on the switch pad and the gate opens. Follow the tunnel as it winds along and skid at the end, avoiding the swinging blade, before turning right.



Follow the tunnel until you reach the two swinging blades. Slow down and steer left of the first, and quickly dart into the right, grabbing the Fire Soul nestled between them.

Then dodge the other blade and head off the big ramp. You drop to a red corridor below. The paths merge.

You Got a Fire Soul!

Part 5: Skeleton Smackdowns

Head down the corridor to the trail of Rings, and either slide through or leap up and then attack the two Skeleton Genies. If you don't get enough height on your jump, you'll be struck



by the blades and have to pick yourself up. Dodge the swinging blade that cuts through the next trail of Rings (stay left).



Now target the three Skeleton Genies at the end of this area, defeating each in a multi-hit air combo. Then continue to fly and land on the block that explodes, revealing

a switch. This opens the gate, but only after you deal with the Skeleton Genie menace.



Head left through the trail of Rings. Watch out in this long curved corridor because there are eight Skeleton Genies to defeat! As the first two rise from the ground, get enough

height and bop them, and continue the combo all the way to the end of the corridor, where you must fight a Genie guarding the switch pad.

TIP

This is another great spot to use Speed Break.



Head through the gate and leap on the right rail, grinding through the trail of Rings. Then leap to the left and grind through another trail, after heading below the swinging

blade. The tunnel opens into a gigantic circular curved area of battlements.

Note

This huge area is actually a very long curved track that slowly descends. You may see enemies, items, or obstacles on upper or lower tracks. These are areas you've either previously visited or not yet arrived at, so don't try to get to them now.



Going for Gold! For the best possible time, ignore the ledges above the main path and simply Speed Boost through as much of this area as you can.

Pause only to defeat foes for extra Pearls.

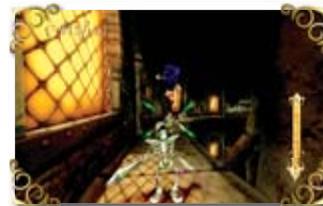
Run to the first enemies you see: a trio of floating green Genies. Ignore them if you want to quicken the pace, or defeat the first two and land on the middle ledge, grabbing a trail of Rings, and drop down. Or, hit all three Genies, allowing you access to the top ledge with a treasure chest containing Pearls.



Drop down and collect the trail of Rings before you reach the next upper ledge. Charge Jump from here, up and over the ledge, gaining just enough height to slam into a Skeleton Genie and break open the treasure chest of Pearls behind him.

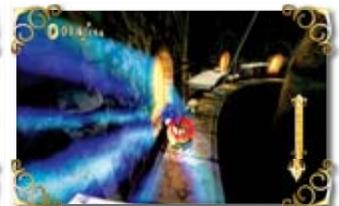


Continue along the bottom ledge, collecting another trail of Rings, and then target and bounce up and into three floating Genies. This gives you enough height to reach the floating treasure chest with yet more Pearls inside.



Drop down, steer to the right of the swinging blade, and target the first of three Skeleton Genies wandering the main ledge. Execute a Homing Attack into each of them before you continue. The next upper ledge contains two Skeleton Genies. They can be defeated, but there's no prize for this, so Jump Dash off and head to the narrow shimmying ledge.

Shimmy right collecting Rings, waiting for the two spike balls to fall below you. At the next green handle, watch for two falling balls. Collect Rings, and watch for three more spike balls to fall at the last section.



Keep going along the main ledge to a trio of Skeleton Genies. Defeat all three, and a block they were guarding shatters, revealing a Spring. Use that to get to the upper ledge and another treasure chest containing Pearls, instead of avoiding

the swinging blade on the lower ledge area. Once on the upper ledge, bounce across two stationary spike ball pads to a second ledge with a treasure chest that also contains Pearls.

Quickly enter a Time Break as you reach two spinning spike pads, bounce on either one when the pad rotates upward, then target the cage at the far end of the next upper ledge and grab the third Fire Soul inside!



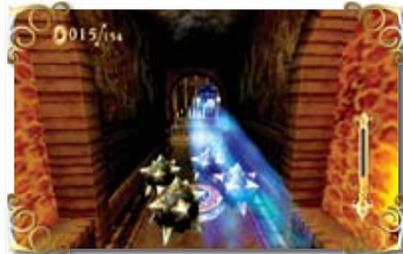
You appear in a long blue-green chamber. Step on the switch pad in front of you, through the gate. Now use Time Break to slow down the rotating spike balls guarding the next switch. Drop down in the middle using Jump Cancel, open the gate, boost out, and target three Skeleton Genies. Defeat only the first one, then brake and land on the gate switch, as they pop back to life!



You Got a Fire Soul! 000



Weave right between the swinging blades, gathering up a small trail of Rings, avoid a second blade, and head over the big ramp. This takes you to the chamber exit. Enter the flying pot and flap upward. Jump out, target the top green Genie floating over a switch pad, then his friend, and land on the switch using Jump Cancel. Exit, avoiding the rotating spike balls.



Boost down the exit corridor until you reach this quartet of spike balls, and then drop from a jump into the middle of them. This releases the gate. Use Time Break and

accelerate through the gap, and into a strange looking skull teleporter.



Avoid the remaining Skeleton Genies, run through the Rings, and step on the last switch pad. Seven Skeleton Genies are here, and if you aren't using Speed Break, it's easier to

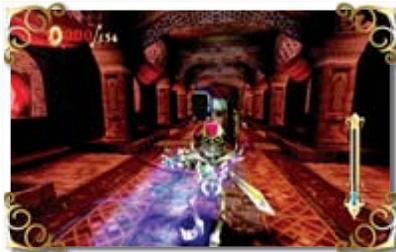
bounce off all of them in a single air combo. Then exit via the skull teleport with the red glowing eyes.

Caution

There are two skeleton teleporters at the end of this corridor. The right one teleports you back to the previous chamber, so don't take this route unless you want to redo this area!

Part 6: Into the Domed Place

You appear in a long, straight, and very red chamber. Run forward, gain some height to avoid the swords of a Skeleton Genie, then defeat him and four other foes. Once all five are bony piles, a block shatters ahead of you, revealing a dash panel. Step on it! You run through a trail of Rings into another skull teleport.



You now enter a golden corridor with four rails and multiple swinging blades. Grind on the second or fourth rail from the left, collecting the Rings. Flip to the third rail for more

Rings, avoiding the blades. Then quickly flip to the outside left rail for the rest of the ride. Exit via the middle skeleton teleport. The others place you back in previously explored areas.

This middle skeleton teleport deposits you in a long treasure room! Six treasure chests float about here, and all release five Rings. These are difficult to gather without wasting time, so you may wish to ignore them and use the dash panel. Or, collect them and smash a seventh chest on the ground for Pearls. Exit via the teleport.





You appear inside a massive domed structure, which looks like a huge tomb. Use the dash panels between the rails if you need to finish quickly. Leap on the Grind Rail to the

right, head through the Rings, then leap to the middle of the path, and the left rail for more Rings.

Dash into a narrow corridor with numerous swinging blades. There are Fire Genies between the first and second blade and the fourth and fifth blades. Either stay on the far left or right and avoid everything, or slow down and target the Genies.



After the sixth blade, there are a couple of dash panels on either side of a rail. For a quick finish, take the pads, then Speed Break all the way to the end. Otherwise, stay on the

rail and collect the Rings, and bash the first two Genies that appear at the foot of the steps.



Prepare for the biggest battle yet! There are 12 foes here. Two are Fire Genies and the rest are Skeleton Genies. Rapidly flick the Wii Remote to defeat them all quickly. Obviously, a

Speed Break is preferable, unless you crave combat!

When you're through this collection of guards, simply run up the steps and head directly to that throne. There's something slumped on it. Let's hope it isn't King Solomon, because he's looking rather worse for wear!



Mission Complete!



Going for Gold!

Getting a fast time in this long Mission means taking as many shortcuts as you can. Gather Pearls in the first section, enter the upper chamber for more Pearls, then use them when you reach the large curved ledge chamber and dome itself.



Going for Gold!

Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	08:30:00
	Silver	06:00:00
	Gold	04:30:00

Use Skills related to maximum speed, sliding, grinding, steering, Homing Attacks, acceleration, and aerial maneuvers.

Rewards



Missions Unlocked

World 6: Skeleton Dome: Mission 02: Hands Off

World 6: Skeleton Dome: Mission 09: Special Challenge



Special Book Pages Unlocked

Chapter 9: #11: King Solomon

King Solomon



Sonic looks at the pile of bones on the throne. "It looks like we might be a little late!" he tells Shahra. Then the king moves! He isn't pleased that he's been reduced to this form, as Erazor Djinn resurrected the 40 thieves to attack him. He requests that you find the rest of his body and deal with the enemy menace in his domed kingdom.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

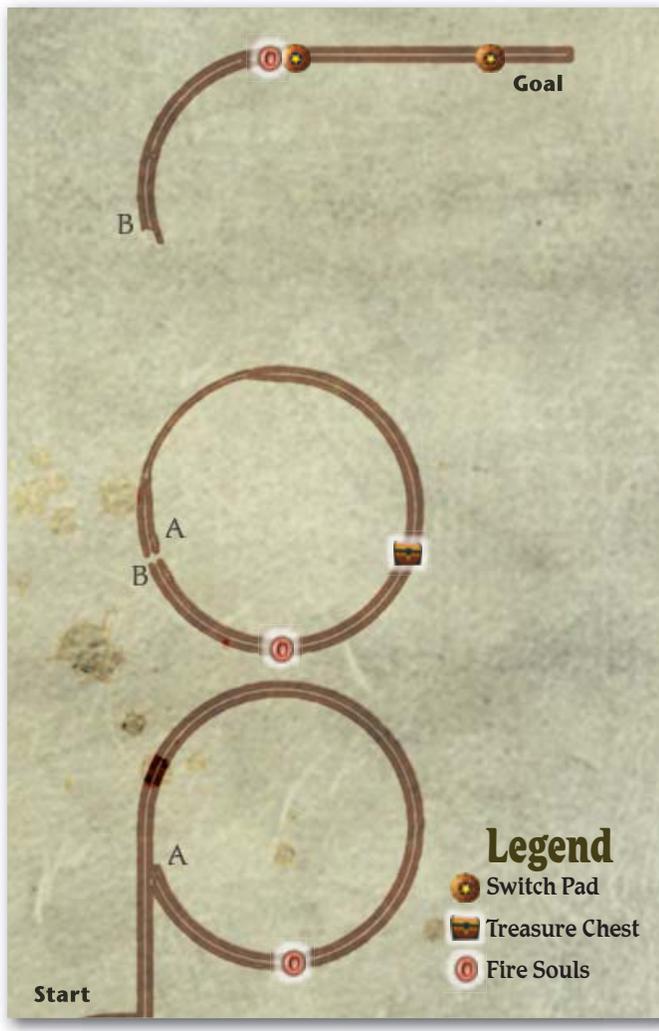
Mission 02: Hands Off

Unlocked: After completing 6-01: Go for the Goal

Overview

“Reach the Goal with 0 Rings!”

Set inside the giant curved path inside the king’s domed structure, this Mission requires you to search for three Fire Souls as well as ignore every trail of Rings that you see! You can accidentally pick some up, as long as you drop them all before the goal line. Get ready to avoid all kinds of spiky traps and swinging blades, in a quest for zero Rings whatsoever!



Part 1: Good Riddance, Gold Ring!



Start by moving to the side as you exit the tunnel from your turbo start, and avoid the first trail of Rings.



Run to the three green Genies. Either ignore them and run through the middle of the two trails of Rings on the ground, or defeat all three Genies and run along the empty top ledge. The second ledge has a trail of Rings, so avoid that.



If you crave Pearls, leap up at the next ledge and target the lone Skeleton Genie. Then Jump Dash and land on the outside of the ledge. Or, ignore this foe and stay on the ground ledge, and run along the inside edge.



Continue along the path to the three Genies with Rings above them. If you want Pearls and enemy bonus points when you finish, defeat them, then run along the ledge. To miss the swinging blade, steer left, then right, and avoid a trail of Rings on the outer wall.



Run to the second blade and keep on the inside, as there's a trail of Rings on the inside (right) edge afterward. Dodge them, then run left, avoiding the larger trails of Rings. Jump over them when they block your path.



Continue with a long Jump Dash until you reach this collection of 15 Rings in rows of five. Drop down and land on the Fire Soul in the middle of the first row.

You Got a Fire Soul!

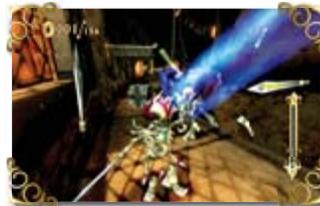
Although the next section looks scary and complicated, you can easily negotiate the spike balls topped by Rings if you steer right, left, and right, avoiding the balls.



Then come two trails of Rings that merge in an arrow point on the outside wall. When the trails combine, jump before they merge.

TIP
You might want to pick up a Ring or two in case you lose one during the shimmying section.

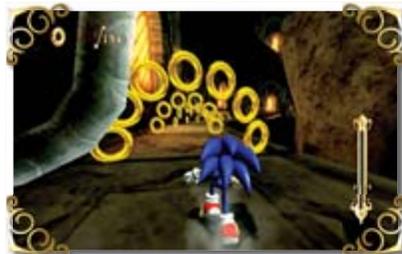
Jump Dash and land as far through the shimmying section as you can (see picture). Avoid the two spike balls and the two sets of falling spike balls as you reach the ledge on the other side.



In this next section, you can steer left, and then right, along the bottom ledge after avoiding combat with the Skeleton Genies. Or, if you're after another Fire Soul, defeat the three Genies and land on the ledge above, courtesy of the Spring under the exploding block. Break open the chest for Pearls, then bounce over via a rotating spike pad (that is stationary) to the second ledge, for another chest of Pearls. Then execute a Time Break to slow down the two rotating pads (picture #3), allowing you to bounce off one or both of them, target the cage, and break open your second Fire Soul.



You Got a Fire Soul!



Avoid the swinging blade, and head through the increasingly smaller and smaller arcs of Rings, avoiding a second blade. Then stay in the middle so you can emerge without picking up any Rings at all.

emerge without picking up any Rings at all.

Launch off the big ramp leading to the exit gate. Jump Dash and then brake, landing on the switch pad after plummeting through the final Fire Soul. Head through the gate.



You Got a Fire Soul!



For the final section, head through the gate, and keep right until you see a spike ball against the right wall. Then steer to the middle, pass another spike ball, steer right past some

vertical Ring trails, and back to the middle to squeeze past a couple more balls and Ring trails. Step on the switch pad, and go through the goal line.

Mission Complete!



Going for Gold! Claiming Gold in just over a minute is feasible, as long as you learn the track impeccably and avoid needless searching for Fire Souls. Try a Speed Break too!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	02:30:00
	Silver	01:30:00
	Gold	01:05:00

Use Skills related to maximum speed, steering, Homing Attacks, and braking.

Rewards



Missions Unlocked

World 6: Skeleton Dome: Mission 03: Head to Head

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 03: Head to Head

Unlocked: After completing 6-02: Hands Off

Overview

“Beat Uhu to the Goal!”

A rapid run through the domed palace’s exterior passageways allows you to tackle some of the upper areas thanks to the various bones you can target and dash into, avoiding the ground wherever possible. Because this is a race, sacrifice searching for speed, and continue through the Genie confrontations to reach the goal before Uhu does.



Part 1: Breaking Some Bones

Start with a turbo, and race down the winding path, staying in the middle to collect the two trails of Rings before you reach two appearing Genies. Tag both of them, and then the barricade of three bones. Destroy one set of bones, then Jump Dash onward.



Drop to the ground and collect a trail of Rings, then Charge Jump to gain enough height so you aren't struck by the next Genie's fire. Defeat the Fire Genie with two strikes, smash one (or more if you can spare the time) of the bones, and continue.



You have a choice here. Either stay on the ground, making a very sharp right to avoid the spike balls and grabbing a trail of Rings, or smash the series of three bone skulls on the right wall. Smash them all to gain enough height to land on the invisible rail and open two chests on high ledges for Pearls. Don't hit the bone barricade on the ground if you're trying to get to this ledge.

Boost past the two spike balls and through more trails of Rings. When you reach the spine bridge, break open a chest of Pearls, rush across and target two sets of bones, another Pearl chest, more bones, and another Pearl chest. Then you're over the bridge, avoiding the rotating spike balls on the way!



Boost over the cages. Optionally destroy the middle bottom one to tread on a dash panel, but it's quicker to keep your top speed high. Claim as many Rings from the three double trails as you can.



Next comes a double trail of Pearls and a spike ball embedded in the ground, and another two trails and a spike ball. Charge Jump over the second spike ball, and smash the four

bones ahead of you. Or Speed Break all the way to the end of this area!



Either pass under or land on the Genie and Fire Genie. Then smash the bone obstacles and defeat another Fire Genie, another couple of bone barriers, another Fire Genie, and two more barriers. Fly over the spike ground trap, and land on the first set of blocks. Wait for the last Fire Genie to appear, defeat him, and Jump Dash through the block wall (or Splash Jump if you have the height).

Mission Complete!

Going for Gold! Getting Gold means planning for the treasure chests, claiming enough Pearls to blast through the final set of foes, but stopping Speed Break in time to avoid any spikes.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	02:00:00
	Silver	01:00:00
	Gold	00:48:00

Use Skills related to maximum speed, grinding, targeting, steering, and airborne techniques.

Rewards

Missions Unlocked

World 7: Night Palace: Mission 01: Go for the Goal

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 04: Perfect Challenge

Unlocked: After completing 4-08: Perfect Challenge

Overview

“Don’t take damage!”

This is a difficult Mission, but quite short. Run through it slowly until you learn exactly how to tackle every obstacle. The real problem is learning the last portion of the Mission, the gates leading to the goal, where a Time Break helps out immeasurably! Don’t forget your Speed Break, too!

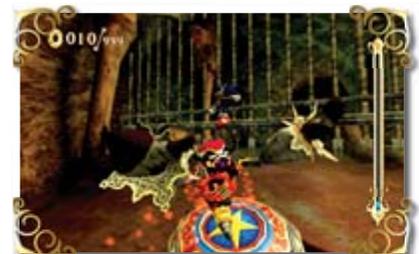


Run over the switch pad that opens the gate. You now have a split second to decide: keep your speed up and slide through the spike ground trap without being hurt (as shown), or stop and defeat the three Genies. Obviously, the latter takes longer.

Continue your slide until you pass the spikes, then dash forward and make a long Jump Dash through the middle of the three swinging blades, landing to the right of the Pearls.



Just beyond the third blade is a nasty Fire Genie that belches flames at you. He can easily defeat you, so either Jump Dash over the third blade and land on him, or attack just after he stops the fire breath. Hit him twice, and land on the gate-opening switch.



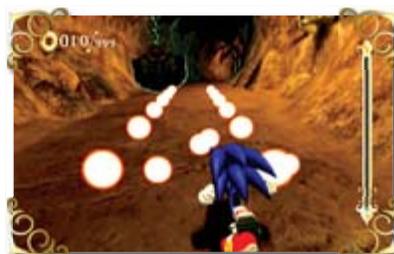
Part 1: Blade Dodging



Begin in the exit tunnel of the upper chamber by launching with a turbo start and staying in the middle to claim the two trails of Pearls. Hit any of the three dash panels, and race

to the corner, drifting around and grabbing the trail of Rings by staying in the middle. Head left, around the swinging blade.

Run up the rocky passage, staying in the middle to claim more Pearls, but dodging to the right at the last moment to avoid another swinging blade.



Part 2: Take a Break!

Run through the gate and over the Rings, and land on the lower red corridor. Approach the two trails of Rings, and Charge Jump when you see a spinning Skeleton Genie approaching. Gain enough height that you aren’t struck by his blades.



Strike him, land and pick up the left trail of Rings, then leap into the air again. Defeat three more spinning Skeleton Genies, and then two more who arrive shortly after. Again, don't get struck by the blades.



A couple of nasty Fire Genies are on a throne beyond this gate. Use Time Break as they stop the flame attack, and bounce on both of them twice. Don't miss hitting each one a couple of times. The block they are standing on explodes, and you can use the switch underneath to get to the goal.



Going for Gold! Now that you have a Soul Gauge ready, try a Speed Break to the end of this next corridor. However, you may need to leave some power for a Time Break, too.



If you don't take advantage of the Speed Break, head around the corner and collect more Pearls. If you're trying to defeat all the enemies for Experience Points, battle five green Genie

foes, hammering them while avoiding the incoming spike balls. Otherwise, just run under them all!

Now for the tricky part! Head around the corner, and either quickly run onto the switch pad and through the gate, or wait until the middle spike ball disappears after landing on it.



Don't get struck by a falling ball!

Mission Complete!



Going for Gold! For a Gold Medal, defeat the Fire Genies throughout this Mission in record time. Ignore the green Genies in the curved corridor and use Speed Break instead.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	01:30:00
 Silver	00:55:00
 Gold	00:45:00

Use Skills related to steering, sliding, and Homing Attacks

Rewards



Missions Unlocked

World 6: Skeleton Dome: Mission 08: No Pearl

World 7: Night Palace: Mission 07: Collect Rings

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 05: Rampage!

Unlocked: After completing 6-01: Go for the Goal

Overview

"Defeat 40 Genies!"

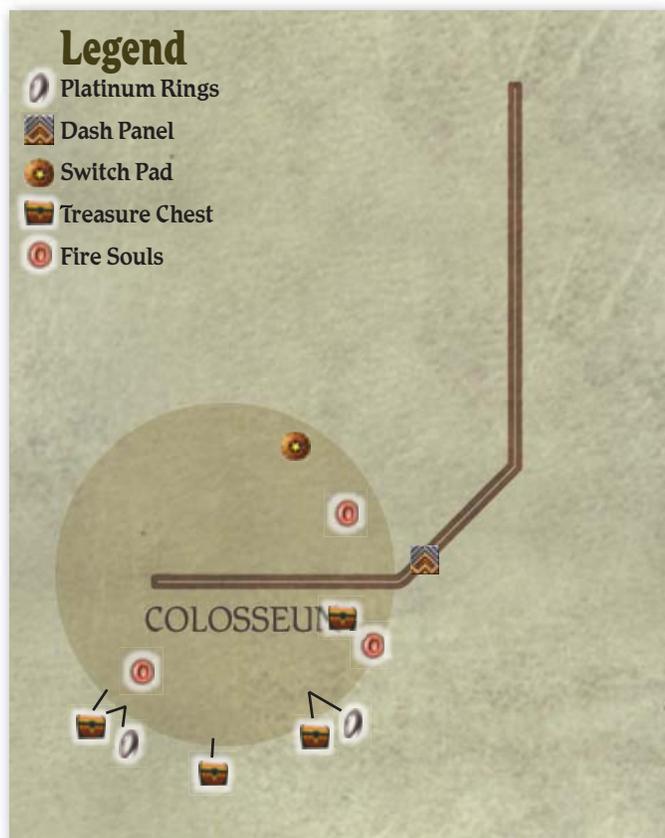
Although the prospect of finding 40 Genies to defeat may fill you with dread, they are all contained in the large domed circuit outside the king's throne chamber. After racing here, you must activate a series of five switches in order. Once you do, the slumbering Skeleton Genies—the 40 thieves the king was talking about—awaken and can be dismantled one by one!

DIFFICULTY



Legend

-  Platinum Rings
-  Dash Panel
-  Switch Pad
-  Treasure Chest
-  Fire Souls



It's time to tackle the five switches in a meticulous manner! Follow the trail of Rings to the left, watching for the swinging blade, and ignoring the blocks and other scenery to the

sides. Stay in the middle, and after grabbing the last Ring in the trail, defeat the appearing purple Genie.

Continue the air combo, and strike the second Genie to the left. Now land and run between the two rock platforms and ground spike traps up ahead.

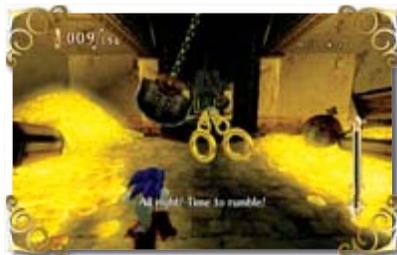


You're looking for this six-sided switch. Simply run into it, and it glows green to show that you've activated it. Now for switch #2!



Part 1: Switch Flick Fun!

Leave the king's chamber and race forward, through the gate and through the trail of Rings. Keep right and grab more Rings in the treasure-lined corridor. Weave left at the second crumpled bones, avoiding swinging blades, and head out into the arena.



Note

The two crumpled piles of bones activate after you press the five switches in the circuit arena. At the moment however, the Skeleton Genies cannot be attacked, but they can't harm you either. You can even walk on them!

You Hit Switch #1 (1 of 5)



Platinum Ring Master!

Follow the trail of Rings to a low platform with a treasure chest on it. Avoid the spikes on the ground in front of the chest, and ram into it, sending a Platinum Ring flying out.



Target the Genie on the left, take him down, then land on the Platinum Ring.



Run through the double trail of Pearls, watching out for the swinging blades. Just beyond are three appearing purple Genies. Strike the first one, then the second, and the third floating

on the ledge ahead of you, near the outer wall. Switch #2 is behind him, on this ledge.

You Hit Switch #2 (2 of 5)



Quickly target the chest on the ledge above and left of the ledge you're standing on. It contains Pearls. Target the Spring pointing right on the same ledge and bounce across to the middle of a trail of floating Rings. Land on the invisible rail, grind to the far end, and capture the Fire Soul as you fall off (ignore the purple Genie that appears for the moment). You should have defeated around six Genies by now.

You Got a Fire Soul! 000

Platinum Ring Master!

Move sideways and to the left. Two green Genies await near a swinging blade and a walkway that's impassable thanks to a stone block. Strike both the green Genies. Then leap up to the walkway and open up the first chest for a Platinum Ring. Target the purple Genie to the right, then the floating chest to your left. This contains Rings. Brake, and land on switch #3.



You Hit Switch #3 (3 of 5)



You should have struck nine Genies by now. Pick up the Platinum Ring you just revealed, and then hit any of the Springs on the ledge's far end. Float through the arc of Rings into an air launcher. Fire when the launcher is at its tightest point. You tumble through the air and hit the fourth switch atop this otherwise-unreachable ledge.

You Hit Switch #4 (4 of 5)



The final switch is just ahead. Look for the two green Genies in front of a stepped block and defeat them both. The block disintegrates, revealing a switch pad. Step on it, then on the

Spring that appears, and bounce up and onto a ledge with the last switch. Now your Genie takedown total should be around 11, and it's about to get much higher!

You Hit Switch #5 (5 of 5)

Part 2: Bashing the Bony Brutes!

You may wish to wait until after you flick the fifth switch to do this, but to the right of this switch is a shallow rock ledge with two piles of bones, and an air launcher. Ideally, before you hit the switch (but after defeating the Genies), leap onto the ledge and into the air launcher.



Don't forget the reason you're in this air launcher! Flick the Wii Remote when the launcher is at its smallest point, tumble through the Pearls, and grab the floating Fire Soul.



You Got a Fire Soul! 000



When you press switch #5, the 29 remaining enemies, all Skeleton Genies, appear from the crumpled piles, and the nearest ones begin to home in on you! From the fifth switch, head

forward and right a little. Engage the first four Skeleton Genies you see. Your total should now be around 15.

Note

These tactics can mean stopping and backtracking, which wastes time. Another way is to zoom around the arena, looking for foes to defeat and continuously circling until they are all defeated.



Defeat the Skeleton Genie standing in front of this block, to the left of the spike trap and treasure chest. The block explodes, revealing the last Fire Soul. Nab it!

You Got a Fire Soul! 000

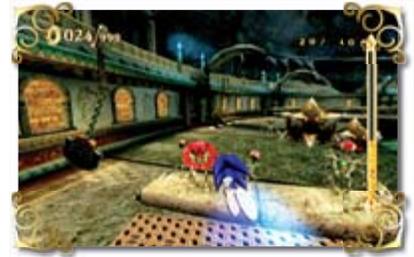


Then move right, break open the chest for Pearls, then bounce on the Spring and through the Ring arc. Land on the ledge on the other side, and defeat the Skeleton Genie there. That's 17 done! You should have targeted the Genie on the ledge near the outer wall to your left, even though you can't see him when facing forward. Attack and defeat him (picture #2).

Now target and defeat the Skeleton Genie that's just ahead of the ledges you're on.



Head through the gap between the ledges, and defeat the five Skeleton Genies milling about by the ground spike trap. Your running total should be around 24.



Run forward to the upper ledge on your right, and Charge Jump to gain enough height to target the left Skeleton Genie, then the second one beside him. Then target the last remaining green Genie and defeat him to reveal a ledge with a switch pad on it. There's a Skeleton Genie on this ledge, too. Target and defeat him! You now have 28 dispatched!

Note

Activate the switch, which reveals a Spring that allows you to sail through a small arc of Rings to an invisible Grind Rail. This distracts you from your takedowns, though: Grab these only if you need to.

Part 3: The Last Targets



With only 12 more foes to go, land on the ground, and engage the two Skeleton Genies near the giant swinging blades. Ten more to go!

Run along the right inner area of the path, near the stepped ledge you cleared earlier, and tackle the lone Skeleton Genie. Nine more to go!



Accelerate to the shallow ledge near the first air launcher, and tag both Skeleton Genies, then follow it up by hitting two more Skeleton Genies under the swinging blades

where you struck the fourth switch. Five more to go!



Continue the air combo and attack three Skeleton Genies to the left, stepping out from the treasure passage you started at. Then cross to the right and finish off your collection by

striking both foes on the shallow platform containing the other air launcher. Done!

Mission Complete!



Going for Gold! Finishing this Mission is straightforward, but claiming Gold is a whole other problem. You must thoroughly learn where every foe is, keep your speed up constantly, ignore all Rings and Fire Souls, and simply tackle all the foes. Use Time Break to ensure that you don't miss any.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

-  Bronze 04:30:00
-  Silver 02:30:00
-  Gold 01:35:00

Use Skills related to maximum speed, acceleration, steering, Homing Attacks, grinding, and Soul Gauge.

Rewards



Missions Unlocked

World 6: Skeleton Dome: Mission 06: Diehard Challenge



Special Book Pages Unlocked

Chapter 9: #6 White World Ring

Skill Gain

Skill Awarded: #094 Ring of Zero

Note

#092 Ring of Zero is another Hidden Skill you can unlock after claiming a Gold Medal during this Mission. It increases your Experience when your Ring count is zero. Check the Skills section for more information.

White World Ring



Sonic finds a rare White World Ring after defeating the 40 thieves. "Such great power can bring people either happiness or misfortune" he tells Shahra. This Ring seems to be filled with desire. What does Erazor want by collecting all of these Rings?

You got the White World Ring!



Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!



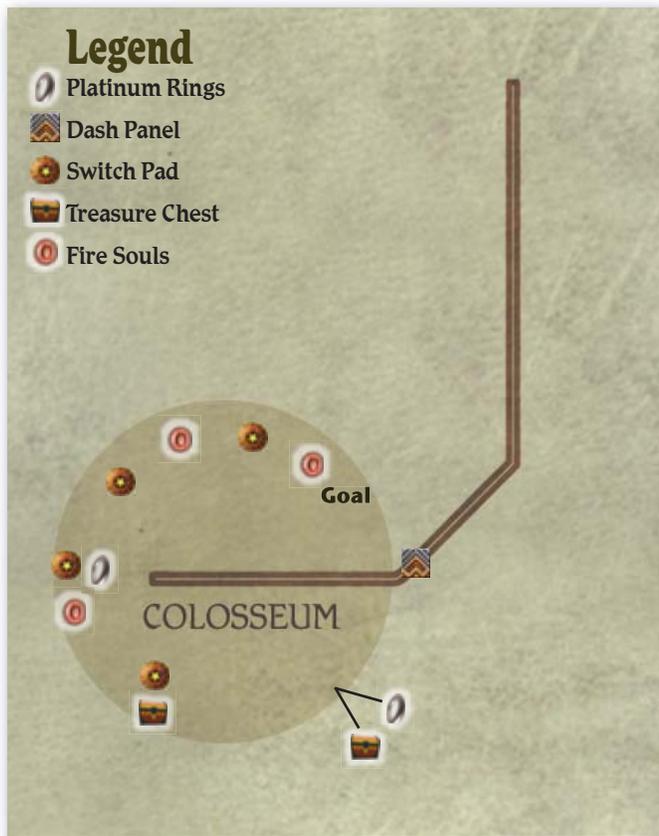
Mission 06: Diehard Challenge

Unlocked: After completing 6-05: Rampage!

Overview

“Don’t get defeated!”

Although you’ll need the twitch skills of a ninja to obtain Gold on this Mission, it is relatively short, and there aren’t too many collisions to worry about, compared to some of the objectives you’ve had to reach. The Fire Souls are mostly straightforward to gather, and once you learn the most proficient route to take, this Mission takes seconds, not minutes, to complete!



Going for Gold! For the rest of this Mission, stay on the ground as often as possible. Wind through the obstacles while continuing to accelerate, and ignore the ledges and floating Genies that you pass. The Rings show you the way.

Dash through the Rings on the arena’s left side, and then move to the middle with a targeted attack on the floating Genie, avoiding the blade in the process. Continue the air combo by striking two more Genies.



Platinum Ring Master! Keep the combo up one final time by avoiding the blade and smashing into this chest on the left side. Inside is a Platinum Ring!



Part 1: Arena Combat



Head away from the throne, passing through the trail of Rings, and steer left or right to grab more, avoiding the multiple swinging blades. Swerve right then left

in the treasure corridor. Either Jump Dash over or attack the appearing Genie and combo it into a second strike as you exit.



Jump Dash to the spikes on the ground where the Platinum Ring lands and grab it. Defeat the green Genie, and three more Genies (the third breathes fire and requires two strikes), until you reach the block on the left ledge. It explodes if you took care of all the Genie fiends!



This allows you to land on the ledge and aim at the treasure chest for Pearls, and the Spring on the left wall. The Spring bounces you through to an invisible rail that sends you over

the spike balls ahead of you. This is one way to reach the Spring on the pole, and the end of the area. However, there's more to discover!

Note

There's also a stepped ledge on your right, across from the Fire Genie you hit during the four-Genie combo. Land on the dash panel, strike the Genie, and you head up through the arc of Rings to an invisible rail at the Spring on the pole. This is the other way to reach it.



However, if you stay on the ground, a purple Genie appears just right of the Spring on the left wall ledge. Defeat him, and a Fire Genie behind him near the left wall, and a block on a square platform explodes. Under it is a Fire Soul!

You Got a Fire Soul!

Platinum Ring Master!

A Platinum Ring hides next a spike ball on the right side of the path, near this Fire Soul.

Head along and step on the switch pad on the left side of the path. This reveals a trail of Rings you can gather along the left wall. Or, target the Spring on the pole to the right, and grind along an invisible rail collecting Pearls.



Take the rail or the trail of Rings. The Rings lead to a Skeleton Genie, so watch yourself! Either way, the rail ends at a pole, and underneath it is your second Fire Soul. Take it! If you're

approaching via the trail of Rings, sidestep right to take it.

You Got a Fire Soul!



The last part of the path involves striking the two purple Genies; the first is near the Fire Soul you just picked up, and the second is behind him. Defeat them both, and a block in front of the last obstacle explodes. Run to the revealed switch pad and stand on it. This reveals a Spring behind the final Genie. Hit him, which explodes the massive block wall, and hit the Spring. This bounces you through the final Fire Soul floating above the blocks, and through the goal.

You Got a Fire Soul!

Mission Complete!

Going for Gold! To claim Gold on this Mission, run on the ground almost the entire way! Don't worry about Pearls, items, or obstacles; just follow the Rings, weave between the ledges, and Splash Jump if necessary to avoid taking the extra time to shatter blocks.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	01:30:00
	Silver	00:40:00
	Gold	00:30:00

Use Skills related to maximum speed and steering.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 07: Beat the Clock

Unlocked: After completing 6-06: Diehard Challenge

Overview

“Finish within 45 seconds!”

Finishing within 45 seconds is as easy as falling off a log. Or in this case, a platform that looks like a bone. However, the 13-second finish to take Gold means you need to stay on the ground, weaving around the obstacles and ignoring all the enemies along the way. Fortunately, there’s little to collect here except a few Rings, Pearls, and the defeated Genies. Brush off your fastest sneakers, and watch out for anything spiky!

DIFFICULTY



If you want to explore the area instead, hit the Spring and fly over and between the swinging blades, then target the two Genies ahead and right, on this bony ledge. Bash them both,

then accurately land on the walkway.

Platinum Ring Master!

Land in the middle of this walkway, and run through the Pearls to the end to claim a Platinum Ring.



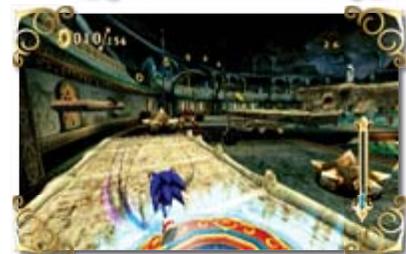
Part 1: Faster than Lightning! Again!

Begin with a turbo start, and dash straight through this trail of Rings, staying in the middle of the course. Step on the switch pad, which releases a Spring.



Going for Gold! Claiming Gold means ignoring anything on the ledges, sides, or above you. Leap over (but don’t hit) the Spring, accelerating as quickly as possible, and stay on the right until you reach the long bony blockade with a gap on the left (just in front of the air launcher area). This leads to the swinging blades and spike balls. Steer diagonally right through them, to the goal.

Once you’ve dispatched the green Genie, a block on the left platform explodes, revealing a switch pad that, when pressed, reveals a Spring on the upper ledge just ahead.



Bounce on this to claim a few Gold Rings in an arc.

The arc leads to an invisible rail that you can grind along, readying a Charge Jump. At the end, target the two appearing Genies and defeat them.





One Fire Genie hovers over a switch pad. Land on it, and the left ledge, and head to the appearing Springs. Fly through the arc of Rings and into an air launcher. Launch from

this to hit a Spring, and bounce over the obstacles to the goal line.

If you miss the Spring on top of the pole, just land and steer to the right, claiming the trail of Rings, but avoiding the double trail of swinging blades and the spike balls on the side.



The goal is just past this area.

Mission Complete!



Going for Gold! The earlier information is all you need to complete this quickly enough for a Gold Medal. Stay on the ground, stay off all Springs and obstacles, and be quick!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	00:40:00
	Silver	00:25:00
	Gold	00:15:00

Use Skills related to maximum speed, airborne maneuvering, and steering.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 08: No Pearl

Unlocked: After completing 6-04: Perfect Challenge

Overview

“Don’t get any Pearls!”

This course is relatively short, but you must have pinpoint accuracy in your leaps and landings to score with a quick time. The plan is simple; turn off any Pearl-collecting Skills, and carefully leap over the patterns of Pearls scattered in wall-like trails throughout the skeleton dome. Don’t forget to collect a few Platinum Rings, too.



Part 1: The Pearl Problem Solved



Platinum Ring Master!

This is perhaps the fastest Platinum Ring grab ever.

Simply launch from the start (with a turbo once you learn the layout), and grab the Platinum Ring right in front of you. Leap the low wall of Pearls.





Charge Jump and leap over the next set of Pearls (the left side is slightly quicker), and then Jump Dash over the wall of Pearls ahead, landing on the other side. If you can't reach,

Charge Jump the low Pearl wall, then land, and Charge Jump again.



Land and collect the four Rings, then steer left slightly, through the curved path between the two giant walls of Pearls. This is tricky at speed, so slow down until you learn the layout precisely.



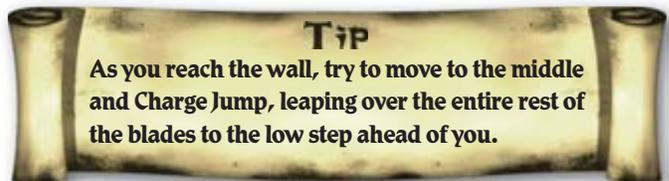
Now move to the far left of the curved path, without hitting the wall of Pearls, and run alongside the wall, pausing only to leap the lower Pearl wall in front of you. The swinging blades pass over your head if you're at this location.



Once around the wall, move between the giant rotating spike balls, and tread on the switch pad. Immediately jump and target the Spring that appears on the low platform step ahead of you. Bounce onto another shallow step surrounded by Pearls, and tread on the switch there. Finally, spring up and over the blockade ahead, to the next section.

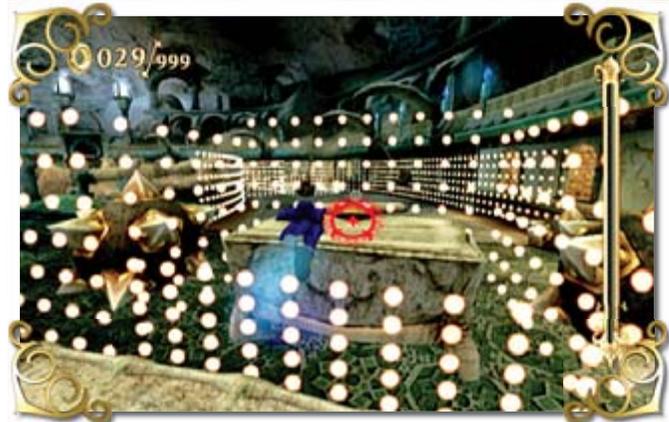


Going for Gold! This is the slow way through this area. The quicker way is to stay left, Charge Jump and land on the step in the middle of the Pearls, and Charge Jump off. This takes far less time, but you need much more practice to succeed.



TIP

As you reach the wall, try to move to the middle and Charge Jump, leaping over the entire rest of the blades to the low step ahead of you.

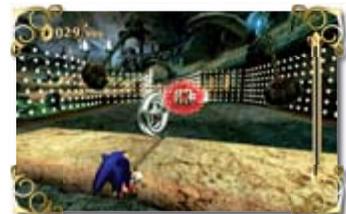


Move to the middle and launch yourself into the air, over the first low step so that the Spring on the upper step is visible to your targeting. Bounce off this.



Platinum Ring Master!

Keep flying over the Pearl wall, then land on the courtyard with the low step and grab the Platinum Ring.





The last section of course is straightforward. Target the incoming Skeleton Genie and bop him on the head. Continue the air combo over the Pearl wall, onto a second Genie, then another wall and a third Genie, before targeting a chest. It's quicker to target the chest (picture #2).

Mission Complete!

Going for Gold! Once you have the course layout embedded in your mind, attempt it without grabbing any superfluous Rings, and making sure your Charge Jumps and Homing Attacks are long.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	01:00:00
	Silver	00:40:00
	Gold	00:30:00

Use Skills related to jumping and Homing Attacks.

Rewards



Missions Unlocked

World 6: Skeleton Dome: Mission 12: Chain of Rings

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 09: Special Challenge

Unlocked: After completing 6-05: Rampage

Overview

"Find the king's bones!"

This Mission's multiple sections involve locating and retrieving five bony fragments and a hand that used to belong to King Solomon. After you investigate the three corridors and the arena, you must negotiate the large curved ledge chamber en route to the king, and return the rest of his body so he can assist you. Remember that there are multiple places to find bones (more than the five you need) and search carefully for the Fire Souls. You'll be fixing the king in no time.



This reveals a dash panel, but you may wish to skip it because the rest of the corridor is full of spike balls falling from the ceiling. Head through as many of the Rings in the middle of the path as you can, but don't forget the bone at the end of the corridor! Enter the teleport.



Part 1: Finding Five Bones



Start by turboing straight into the teleport and appearing inside the red corridor. Head forward, and engage a Skeleton Genie in close combat. Continue the battle by bopping six more Genies so that the block up ahead shatters.

Note

The bones are shown in the earliest order you can grab them. Dozens of bones appear, depending on which teleport you take, and how many times you enter the red, blue, or yellow corridors.

Enter the blue corridor and run onto the gate-opening switch pad. Jump and land between the spike balls to open the next gate, and then jump and land on the three Skeleton Genies guarding the next gate. The first Genie is waiting on the switch you need to tread on.





Drop down and head through the Rings, tread on the switch pad, then on the other one that opens both remaining doors. Defeat all the waiting Skeleton Genies, and pick up the second set of bones in the middle of this battle. Exit via the white-eyed teleport on the left.



You appear in the long yellow corridor with a long Grind Rail, swinging blades, and a load of Skeleton Genies. If you defeat them all, three bones appear, and you can head to the next part of this Mission.



Note

If you headed through the red-eyed teleport, you start at the red corridor with any Genies you didn't defeat the first time. Race to the teleport at the end, to the blue corridor again. As before, any Skeleton Genies (such as the ones that reanimate) are still here, but two bones have appeared. You can continue this back-and-forth between corridors, but it takes far longer.

Part 2: Hands Off!

As soon as you collect the fifth bone, you appear in the treasure corridor! Boost forward, optionally hitting the flapping chests and stationary one for Rings and Pearls, and exit via the teleport at the far end.



You appear in the circular path of the main dome, with a giant hand to chase! It is very simple to tackle. Just accelerate and tread on the switch pads directly behind the hand, and target it. Then smash into it, and you're done!

Note

You now appear in the large curved corridor. Check out Part 4.

To claim some Fire Souls, accelerate past the hand, so you don't hit it, and run into the left or right switch pad, through the first set of gates, and target the three Skeleton Genies.



If time is important, continue on the ledge. Otherwise, head to the upper platform with the two Skeleton Genies standing on it, and defeat them both, then Jump Dash up to the next platform, and into an air launcher.



When all three are defeated, the blocks explode, allowing you through the next set of gates. Three green Genies appear above a block. Defeat one to reveal the switch pad

under the block. The only reason to strike all three and open the other gates is to get a slight enemy takedown bonus!



Flip yourself to the subsequent launchers when they shrink to the smallest size, and you'll miss the blades. At the spiked launcher, flick just before it closes, and you'll land on a flying pot. Drop out of the pot, down to another pot, and Jump Dash to the Big Ramp.



Smash the treasure chests for Pearls, and then head directly to the three dash panels ahead. The middle one is of particular interest, as it has a Fire Soul floating above it. Land

on the switch, and claim the Fire Soul. The other two each have Platinum Rings.



If you don't head for the flying pots, run to the shimmying edge, and avoid the three sets of falling spike balls. Watch out: there's no rail to grab. If you're struck, you begin the shimmy again. Collect the Rings on the way.



Note

The action can continue, with more switch pads to find and enemies to defeat. However, this just wastes time. Find the hand and defeat it, then move to Part 4.

Part 4: Careful on the Curved Ledge

As soon as you defeat the hand, you appear in the curved corridor. Run forward, dodging the swinging blades, and defeat the five Skeleton Genies in an impressive air combo!



Back on the ledge, take down the three Skeleton Genies, revealing the Spring. Bounce up to the upper ledge, smash the treasure chest for Pearls, bounce off the spike pads to another ledge, and claim more Pearls from the chest at the end. Then execute a Time Break (picture #2) to reach the final ledge, and the cage with the Fire Soul in it.



Part 5: Slip Sliding Away



Dodge two more blades, jump the big ramp, and arrive at the gate through a trail of Rings. Charge Jump as you go, then land on the Fire Genie and bash him twice, brake and

land on the switch pad, and begin a difficult corridor dash!



You can actually run down the middle of the corridor and avoid all the enemies. Or, slide, stopping as you pass under the gate each time, target both foes, and defeat them. This adds experience, but doesn't allow you to claim Gold. Avoid or defeat two Genies, then a purple and a Fire Genie, and two more Fire Genies. Stand on the switch pad to access the final gate, enter the teleport, and meet up with your bony friend!

You Got a Fire Soul!

Mission Complete!



Going for Gold! Quicken the pace by grabbing the first five bones in the order shown previously, take down the hand before it moves through the first gate, take the flying pot shortcut, and never slow down!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 05:30:00
- Silver 02:45:00
- Gold 02:10:00

Use Skills related to maximum speed, sliding, grinding, steering, and aerial maneuvers and targeting.

Rewards



Missions Unlocked

World 6: Skeleton Dome: Mission 05: Rampage!

World 6: Skeleton Dome: Mission 10: Rampage!



Special Book Pages Unlocked

Chapter 9: #7: Enemy Stronghold



Enemy Stronghold

The king explains that it's his fault that the 40 thieves became Erazor's minions. Erazor's power has grown so much, he's almost godlike! But even powerful beings have weak spots! The king sees a dismal fate for Sonic, but he tells him Erazor is in his palace up in the sky. Hold the White Ring up to the palace gates and they will open....

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!



Mission 10: Rampage!

Unlocked: After completing 6-09: Special Challenge

Overview

“Defeat 15 Genies!”

Choosing the correct time to defeat 15 enemies is the most important aspect of this Mission. These corridors are narrow, and the Skeleton Genies are tougher than previous foes. In fact, some are invincible! Fortunately, by the time you’ve negotiated the red, blue, and part of the yellow corridor, you’ll have more than enough opportunity to defeat the 15 foes you need!



Part 1: Red Corridor Rampage!

Turbo from the throne room, through the trail of Rings, and enter the red corridor, immediately targeting the first Skeleton Genie waiting for you. Bounce off the three others, and then land on the switch pad.



Run along the corridor and avoid the falling spike balls, heading along the left side until you reach this switch pad. Stand on it, but not until you’ve collected your Fire Soul, in the middle of the corridor.



You Got a Fire Soul!

Caution

It takes only a moment to realize these Skeleton Genies reanimate! Ignore them and instead concentrate on the green ones you find!

As the Skeletons aren’t going down, make sure you summon the three green Genies by hitting the switch pad, and then quickly defeat all three in a single air combo.



The switch pad left of the Fire Soul summons a green Genie on the corridor’s left side. Defeat him, then move to the right side of the corridor to find the other switch pad. This summons a Fire Genie at the far end of the corridor, in front of the teleport. Defeat him, then head into the skeleton teleport itself.

Part 2: Blue Corridor Bashing!

Your Genie total should now be around five. Head into the first blue chamber and activate the gate. Pass into the second chamber, and wait for the green Genie to appear. Strike him, then brake and land inside the rotating spikes, treading on the switch. Jump out of the switch area. Genie total should be six.



Target the three Skeleton Genies in the next room, and hit the first, brake and land on the switch pad he is standing on, and do the same for the other two. The third Genie's switch

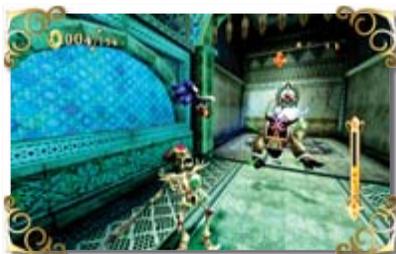
pad opens the gate. The other two summon a purple Genie in the next room.



Defeat both the purple Genies, then pop into the flying pot, fly to the ceiling, and jump up and hit the switch there. This summons two purple Genies in the next chamber. Land

and stand on the switch pad to open the gate. Step through onto another switch, which summons a third Genie. Now attack!

Take down the two purple Genies, and ignore or simply hit the two Skeleton Genies that reanimate. Then hit the third purple Genie you summoned, and while in the air, Jump Dash forward (but under the gate—don't get caught on it!) into the Fire Soul. Exit via the teleport.



You Got a Fire Soul! 000

Part 3: Yellow Corridor Combat!

With 11 Genies in the bag, simply run forward and target any Genies that appear near you. Four appear and disappear here, but waiting for them can take too long, so don't slow down too much! Try to attack one or two successfully before you begin to grind.



Grind along the middle right rail, and target two green Genies that appear and disappear. The second one is near the final Fire Soul in the middle of the corridor. You can end the Mission now if you've defeated enough Genies in here.



You Got a Fire Soul! 000



If you somehow miss the third green Genie at the end of the swinging blade and Grind Rail area, engage the group of Skeleton Genies at the far end. The three nearest the blocks can be defeated. If you haven't finished by now, there's little hope.

The goal line (which it isn't necessary to cross) is just through the skeleton teleport!

Mission Complete!



Going for Gold! Your plan for a Gold Medal hinges on your takedowns in the order presented above. Be quick about it!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

● Bronze	03:00:00
● Silver	01:50:00
● Gold	01:25:00

Use Skills related to grinding, Homing Attacks, and steering (ground and air).

Rewards



Missions Unlocked

World 6: Skeleton Dome: Mission 11: Collect Rings



Special Book Pages Unlocked

Chapter 9: #8: Entering the Palace

Entering the Palace



Sonic falters after the Mission as he nears the palace. His flame is close to being extinguished, but it'll take more than a tiny flame to get the better of him! He has Shahra's pinkie-swear, and he's ready to enter that Night Palace once and for all!

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!



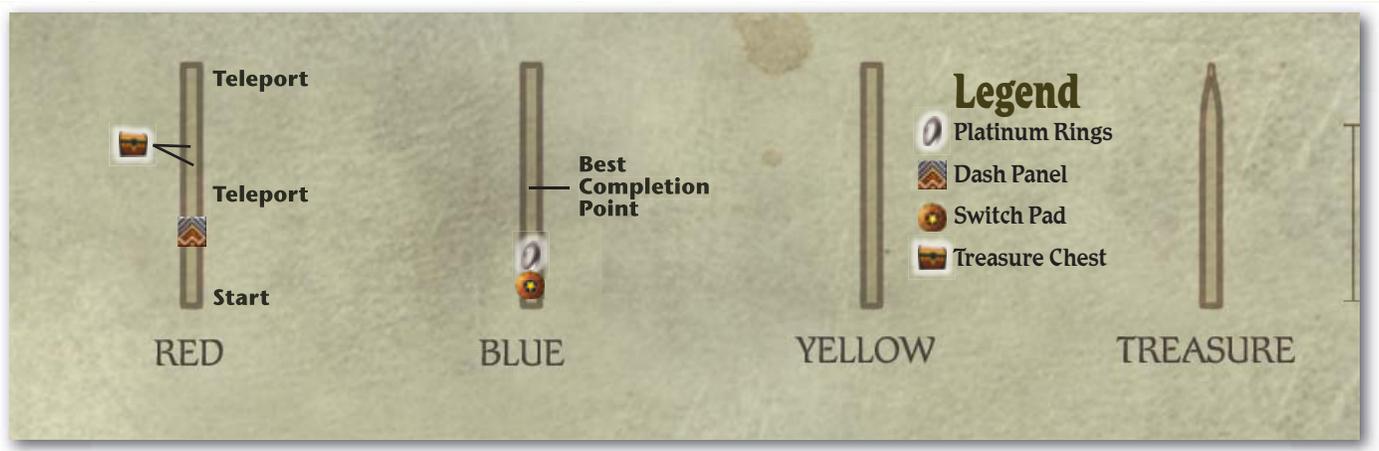
Mission 11: Collect Rings

Unlocked: After completing 6-10: Rampage!

Overview

"Collect 50 Rings!"

There are a couple of different methods of locating all 50 Rings. The tactics below reveal the quickest path. The different skeleton teleports make it possible for you to enter a number of different chambers, but the best order to reach them is shown below.



Part 1: Into the Red Corridor

Start by turbo boosting into the skeleton teleport directly ahead of you, and enter the long corridor initially bathed in red. Run through the next five Rings and then target the Skeleton Genie on the left. Then strike the middle one, ignore the right one, and hit the one on the other side of the spike ground trap. Finish by defeating the one on the left near the five Rings.



Tip
Start with the Ring Bonus Skill so that you need only 45 more Rings to complete this Mission!



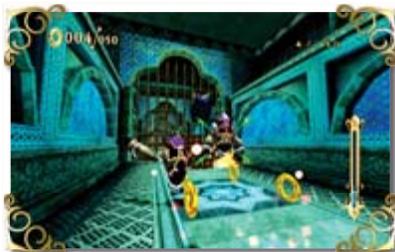
Claim as many Rings as you can from this trail. Ignore the other trail on the right (this takes too long to grab). Run around the skeleton teleport—not into it—because the route in this corridor, beyond the teleport, has more Rings. After the teleport, collect some of the Rings from the trail in the middle. Keep your speed up and avoid all spike balls.



Check your Ring collection; you should have around 15–20. Accelerate toward the three Genies that appear, and defeat the bottom two before the top one lets off his flaming attack.

Defeat all three foes, and the blocks explode. Head through the hidden skeleton teleport behind the blocks.

Exit to the blue corridor, steer left, and pick up three or four more Rings before three purple Genies appear. Ignore all of them except the one in front, on your left. Defeat him.



Platinum Ring Master!

Even if you defeat just one Genie, the crates near the large gate explode, revealing a Platinum Ring! Land or pass through it, treading on the switch pad and opening the gate.



Now wander into the middle as the gate opens, through the trail of about 10 more Rings. If you've been following the tactics previously, and haven't been hit, this brings your total to well over 50 before you enter the skeleton teleport ahead.

Note

You can also move around the teleport to the next gate (accessed via a flying pot; the switch is on the ceiling), and attack the Skeleton Genies in the next area, but this takes too long.

Mission Complete!

Going for Gold! In this Mission, the exact tactics shown above always result in a Gold Medal. If you want experience instead, head through the different teleports and clear more enemies before you finish.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	02:00:00
	Silver	00:50:00
	Gold	00:30:00

Use Skills related to maximum speed and sliding (not grinding!).

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 12: Chain of Rings

Unlocked: After completing 6-08: No Pearl

Overview

“Get a 50-Ring chain!”

This is slightly trickier than previous Missions of this type. Climbing isn't necessarily the best way to gather Rings here, and you'll have to miss a few Rings to keep your time short for the Gold Medal. Otherwise, make sure you reach the big ramp with your chain complete to avoid a lower, and less impressive, result!



Part 1: Main Ledge Ring Grab

Start with a huge turbo boost and steer immediately right. You can claim the Rings and the Pearls on the left if you have a good Pearl Collector Skill. Grab the five Rings on the right, then the five Rings on the left, making a chain of 10.



Ignore the treasure chests of Rings above you, and the upper ledges. There are Rings here, but the chain usually stops as you slow down to get them. Instead, launch a Short

Jump just before you run under the ledge, and try to scrape three or four of the Rings from the floating five that are here. Do this again under the next ledge.

Try launching through the second set of five Rings under the ledge as you're targeting the first of three crates with a Ring inside. These are important to keep the chain alive.



After striking the first three Rings in cages, jump the gate and hit one more. Ignore the final cage because it's quicker to brake and line up with the 10 Rings just ahead.

Ignore the floating chests, then move to the right, claiming the five Rings on the right side.



Charge Jump as you reach the swinging blade so you can easily navigate around it. Hit the Genie in front of the three Rings and claim them. Then strike the second Genie, waiting a split-second for him to arrive, for three more Rings. Finally, strike the third Genie for the Platinum Ring (which adds only one to your total).



Race along the middle of the ledge, grabbing five more Rings, and another five as you reach the big ramp. This is the first opportunity you have to complete this Mission.

If you still need Rings, gather around 10 more as you land and continue along the ledge. This is enough for a Silver Medal. Three more (two Gold and one Platinum) are above the Fire Genie. Charge Jump and defeat him to open the gate.



If you're still going, you either need more practice, or you're going for a larger chain! Hit the switch pads to reveal more Rings, and race for the goal line. Explode the floating treasure chests at the end of the passage for Rings.



Mission Complete!

Going for Gold! Follow the tactics above and gather a 50-Ring chain around the time you reach the big ramp. Use Time Breaks to steer through as many Rings as possible, as soon as possible.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	00:45:00
 Silver	00:30:00
 Gold	00:24:00

Use Skills related to maximum speed, steering, and aerial maneuvering.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!



WORLD 7: NIGHT PALACE

Welcome to the realm of Erazor Djinn, and your final World to explore! This large and sprawling temple palace has exterior balconies to negotiate, and Erazor summons the toughest Genies you've faced! Fortunately, you have a few new tricks up your sleeve, including a magic carpet to ride, before you enter a time-shifting temple, and an astral pathway through the stars! You'll encounter the ride of your life, with speedy curved platforms and shattering glass walkways, before the gates open to the inner temple and a battle with Erazor Djinn himself!



Note

Please remember! The way the Missions are unlocked during your Runthrough depends on which previous Missions you choose. This guide has all of the Missions listed numerically, one after the other. The game allows (and insists that) you play other maps first before returning to Missions. Choose the World and Mission you seek information about, and locate it within this Runthrough.

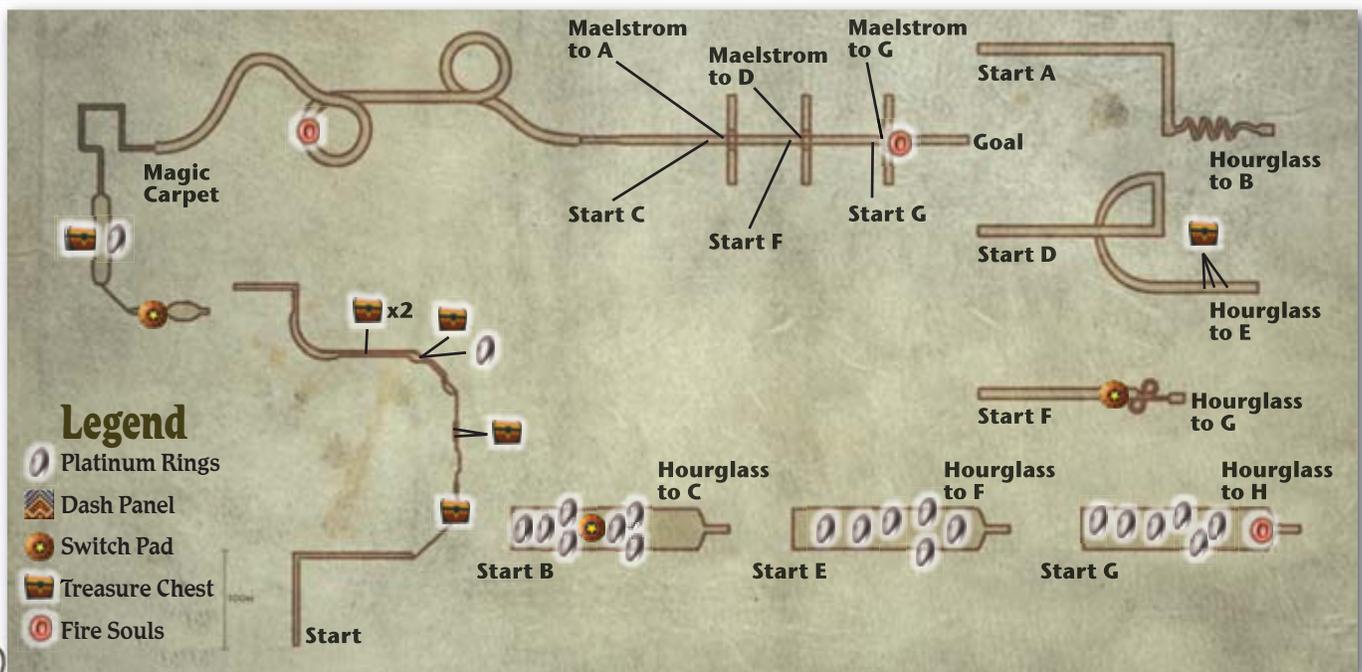
Mission 01: Go for the Goal

Unlocked: After completing 6-10: Rampage!

Overview

"Sneak into the Palace!"

From the gleaming marble floors to the astral corridor, and the time-bending palace itself, this is a crazy place to steer through. Even the magic carpet ride is fraught with danger! You begin in the palace grounds and must negotiate various corridors and shimmying spots more difficult than any before. After the magic carpet ride comes a dash through a long glass causeway that is affected by time itself! Enjoy the wild ride!



Part 1: Erazor's Arabian Frights

Begin with a turbo start, and dash through the trail of Rings. Turn right and grab more Rings, then keep your speed up as you run along the palace wall. This leads to a shimmying ledge; move left to the end without delay.



Platinum Ring Master!

Although Shahra is telling you to run, open the treasure chest on the balcony after the first shimmying ledge. It contains a Platinum Ring.



The shimmying ledge continues. Wait for the first spike wall to retract and move around it. Maneuver only after the adjacent wall spikes have gone. Also watch out for the

last two sets of traps; there's no rail to catch you!

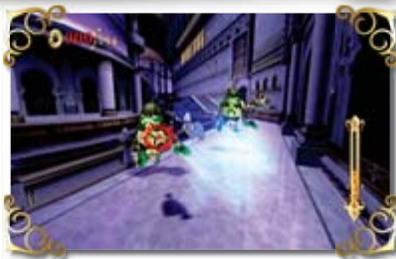


Head onto another balcony and open two chests for Pearls. Continue to the last shimmying area, move past the first trap, and stop. Then head through the double wall trap and stop. Move across the four-square wall trap and off the end.

Tip

Save a little time by Jump Dashing to some of these wall ledges.

Your first enemies, four Genies, appear as you reach the firmer ground. The first one usually appears after you pass him. Back up or ignore him, and tackle the rest of the Genies.

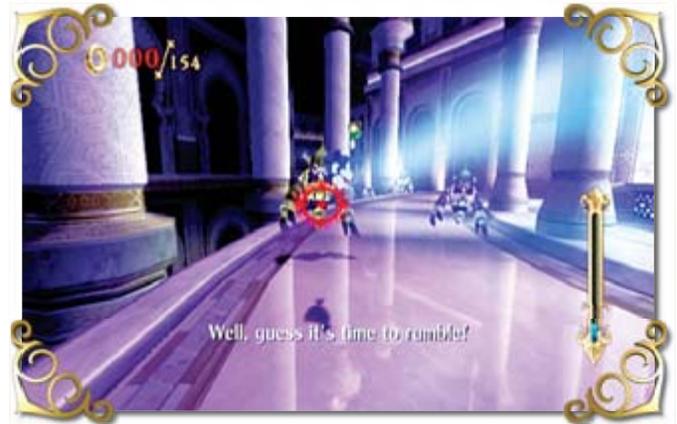


Platinum Ring Master!

Finish the combo by targeting the treasure chest on the balcony, which explodes to reveal a Platinum Ring.



Dash forward, and weave around the falling spike balls. These appear randomly, so your reactions must be good! You can run under the spike balls if you ignored the Genies and treasure chest just now in favor of speed. At the flat area, smash two treasure chests for the Pearls.



Head up the second steps, to the balcony that curves to the right. Six Genies pop out of nowhere to challenge you. Bring them down with an air combo that strikes each one in turn, and watch out for the Fire Genies!

Turn the corner and land on the right side Grind Rail. You can avoid the spike ball on the left and the Fire Genie, or you can Charge Jump and strike the Genie, then Jump Dash to the end of the balcony. Or, stay on the rail, flip left to the other rail, and hit the big ramp.



Part 2: Gonna Fly, Sky High!



Land and avoid the spike ball, then strike the two Genies in the middle of the domed courtyard, before targeting the trail of Genies floating on top of each other. Strike either the top or bottom ones, then jump up through the rest, or drop with a brake and defeat them all. Watch for the Fire Genie and try to get above or around the flames. The block behind them explodes; tread on the dash panel and run for the collection of Rings.



Run along the wall and down to the steps. Dodge the incoming spike balls, and optionally slow down. Floating Genies appear at the foot of the steps. Attack them all,

bouncing all the way to the Fire Genie at the top!

This leads to an invisible rail you can grind above the steps, giving you enough height to Charge Jump, land on top of the floating Genies guarding the large archway, and brake down through the rest.



Platinum Ring Master!

Of course, you can't have everything! You can attack the Genies via the invisible rail, or stay on the steps and head up to the two chests containing Platinum Rings. Dodge the spike balls, then attack a lower Genie in the line blocking your way.



Head inside the temple and gain some additional height by bashing the first Genie. Wait a millisecond longer than normal to avoid the Fire Genie's breath, and defeat him. Then run up the steps, around the balcony, and out of the temple, collecting Rings as you go.



Part 3: A Magic Carpet Ride

Welcome to your first magic carpet ride! Drop down and set off, heading through the first trail of Rings, then moving to the right and grabbing another trail as you pass between two temple towers. Steer left, and grab a third trail of Rings.



TIP

The magic carpet is controlled just like Sonic, except you can tilt the Wii Remote down and up to pitch the magic carpet in that direction. Remember this when you need to maneuver around obstacles.



Swing around, and when you spot the trail of Pearls, dive to the bottom left to head through them, then follow them to the right, and dodge the spike ball.

Caution

It is incredibly important to dodge any flame attacks or spike balls while on the carpet, because you'll fall off if you're struck, and must restart this part again.



Head to the middle-left, using a Pearl Collector Skill to suck the Pearls from around the spike ball, then stay left and avoid another spike ball with Pearls. Head down and right, avoiding

a third spike ball, then keep left and avoid three spike balls without Pearls, passing between two of them to net your first Fire Soul.

You Got a Fire Soul! ○○○

Fly through the columns across the temple balcony exterior, making sure you're up at the top of the screen, then dive and pitch down, up, down, and up, through the snaking trail of Rings.



Pitch the carpet right, staying at mid-height, and follow the trail of Rings, then head left slightly for the second trail. Quickly steer to the top, then the top right, to avoid the floating spike ball obstacles.



Now for the tricky part. Move to the lower right to avoid a flame from a Fire Genie, then move up and left to pass three more Fire Genies firing their flaming breath at you. Try using Time

Break if you're having difficulty negotiating this section.

Part 4: Got the Correct Time?



As the magic carpet lands at an entrance, the crystal corridor ahead warps into an infinite space, and a strange purple mist descends in the middle of a destroyed fortress

wall. Head for the purple maelstrom, and enter the astral plane!

Who knows if you're inside the palace or not? But giant glass spears are crashing into the pathway ahead! Run forward, steering right, through the trail of Rings and avoiding the first spears. Then steer left through the Rings, and around the curved trail of Rings to avoid more spears.



Tip
If you can't steer around the spear, jump the gap with a Jump Dash, and land on the rest of the pathway.



Dash to the end of the pathway and turn the corner, heading right. Watch out! Spears land to your right, left, and right through this next section, so quickly

Jump Dash and then attack the four Genies, avoiding the gaps in the path. Watch for the flame attacks from the middle two.



Turn left, and head through the crazy looping platform, staying left and then moving to the middle for each of the three trails of Pearls you can collect during the run. At the end of the platform is an hourglass. Target the base of it and attack. This transports you to another area—and another time!

Tip
The Hourglass: This device changes time when you strike the bottom of it. This usually changes an area's structure, allowing you to explore previously inaccessible areas.

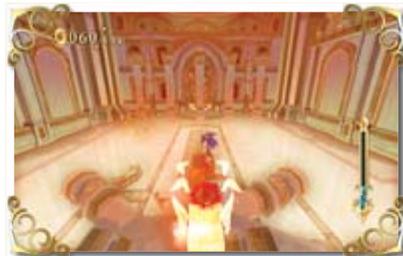
Part 5: Time Flies

Platinum Ring Master!

Enter a long palace corridor with vents of orange gas emanating from the path's center. Carefully grab the eight Platinum Rings throughout this area; they're easy to see because they're surrounded by Pearls.



Run down the middle of the corridor, accelerating quickly so you aren't struck by falling columns, and press the switch pads, revealing a Spring just ahead. Bounce on that before more columns fall, and grab the Platinum Ring and Pearl circle.



Ignore the two curved trails of Pearls (or collect them afterward), and instead concentrate on the four floating treasure chests. Bash them to claim multiple Rings, then head for the exit, steering toward the nearest trail of Rings, and avoiding the five falling columns. Exit by striking the hourglass.

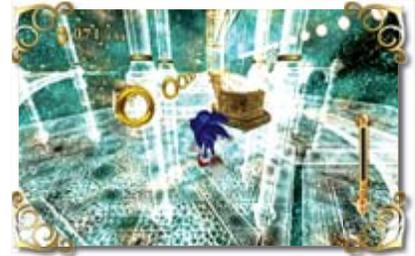
You appear back in the "stretched" corridor, and the archway gate in front of you crumbles back into a solid structure! Now you can maneuver into the next part of this corridor, and enter another whirling purple maelstrom.



Head into another astral pathway of glass, and run forward. Don't stay on the ground as spears are about to shatter it; instead, leap up and claim the trail of Rings on the invisible Grind Rail just above you. Keep on the rail as it moves left, through more Rings.



Soon after this trail of Rings, the rail finishes. Either leap up to the right and collect the two trails of Pearls, or weave left, then right, collecting the two trails of Rings. Both paths take you around some glass columns.

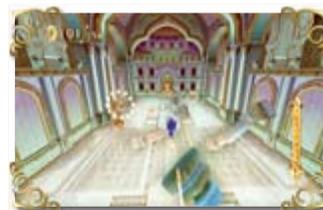


Turn the corner, run up the pathway, turn another left corner, and run down a sloping curved path with spears zooming in from behind. Steer slightly to the left so you aren't caught by one.



When the camera moves back behind you, steer to the middle and launch through the double trail of Rings, then target the first of five appearing Genies. Bounce off each of them, watch the Fire Genies' breath, and when you've defeated the fifth, you've gained enough height to smash the three chests on the upper glass platform for Pearls. Now strike the hourglass at the end of the path.

Part 6: Time Is Almost Up!



Enter another long corridor with orange gas and broken columns; these remain stationary as you progress through. There are eight Platinum Rings in this area, surrounded by Pearl circles. However, they are all at the end of rails, and you can't grab them all in a single pass. Instead, concentrate on looking for the Springs leading to upper rails where it's easier to negotiate. Bounce on three of these pads and claim three or four Platinum Rings before bouncing off the last column and hitting the hourglass.



The hourglass transports you back into the main time corridor, where the second of the three archways begins to build back up! Run through, and then move for the last purple maelstrom. As you reach it, you'll see a Fire Soul above it; ignore this for the moment.



Instead, head through the maelstrom, and begin a fast-paced sprint steering left, then right, and then jumping onto the invisible rail, all the while collecting Rings and avoiding the shattering platform under you. You'll make an automatic left turn at the end of this section, and run through multiple Ring trails in a looping path taking you to a final hourglass.



Enter the final orange-gas filled corridor, and immediately slam into three Genies guarding a block. This shatters, giving you a Platinum Ring. There are similar Rings under each block,

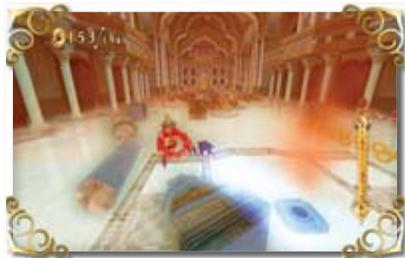
with a Genie to dispatch over each of them.



Platinum Ring Master!

There are numerous Platinum Rings to gather in this area.

Head left and claim the double trail of Rings, then locate the floating Genie and bash him while a column rights itself. Tackle two more incoming Genies and claim another Platinum Ring from the block.



Head forward, and tackle the Fire Genie above each of the remaining blocks, claiming more Platinum Rings, and then head to the end of the area where you can see a floating Fire Soul above the exit. Quickly Jump Dash on the columns as they rise, and ride them up, bounce off and head through the Fire Soul. Using Time Break helps. Then tackle the two Fire Genies on the block steps near the exit. Smash them, and hit the hourglass to leave.

You Got a Fire Soul!



Now exit, and as soon as you reach the final gate that's about to rebuild itself, execute Time Break, and Jump Dash up the rubble to claim the last Fire Soul. Then land and head through the goal line.



You Got a Fire Soul!



TIP

These final two Fire Souls are difficult to grab if you don't have #066 Slowed Search Skill equipped. This allows you to target the masonry of the rising columns and archway. There's no point in going for these Fire Souls until you can target the masonry during the Time Break! Also make sure your #047 H-Expand Skills are maxed out, and you can also try adding #050 Fire Lock-on for an easy Fire Soul gathering!

Mission Complete!



Going for Gold! Getting a Gold Medal in

this Mission requires that you ignore as many of the enemies as possible, running beneath or around them, and keep your speed up. Don't fall or restart any sections either!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

Bronze	07:30:00
Silver	05:30:00
Gold	04:30:00

Use Skills related to maximum speed, grinding, acceleration, Homing Attacks, and airborne maneuvering.

Rewards



Missions Unlocked

World 7: Night Palace: Mission 02: Head to Head

World 7: Night Palace: Mission 05: Rampage!

World 7: Night Palace: Mission 13: Boss Duel



Special Book Pages Unlocked

Chapter 9: # 10: Battle with Erazor

Battle with Erazor



Sonic and Shahra enter the inner palace, and meet Erazor Djinn on the battlements! He orders Sonic to hand over the seven World Rings. But Sonic doesn't have them all, and he tells Erazor to look for them himself! Erazor draws his blade. The battle is on!

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 02: Head to Head

Unlocked: After completing 7-01: Go for the Goal

Overview

"Beat Uhu to the Goal!"

Quickly negotiate the many shimmying ledges outside the palace to beat your friendly sprite to the goal. Fortunately, the course isn't that long. It's similar to Mission 01, but with a few more obstacles. Prepare yourself for the final spike pad bounce because this makes or breaks the run!



Part 1: The Race Is On!



Begin with a turbo start, zooming away from Uhu and through the trail of Rings to the first corner. Turn right after a drift, through another trail of Rings, and head up the stairs.

Jump Dash or Splash Jump over the crates in your way, and rush around the palace wall in double-quick time! However, if you want to slow down and pick up the Fire Soul hiding behind the last stack of crates on the left, do so now!



Land on the shimmying ledge, and sidestep across to the balcony. When the Genie appears, wait a second for him to turn his back on you, then move past him. Otherwise, you'll strike him and fall.



Now run around the curved path to the six Genies. You can cut in on the right and ignore them, or strike each one, taking care to gain extra height after striking the fourth to grab the Fire Soul above his head.



You Got a Fire Soul! ○○○



Move onto the balcony, smashing open the chest and claiming the Pearls inside, before moving to the ledge and shimmying across another wall spike area. Pause only for a second before

the first wall spikes. Stop between the last wall spike and the appearing Genie, then negotiate the last wall spikes

Head into the next narrow ledge, and negotiate wall spikes as usual. When you get to the last wall spike, wait for it to close and the two Genies to turn their backs, and shimmy to the safer balcony.



Race to the end of the curved balcony, and make a sharp left. Keep left and leap over the incoming spike ball, and land on the last Fire Soul. Then accelerate to the end of the balcony.



You Got a Fire Soul! ○○○

Finally, target the rotating spike pad at the end of the balcony and bounce off it, all the way to the small domed courtyard and the goal line. If you can't target the spike pad and launch from it, hit Time Break a few feet before, and spring off easily.



Platinum Ring Master!



Now launch an air attack at the seven Genies that appear on the balcony, remembering that two of them breathe fire, then smash open the treasure chest for a Platinum Ring. For a faster time, simply run by all of these adversaries.



Mission Complete!

Going for Gold! Ignore all the enemies and Fire Souls. Concentrate on racing through the balconies and getting across the shimmying ledges as quickly as you can.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 01:20:00
- Silver 01:10:00
- Gold 01:00:00

Use Skills related to maximum speed, acceleration, Homing Attacks, and aerial maneuvers.

Part 2: More Spikes: Yikes!



Head up the stairs, keeping to the side to avoid the rolling spike balls. When you reach the flat area, Charge Jump and launch yourself over the dozens of crates to avoid slowing

down. Then keep to the right side at the next staircase.

Rewards



Missions Unlocked

World 7: Night Palace: Mission 09: Diehard Challenge

Skill Gain

Skill Awarded: #093 Homing Bonus

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Note

#093 Homing Bonus is another Hidden Skill you can unlock after claiming a Gold Medal during a Mission. It gives you bonus Experience when you defeat multiple enemies with the Homing Attack. Check the Skills section for more information.

Mission 03: Hands Off

Unlocked: After completing 5-04: No Pearl

Overview

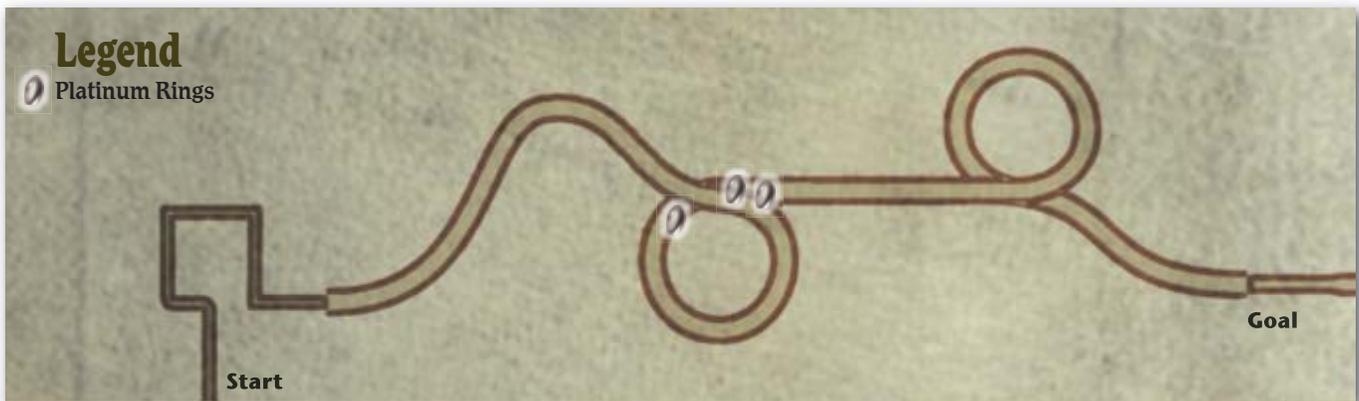
“Reach the Goal with 0 Rings!”

Take a magic carpet ride, but don't collect the floating treasure dotted throughout the flight! This means removing your Ring Bonus Skill and learning the layout of the floating upper exterior of the palace. Steer your magic carpet around these gleaming obstacles without grabbing a single Ring because there aren't any foes to knock Rings away from you!



Legend

 Platinum Rings



Part 1: Going for No Gold

Start with a turbo boost from the inside temple area, and rush up the stairs and around the balcony area to the waiting magic carpet outside. There's nothing except a double trail of Pearls to gather along the way.



Head forward on the carpet, and steer either left or right of the Rings in the middle of your path. Then quickly move to the middle and avoid the two trails of Rings, one on either side.

Keep low and in the middle of the two trails of Pearls, and follow them around the left wall of Rings, then the right wall of Rings. At the end of the Pearl trail, steer right to avoid the spike ball.



For the last obstacle, make a steady and precise dip into the middle of the path so that you pass between the two horizontal sections of Rings and Pearls, and land on the goal balcony.



The flight path begins to descend, allowing you to swoop right, down, and then up to avoid the three spike balls encircled by Rings. Then avoid the three Platinum Rings inside a circle of Pearls.



Enter the outside balcony area, and stay in the middle as you approach a spiral of Rings! Although they look tightly closed, you can emerge from the end without grabbing

anything as long as you stay in the middle!

Steer left as you bank in this direction, so you pass over and left of the first group of Rings, and then right of the second group. Then steer left, and then right to avoid the spike balls.



Now steer to the extreme right, then left, and then up and over two Fire Genies, avoiding all the fire possible, as well as the trails of Rings with Pearls in them.



Mission Complete!



Going for Gold! There's not much time between Bronze and Gold, so simply tighten the corners when you fly.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze 01:00:00

 Silver 00:55:00

 Gold 00:50:00

Use Skills related to steering.

Rewards



Missions Unlocked

World 7: Night Palace: Mission 04: No Pearl

World 7: Night Palace: Mission 11: Beat the Clock

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!



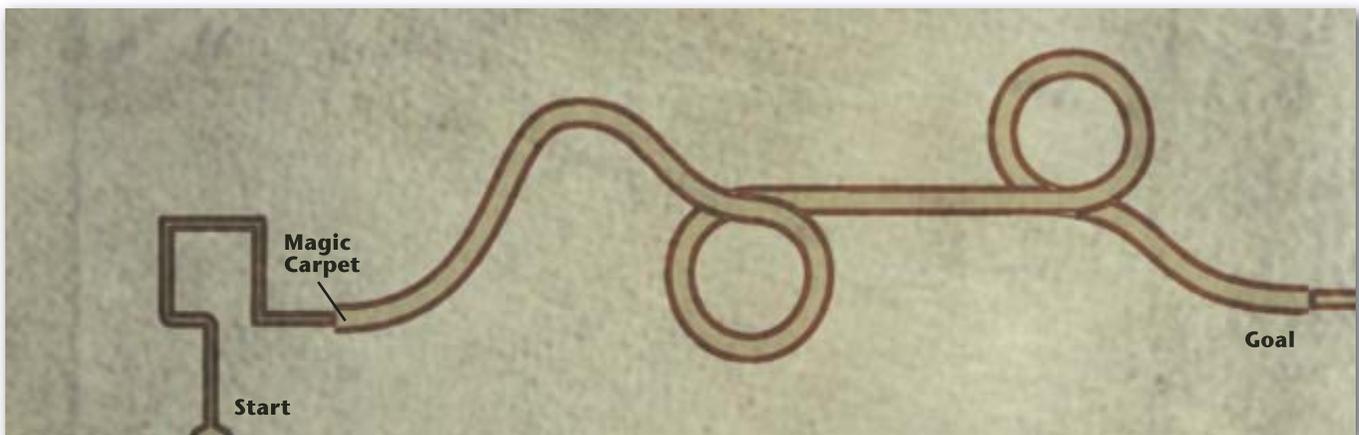
Mission 04: No Pearl

Unlocked: After completing 7-03: Hands Off

Overview

“Don’t get any Pearls!”

Take a magic carpet ride, which takes the exact course as the previous Mission, but with one important difference: you can’t grab any Pearls, and if you do, you’re immediately stopped. Simply learn the layout, and avoid the sets of Pearls shown below, and you’ll complete this task in around a minute.



Part 1: No Pearls? No Problem!

Start with a turbo boost from the inside temple area, and rush up the stairs and around the balcony area to the waiting magic carpet outside. There’s nothing except a single trail of Rings to gather along the way.

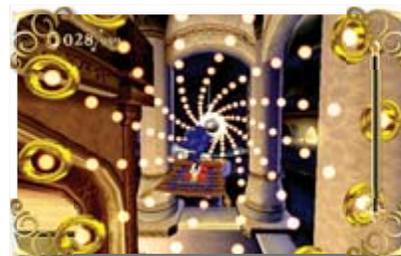


Head forward on the carpet, and keep straight as you fly between two trails of Pearls, one on either side of you. Then stay in the middle and grab a trail of Rings. Grab a second trail of Rings and then pass between the two Pearl walls, in a curved right turn.

Keep low and right to pick up the trail of Rings, then move to the far left so that you don’t scrape against the bulging wall of Pearls to your right. Cut in to the right just after the wall ends.



The flight path begins to descend, allowing you to swoop right, down, and then up to avoid the three spike balls encircled by Pearls. Then avoid the double spike balls with Pearls by steering right, and the single spike ball by steering left and down.



Enter the outside balcony area, and stay in the middle as you approach a spiral of Pearls! Although they look tightly closed, you can emerge from the end without grabbing anything as long as you stay in the middle.

anything as long as you stay in the middle.

Head through the trail of Rings, then steer left as you bank in this direction, so you pass over and left of the first group of Pearls, and then right of the Rings with Pearls in them. Then steer up and over the spike balls.



Now steer to the bottom, then the top to avoid the trails of Neo Pearls, and then to the extreme right to avoid a Fire Genie. Then steer low and in the middle, between the two diagonal Neo Pearl trails.



Stay in the middle and head up to avoid the final three Fire Genies. For the last obstacle, make a steady and precise dip into the middle of the path so that you pass between the two horizontal sections of Neo Pearls, and land on the goal balcony.

Mission Complete!



Going for Gold! There's not much time between Bronze and Gold, so simply tighten the corners when you fly.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	01:00:00
	Silver	00:55:00
	Gold	00:50:00

Use Skills related to steering.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 05: Rampage!

Unlocked: After completing 7-01: Go for the Goal and 7-09: Diehard Challenge

Overview

"Defeat 20 Genies!"

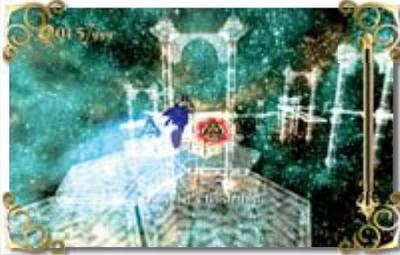
Enter the glass and crystal astral path, with the express intention of smashing and bashing 20 Genies that appear throughout this obstacle course. There are two ways finish this Mission: tackling each Genie as soon as you spot one, or heading through the course a number of times, grabbing all the Fire Souls and not worrying about missing a few Genies. Both plans are valid, but you'll be closer to Gold if you follow the former plan, shown here.



Legend

-  Platinum Rings
-  Dash Panel
-  Treasure Chest
-  Fire Souls

Part 1: Astral Beatdowns



Launch from the starting point, through the dash panel, and collect the two trails of Rings. Begin a Charge Jump as you spot a few glass platforms up ahead. Attack the three

Genies that appear on these platforms. Fall from the first strike a little longer than normal to target the second green Genie, or you may miss him.



Rush down the left, then right curved path, collecting the two trail of Rings that are in the middle of the route, and then make another Charge Jump. Ahead are five Genies coming

in, and spears breaking the pathway. Target the front-right green Genie quickly, and then defeat the others. Your Genie count is now eight.

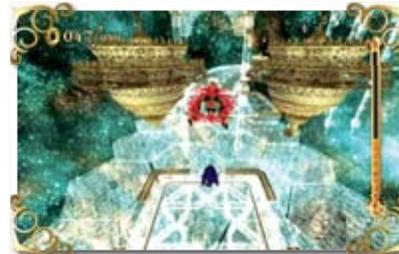
Tip

The last Genie is a nasty fire-breathing foe that sometimes knocks you back. If this happens, flick the Wii Remote faster. Take down the first four Genies quickly so you hit the fifth before he can breathe fire. Then slow down so you strike him a second time, and don't dart off to the next part of the path!

Accelerate away and make a left and winding turn through the curved road. Hit the double trail of Rings and then make a right. Avoid the incoming spears, grab the second trail of Rings, and stand on the dash panel.



Bring the hammer down on three more green Genies! Charge Jump as you reach the steps leading to the hourglass. Then leap and strike the three Genies one by one as they arrive. Finish by hitting the hourglass.



The hourglass tips, and two glass platforms appear in front of you. From the ledge the hourglass is on, leap to the first, then the second platform, grab the Fire Soul, then

target and attack the Fire Genie who arrives when you land on the second platform. Defeat him!

You Got a Fire Soul!

Land back on the path and zip around the corner. Stand on the dash panel, and land in the catapult as the spears smash through the path directly in front of you. You need some Pearls for the puzzle ahead, so angle the catapult and flick it. If you don't you'll fall!



Tip

You can also ignore the catapult and Jump Dash this gap, but this nets you no Pearls.

Propel yourself through the three circles and into a moving air launcher. Spears break the ground in front of you. Launch when the launcher closes fully, and you land on the pathway after the break.



If you wish to free the Fire Soul from within the glass box, move to the catapult's side and jump the gap, standing by the glass box before ramming it with a Speed Break hit. Grab the Fire Soul and continue.



Head up the curved pathway, and when you're grabbing the trail of Rings, execute a Speed Break. You must be in the middle of the path! You hit a glass case surrounding an hourglass, shattering the case. Now target and hit the hourglass.



You Got a Fire Soul! 000

Part 2: Speed Breaking and Entering

Head up and right, winding through the trail of Rings in the middle, then another trail to the middle-right, and straighten up as you reach a double dash panel. Charge Jump here, and head through the Neo Pearl and Pearl circle, over the first laser.



TIP
The only way to access the hourglass is by hitting the cage surrounding it with a Speed Break!

With the hourglass tipped, the ramp ascends, allowing you to head up to the top, Charge Jumping and landing on a platform, and then leaping to an air launcher.



Charge Jump when you see the first of three Genies floating behind each of the remaining lasers, and launch a Homing Attack in a single air combo, striking each of them.

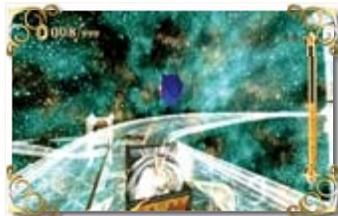
Time your attack so the moving laser is heading down, so you don't touch the laser on each occasion.



Wait for the air launcher to reach its tightest point, and for three appearing green Genies to line up with your trajectory, and then fire! You strike all three foes, and land on the opposite side of this stretch of pathway. That's 18 Genies defeated!

Platinum Ring Master!

After the third Genie is defeated (and your total Genie takedown is 15), aim at the treasure chest, and knock out three Platinum Rings! They land between here and the dash panel up ahead. Brake, then run through them, and onto the dash panel.



If you didn't shatter the hourglass cage and can't reach the upper area, stay on the ground and run through a trail of Rings, then leap and land on the zigzag rail, collecting more Rings as you go. Drop down at the far end. Watch out for spears smashing the pathway under the rail.

Part 3: Finishing Up

Whichever way you maneuvered through the previous pathway section, when you make the left turn through the trail of Rings, Charge Jump as the ground is smashed by more spears.



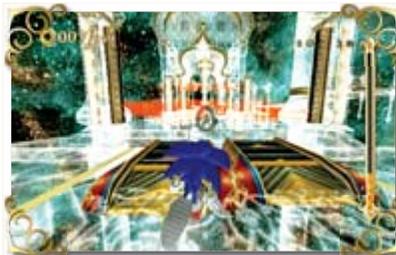
Land on the other side, and stomp on all the dash panels as you race down another curved pathway. Scoot under the laser, and target the hourglass in front of you.



Now target the two appearing Genies on the steps that rise when you hit the hourglass, and claim victory! Excellent work! Another Genie guards a cage with the Fire Soul inside, but

you have to Time Break to snag this prize!

You Got a Fire Soul! ○○○



If you need to continue to find more Genies, head forward to the dash panel with the three Platinum Rings in front of you, and then weave right and left to grab them all, hitting

a dash panel, and completing a lap. Now pick and choose the remaining Genies until you win.

Mission Complete!



Going for Gold! A Gold Medal winner in this task defeats the Genies in the order shown, but without pausing between sections.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	05:00:00
 Silver	02:30:00
 Gold	01:40:00

Use Skills related to acceleration, Homing Attacks, aerial and ground maneuvers, and grinding.

Rewards



Missions Unlocked

World 7: Night Palace: Mission 06: Stealth Attack



Special Book Pages Unlocked

Chapter 9: #9: Purple World Ring

Skill Gain

Skill Awarded: #095 Chain Bonus

Note

#095 Chain Bonus is another Hidden Skill you can unlock after claiming a Gold Medal during a Mission. It allows you to collect bonus Experience when you collect Rings in succession. Check the Skills section for more information.



Purple World Ring



The final World Ring arrives in Sonic's hands! It is full of sadness. He turns to Shahra and asks her how she knows Erazor Djinn. It seems she is the guide to the Ring, while Erazor is the Genie of the lamp. She feels sorry for Erazor but still wants the stories back to the way they were.

You got the Final World Ring!



Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 06: Stealth Attack

Unlocked: After completing 7-05: Rampage!

Overview

"Don't defeat enemies!"

Prepare to race the same looping track as before, but with a load of new and different obstacles to face. However, unlike the Rampage you just completed, there's only one lap to complete, and one chance to bag each of the three Fire Souls, as well as some Platinum Rings, many dangling just above a Genie you don't want to defeat! Take care to avoid any enemies during this Mission.



Legend

- Platinum Rings
- Dash Panel
- Treasure Chest
- Fire Soul

Part 1: Genie Weaving, No Cleaving!

Boost off the starting point with a turbo, and then steer to the middle right of the pathway as three Genies appear. Simply move between the second and third one, through the gap, and don't accidentally hit one!



Turn and head down the winding pathway, collecting a trail of Rings until you spot some floating Rings up ahead. Suddenly, spears smash the ground and Genies arrive. Jump and land on the invisible rail, and ride it over the Genies and the gap.



Head down another curved path, watching for incoming spears. Steer left of the middle, then right of the middle, and claim as many Rings as you can. Rush under the laser and wait for the green Genie to disappear. Now target the floating treasure chest, and land on the platform just behind it. This allows you to land on the invisible rail. Grind through the Rings, take the Fire Soul, Charge Jump over the spike ball, and grind either trail of Pearls, dropping and avoiding the lasers.

You Got a Fire Soul! 000



Run along the winding pathway, steering to the right, left, and middle, and collecting the trails of Rings as you go. When you pass through the arch after a long left uphill turn,

Genies attempt to thwart you by appearing. Accelerate right, around them, unless you're after the Fire Soul the Fire Genie is guarding! Slide toward him until you take the Fire Soul, then steer around him.

You Got a Fire Soul! 000



At the laser fences, you can usually keep your speed up by remaining on the ground and running, then leaping over the last laser. Avoid any Homing Attacks on the Genies that guard each laser. At the end of the lasers is a pad. This releases a treasure chest in front of you that disappears before you can reach it if you're too slow. Ignore it and stay left or right; don't hit the appearing Genies on the long right curve!

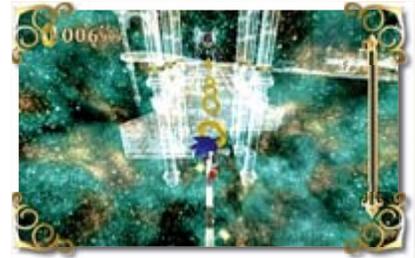


Platinum Ring Master!

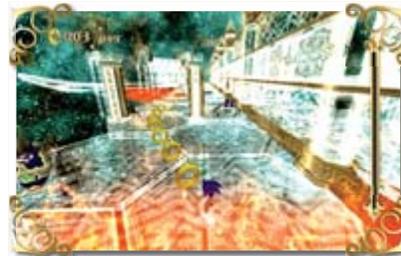
If you target and execute a Homing Attack as fast as possible at this treasure chest, find a Platinum Ring inside!

Part 2: Broken Glass

Make a choice at the hourglass: either hit it or stay right and avoid it. If you remain on the ground, dash forward, through the Ring trails, then onto an invisible rail that allows you to pass over the broken pathway. Leap off the end to the left, avoiding the Genies that appear during the grind.



If you hit the hourglass, run up the ramp, and land on the rotating spike pad, jump (not a Homing Attack) over the Genie, and land on an upper Grind Rail, collecting Rings. Leap the spike ball, and let the Grind continue, then drop down to the pathway as it turns left.



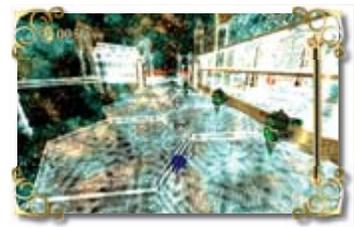
Head through the trail of Rings, and dash around another curved bend as the camera changes, keeping to the left to avoid the Genies. When the track splits in two, head left or right.

Stay on the ground if you move left, heading through a trail of Rings, and avoiding two Genies.



Platinum Ring Master!

There are two switch pads in front of you. Ignore the left one, or you'll summon four whirling Genies. Instead, hit the right one as three Platinum Rings appear on the ground. Accelerate through them, grabbing them all.





Platinum Ring Master!

If you take the right side, there are two platforms to leap onto, each with a switch pad to stand on. Land on the pad, and a glass platform rises in front of you. Leap on that, and you can obtain the Platinum Ring high above, but a Genie also appears. Jump over the Genie, grabbing the Platinum Ring, then repeat this plan at the next switch pad platform to claim the Fire Soul. Finally, leap over the exit laser for another Platinum Ring.



You Got a Fire Soul! ○○○○

Whichever route you took, the paths combine at the right turn, allowing you to run down a 180-degree curve, collecting Rings if you stay to the middle-right, and accelerate out to cross the goal line.



Mission Complete!



Going for Gold! You must safely negotiate all the obstacles quickly. Slowing down or stopping to grab Platinum Rings isn't an option. Try Speed Breaks on the curved areas, too. Learn when a pathway is getting speared, and leap accordingly.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

● Bronze	03:00:00
● Silver	01:30:00
● Gold	01:10:00

Use Skills related to maximum speed, acceleration, grinding, and steering.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!



Mission 07: Collect Rings

Unlocked: After completing 6-04: Perfect Challenge

Overview

“Collect 100 Rings!”

Without the need to chain these Rings, you only have to worry about the lack of track. You don't want to finish the race without collecting the 100 Rings necessary to win, which is a possibility because you can be caught or struck and lose Rings. Equip the Ring Bonus Skill, and carefully negotiate this track for the best chance of grabbing 100 Rings.



Part 1: The First 50



Jet off the starting line with a turbo, and either defeat or ignore the Genies that appear on the path in front of you. When you make the turn and head down the long curved path, stay

in the middle and claim the eight Rings here. This brings your total up to 13.

Just beyond the Fire Genies is a long right-curved track. Stay in the middle and run through 12 Rings, but watch out for incoming spears. You may wish to either slow down or steer left to avoid the spears, and grab more Rings later. The maximum total now is 50.



Part 2: The Second 50

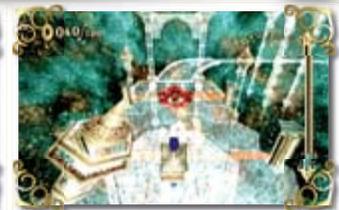
Platinum Ring Master!

At the base of the bend are three Fire Genies. Begin a Charge Jump early, so you gain height and can strike the first Fire Genie and defeat him. Then stop the attack! Land on the rail below, and grind under the second Genie, collecting five Gold, and one Platinum Ring. This brings your maximum total up to 38!



TIP

Don't worry if you haven't claimed all 50 Rings; this is just to show you the quickest possible time to grab Rings.



Now for some careful timing. Head under the lasers, and wait for the green Genie to appear on the low glass platform. Then attack him, the next one, and the top Genie in one air combo.

Bounce off the top Genie to claim a Platinum Ring! Then do a Homing Attack at the treasure chest (picture #2), quickly defeat the Fire Genie, and finish the combo with a strike on another Fire Genie just before the corner.



Run around the twisting pathway, steering to the middle right, left, right, and middle to collect 12 more Rings, then head up the middle of the right bend, snagging five more. Remain in the middle of the pathway as you turn left. Your total Rings maximum could now be as many as 82.



Platinum Ring Master!
Make a small leap through the three Rings surrounded by Pearls, and then check the incoming Fire Genie.



Switch Time Break on and try a Homing Attack, passing through the trail of Rings surrounded by Pearls before he starts to belch fire. The three Gold and one Platinum Ring here are more than enough for victory!

Part 3: More Rings Needed?

Platinum Ring Master!
This is the earliest point you can complete this

Mission, but if you need more Rings, you can laser through the lasers, tackling the three Genies with a series of well-timed Homing Attacks in a single air combo, then step on the dash panel and rush to this chest, with a Platinum Ring inside!



Note

If you aren't interested in a great score and want to explore further, the rest of the Mission is laid out in exactly the same as Mission 06. Use the Grind Rails after the hourglass and choose the right or left path when the track splits because both contain Platinum Rings.

Mission Complete!

Going for Gold! The tactics shown above are all you need to obtain this fabled medal! Use Time Break if you're having trouble dodging spears or foes.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

-  Bronze 01:30:00
-  Silver 00:50:00
-  Gold 00:35:00

Use Skills related to steering, grinding, and jumping attacks and maneuvers.

Rewards

Missions Unlocked

- World 7: Night Palace: Mission 08: Chain of Rings
- World 7: Night Palace: Mission 12: Perfect Challenge

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!



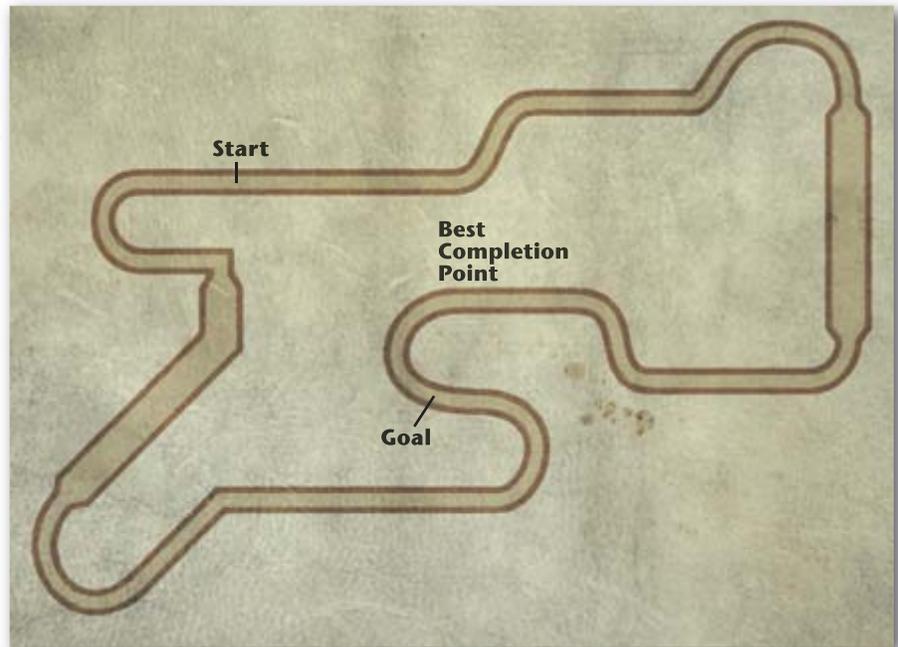
Mission 08: Chain of Rings

Unlocked: After completing 7-07: Collect Rings

Overview

“Get a 100-Ring chain!”

Although the area you’re running through may be the same as Mission 07, the placement of the Rings is entirely different, and you need to keep a rapid pace to keep the Ring chain increasing. For a Gold Medal, you must collect the chain as quickly as possible. This course is soon over, so don’t miss increasing the chain more than twice!



Part 1: Chain of Gold



Begin with a turbo start once you’ve learned the Ring locations, and speed through a slightly wavy trail of Rings. Grab all 16, then start a Charge Jump immediately.

Launch into a Homing Attack, and strike the two Genies ahead of you. Bounce upward, through the four Rings above each Genie. Your Chain combo is now at 24 (maximum).



Brake quickly, so you land on the glass pathway, and aim for this Ring to keep the chain alive. If you miss it, you have to start again, and you won’t get the best score.



Run down through the curved pathway, collecting eight more Rings, and start another Charge Jump as you pass through the last Ring. Your chain combo could now be as high as 33.



Launch a Homing Attack on the next Genie you see, under the stack of four Rings, then bounce up through them. Continue the air combo and hit a second Genie, grab four more Rings, and then brake, landing on the Grind Rail below. Grind through five more Rings. Your maximum Chain is now at 46.

TIP

If you start a Homing Attack from farther away, you’ll bounce higher in the air after a strike; remember this when you’re trying to grab the four Rings above certain Genies!



Now comes a tricky part. Wind through the two Rings, and then the trails of Rings down the curved path. There are three spears to avoid, and the easiest way is to launch a Time Break.

There are 17 Rings in this area, as the curve finishes. The biggest chain so far is 63.

Note

You can actually get hit by a spear and still continue the chain, so don't give up!



Ahead are clusters of four Rings; execute a Short Jump and land on them, then jump again to catch any you missed, each time. At the third set, there's a laser wire. Leap over it, ignoring any Rings you miss. Instead of trying to line up attacks on the Genies, stay low and collect the groups of three Rings in a straight trail. There are 12 Rings (of which it's easy to grab 10) clusters of four, and 19 in a trail under the lasers. Aim for around 90 Ring chain when you emerge.

Tip

You can also try launching yourself at the Genies. They have five Rings above them, meaning you can finish the Mission if you head up onto the glass platforms. Use Time Break to ensure that you hit every Genie you can!

Pick up the two Rings with Pearls on the rise, then weave right to left, then left to right, then into the middle as you gather 12 more Rings. Any Rings you grab now should be in addition to a 100-Ring chain; you should have finished by now.



Head up and around to the trio of Rings inside a circle of Pearls, and target the Genie behind the remaining Rings. The goal is just ahead, so this is your last chance! With a Homing

Attack, fly through the remaining Rings, and then collect any more above the Genie's head.

Mission Complete!



Going for Gold! Get Gold by collecting every single Ring as early as possible, and save some Time Break energy for the spears and the Genies in the laser section.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

- Bronze 01:00:00
- Silver 00:50:00
- Gold 00:40:00

Use Skills related to acceleration, Homing Attacks, and aerial plus ground steering.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!



Mission 09: Diehard Challenge

Unlocked: After completing 7-02: Head to Head

Overview



"Don't get defeated!"

Aside from the first Mission, this takes the longest to complete, and features a return to the gravity-shifting time temple on a number of occasions, where you'll negotiate the ceiling of the structure instead of the floor! View this Mission as a series of smaller outings through glass pathways leading to purple maelstrom teleports into the temple, then out again. Be quick, and don't succumb to the enemies or spiky objects!



Part 1: That's Mighty Big of You

Time to go! Jet forward and up the steps, collecting the Pearls and Rings as you go, and head out into the maelstrom, which deposits you in a long curving pathway among the stars!



Run forward, and steer right, then left, collecting the Rings at the foot of the glass columns. Optionally grab a few Rings scattered about with Pearls surrounding them. It's

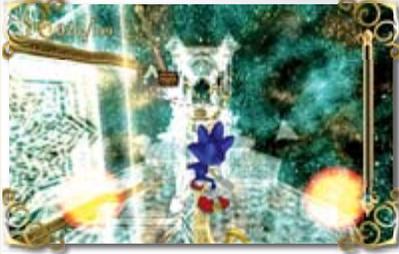
quicker to leave a couple, and concentrate on the Rings with Pearls in your racing path.

Race through the collapsing columns, making a Short Jump or Jump Dash to secure the floating trail of Rings and Pearls. Charge Jump and leap onto the glass platform with the Ring and Pearls above it, and then into the spiked air launcher.



Tip

If you accidentally hit the glass platform from underneath, it can smash. Charge Jump into the air launcher instead.



The air launcher is the only way to fly. Down below, spears are smashing the path, but there are invisible rails up here! Of course, you can stay down on the path, collecting Rings, but it's better to grind on this upper rail, grabbing Pearls. At the end, Charge Jump and strike the floating chest.

Hit the chest, fly up, execute a Jump Dash, and land in another spiked air launcher as the path underneath is shattered by more spears. Launch yourself up and onto the rail with more Pearls to gather.



Hit the chest, fly up, execute a Jump Dash, and land in another spiked air launcher as the path underneath is shattered by more spears. Launch yourself up and onto the rail with more Pearls to gather.

Tip

You can also access this second spike launcher from the ground if you're down here.

Land on the rail, grind along to another floating treasure chest, and leap off to target it. Bounce onto a second rail on the left side, collecting Pearls from the chest automatically. Before you fall from this rail, collect the Fire Soul up here. Now land, either on the platform to your right with a Ring on it, or down to the left. Run through a trail of Rings and into the maelstrom.



You Got a Fire Soul! (000)

Part 2: Time Temple on the Side



You enter the temple you started at, but the layout has changed. The entire structure is now lying on its side! Head forward and collect the Neo Pearls and Rings.

Platinum Ring Master!

Drop to the ground (which is actually the temple's side!) and watch out for the three ground spike strips. Three Fire Genies soon arrive. Target them (there's one behind you) and defeat them. After the second, combo the attack into the floating chest for the Pearls inside. Attack another Genie, then Jump Dash to the Springs and exit. If you want the Platinum Ring, back up to two fallen boxes, and bounce on the Spring on the small one. Land on a rail, grind through some rings, then fall and land on the Platinum Ring above the light on the right.



There's a cunningly hidden Fire Soul to grab here, instead of heading for the Platinum Ring! Reverse, climb up the two crates, and then wait for a Genie to appear. Don't strike the light, or you'll fly over the Fire Soul. Now use Time Break, and the Fire Soul appears in the air, to the right. #050 Fire Lock-on is helpful to gather this Fire Soul.

You Got a Fire Soul! (000)

Head to the end of the temple, and leap up the steps that used to be the temple archway sides. Keep to the right, and either Charge Jump or target the Springs. Stay away from the left side, because spike balls are rolling in. Weave past them to the exit.



Part 3: Spiraling in the Galaxy

Rush out and around the giant spiral pathway, staying in the middle to gather as many Rings as you can from the three trails, one after another. Land on the upper glass platform at the end of the spiral.



Defeat the Genie in front of you, then either land on the pathway and head between all the spike balls, or leap to the next two platforms. At the second, brake

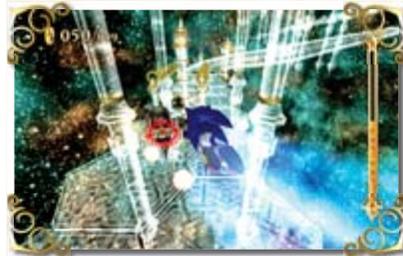
and smash through, down through the collection of Pearls and Rings in a vertical trail.

Turn left, and then keep to the right, passing through a trail of Rings. Steer left through a second trail, and watching out for incoming spears. Use Time Break to dodge the spears. Weave through the middle of the columns with the Pearls around them, and into a maelstrom.



Part 4: Temple Turn and More Galactic Galloping!

Head into the temple again, down the steps collecting Rings, then steer to the side for Pearls before targeting and bouncing off the three treasure chests on the steps. Each contains Pearls. Then head up the steps, onto the dash panel, and through the double trail of Rings to the maelstrom exit.



You're back on another stretch of glass pathway. Target and defeat the Genie in front of you. Bounce up to the third Genie and finish him as you land on one of two rails with

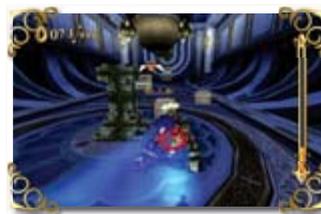
Rings on them. Ride the rail down to the dash panels at the end.

Head up the curved path, collecting Rings on the left, or Pearls on the right. Make a sharp right, and then run in the middle, under all three laser fences, collecting the trail of Rings, and a second trail as you head under the third laser fence.



Now for a nasty alley! Keep your speed up, and Jump Dash over a trio of incoming spears (or keep to the extreme left or right), and then over a second trio of incoming spears. Then dash under all of the laser fences and exit. You can optionally slow and target three incoming Genies, but this wastes time.

Part 5: Temple Turn #3



The temple turns 180-degrees around, and the floor is now the ceiling! Head through the Ring trail, and drop down. Ahead is a flying pot and a Fire Genie near a stone block. If you wish, back up and tackle the Genie. Defeating him reveals a Spring that allows you to bounce into two air launchers, and up into the balcony in the middle of this structure.

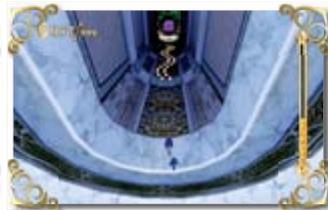
A quicker plan is to ignore the Fire Genie and the block, and leap onto the falling box, then into the flying pot. Flap up to the structure, and leap out, onto it. Or, you can get out halfway up, and pass through the Fire Soul waiting for you.



You Got a Fire Soul! 000



Jump into the structure, and quickly defeat two Fire Genies (one appears on the left during your combat with the right one). This reveals a catapult!



Fling yourself hard in an arc from the catapult, and you'll trigger six Genies to drop from the ceiling! Defeat all of them to shatter the block preventing you from exiting. Then leap over the wall spikes, onto the box, and then into the exit. Follow the trail of Pearls as it weaves to the maelstrom.

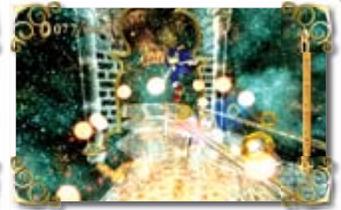
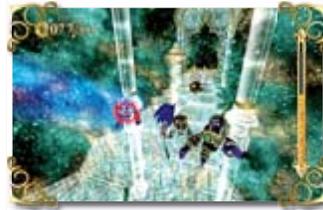
Part 6: Glass Pathway Groove

Exit onto the last glass pathway, and step on the dash panel. Jet through the grooved pathway, staying in the middle to collect all the Rings on the way.



Head to the glass wall, and leap into the flying pot. Flap to the top of the wall, optionally steering left or right for more Rings, then leap out and defeat the Fire Genie floating on top of

the wall. Wait until he stops breathing fire before you hit him. Optionally defeat two more Genies on either side of a rail, or ride the rail down.



Hit the Spring at the end of the rail, allowing you to target eight more Genies! They are dotted about and on either side of a double rail with Rings on each rail itself. You can brake and ignore the Genies if time concerns you. After you defeat the last Genie or hit the ground, dash to the goal.

Mission Complete!



Going for Gold! Ignore any Genies that aren't necessary to further your progress, and hit Speed Break on sections of unobstructed pathways without incoming spears.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	06:00:00
 Silver	03:40:00
 Gold	02:40:00

Use Skills related to acceleration, steering on the ground and in the air, Homing Attacks, and Soul Gauge.

Rewards



Missions Unlocked

World 7: Night Palace: Mission 10: Hands Off

Skill Gain

Skill Awarded: #091 Ring Exchange

Note

#091 Ring Exchange is another Hidden Skill you can unlock after claiming a Gold Medal during a Mission. It adds two Pearls for each Ring you collect. Check the Skills section for more information.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 10: Hands Off

Unlocked: After completing 7-09: Diehard Challenge

Overview

"Reach the Goal with 0 Rings!"

The gigantic spears that crash

through the pathways and head straight for you are your biggest concern during this Mission, especially during the last section where you don't have the luxury of any Rings to protect you (unless you want to be struck and lose any Rings you have!). Take this Mission slowly, and remember where all the Rings are. Then avoid them!



Part 1: No Rings, Please!



Begin with a turbo dash forward, stay to the right-middle, and pass by the three trails of Rings. Then move left and run in-between two trails, to the first corner.

Enter the temple, and run to the top of the steps. There's a criss-crossing pattern of Rings below, but more importantly, there's a Fire Soul. Jump Dash and then brake, landing on top of it.



Turn the corner, and remain in the middle of the path, avoiding a trail of Rings to the left. Steer to the middle-right, and head between two more trails of Rings, avoiding the spear that's coming straight at you!



Be careful; there's another spear coming! Run left, staying under the floating pairs of Rings that wind all the way to the end of this section of path, and steer to the left immediately, crossing under the Rings. Then sprint and enter the maelstrom at the end of the path.



You Got a Fire Soul! 000

Quickly head to the opposite end of the temple and combat three Genies. Hit the Fire Genie first, and then finish the fellows to the left and right. Land on the dash panel, and boost up through the trail of Pearl. Then keep to the sides, avoiding the three trails of Rings as you exit.



Part 2: Grind and Go!



You arrive on a glass pathway. Head forward and make sure you target the first of four Genies that appear in front of you. Leap onto each of them, then Jump Dash from the top one all the way to an invisible rail. Ride the rail down, collecting the Fire Soul as you go. Don't worry about the dozens of Rings surrounding you; as long as you don't jump, you won't hit any!

You Got a Fire Soul! 000



As the road curves up and right, steer to the left to pass through the Pearl trails and miss the Rings, then steer right as the lines switch. At the end, make a sharp right turn, and run under the first laser. Leap and Jump Dash over the second laser and trail of Rings and Pearls, and then land and head under the third laser and Rings and Pearls.



Now for the tricky part! Head around another corner, and Jump Dash over the right spear, avoiding a second spear on the left by remaining in the right-middle part of the path. Run

forward and leap over another three incoming spears at the next trail of Rings in the middle of the path.



You need a long Jump Dash to dodge them all. Also try steering to the extreme right to avoid them. Finally, head under or over the laser, and target five Genies. Hit the first two, then stop, leap over the fence with the Fire Soul on it, and watch the Genie on top of the laser fence post to the left. He's under four Rings! Brake so you don't collect the Rings, or ignore him. Then attack the last two Genies. Watch out because the final one is a Fire Genie (although he can knock away any Rings you may have accidentally picked up!).

You Got a Fire Soul! 000

Mission Complete!

Going for Gold! Finishing within no Rings is no problem, but within 40 seconds? You need to follow the route outlined above, and take a chance during the last pathway to use Speed Break. Remove any Rings you accidentally collect by using a laser or Genie before the goal.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	03:00:00
 Silver	01:10:00
 Gold	00:40:00

Use Skills related to acceleration, steering, Homing Attacks, and airborne maneuvering.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 11: Beat the Clock

Unlocked: After completing 7-03: Hands Off

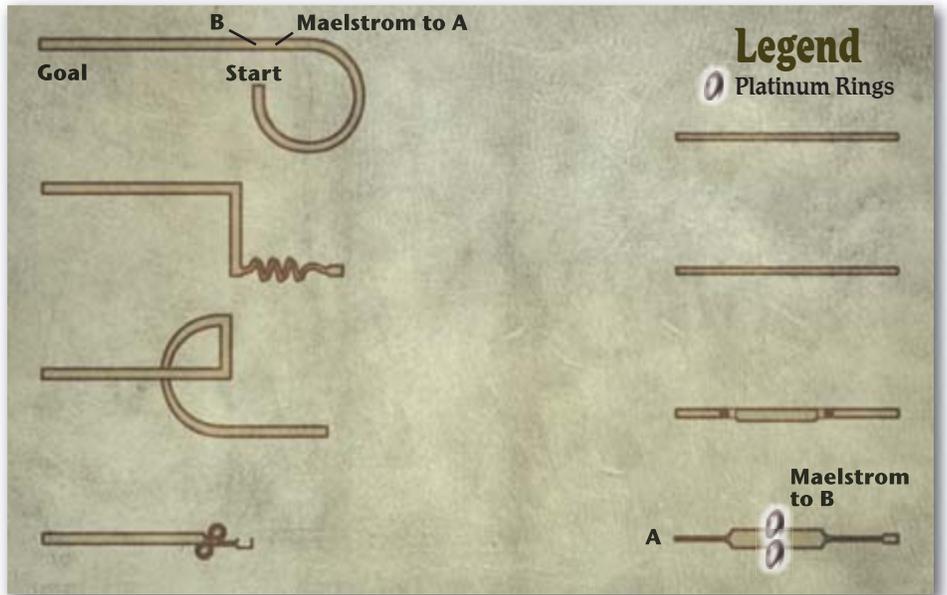
Overview

"Finish within 90 seconds!!"

The astral path is getting



more and more cluttered, and you have another rotating temple area to negotiate. Keep an eye on the time, and on the obstacles in front of you. Fortunately, there are a lot of ways to save time, as well as waste some.



Part 1: Running Out of Time

Begin with a turbo start, and then run along the four glass columns on your right, collecting Rings from the foot of each, then switch to the left and do the same. Ready a Charge Jump.



You enter the temple that turns upside down. Dodge both the boxes, but leap rather than fall; it's quicker to stay on the Grind Rails. Grind along the first rail, collecting the Pearls, then choose a path. You could target the Spring, leap up into the middle and grind on another rail collecting Pearls, then jump down to a rail opposite.



Run like the wind until you reach a fallen column, then leap over it. Steer so you're in the middle-left area of the path, and avoid the rest of the columns. They rise up from the ground, and you should stay between the spike balls on either side.

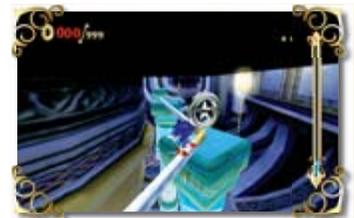


At the end of the pathway is a blockade and three Genies waiting for you. You can ignore them, and pass between the left and middle Genies, or you can strike each one,

being careful not to get hit by the flame of the Fire Genie on the upper platform. Enter the maelstrom.

Platinum Ring Master!

Or, stay on either rail and grind to the side, collecting a Platinum Ring. There's one on either side, but you can't grab both. Leap to the Grind Rail leading out of the temple, jog through the Rings, and jump into another maelstrom.





If you took the grinding route, leap off the end of the left rail and target the third Genie, then slide down the final invisible rail. If you're on the ground, you can get around halfway down the rail, then pass over the goal line.

Part 2: Time to Spare



Dash out onto a glass pathway and head down it, watching for incoming spears. Jump Dash over the gap to the left, avoiding the spike ball, then the gap to the right, and

another spike ball. Then jump another gap to the left.

During your leap over the last gap, you can land on an invisible rail and grind through a collection of Pearls. Or, stay on the ground and weave through a trail of Rings.



Leap right, and continue your Pearl collecting and grinding, then leap left and continue it again. Or, drop down and jump more gaps. When you spot three Genies appearing, execute Homing Attacks on each.



Mission Complete!



Going for Gold! Ignore the enemies that slow you down, try for a Speed Break along the last part of the course, and always grind if you can.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

 Bronze	01:20:00
 Silver	01:00:00
 Gold	00:48:00

Use Skills related to maximum speed, acceleration, steering, Homing Attacks, and grinding.

Rewards

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 12: Perfect Challenge

Unlocked: After completing 7-07: Collect Rings!

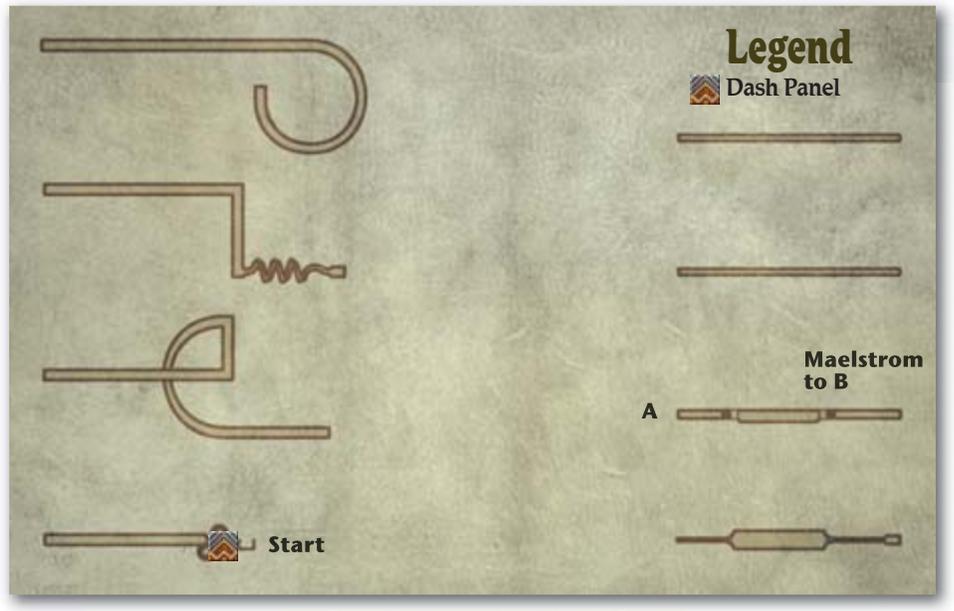
Overview

"Don't take damage!"

The first 10 seconds of this Mission



are the most difficult you'll ever encounter, and flying a pot between moving spike balls is no picnic either. But once you gain mastery over the steering, and realize that this Mission isn't as long as you thought, you have a sporting chance of finishing it with minimum of restarts. Take a breather if you're having problems. This one's very hard!



Part 1: Twitch Skills Needed!

Caution

You need incredibly fast reaction times for this first section. Be patient, and you'll complete this in a few tries.

Launch yourself onto the dash panel and steer left sharply. Pass the spike ball.



Pass a second spike ball, and remain on the left as you race around this left bend. Avoid the third spike ball (shown) by keeping left.

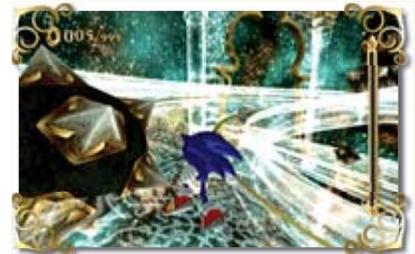


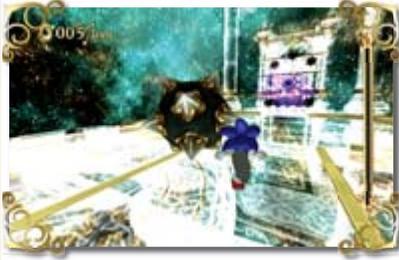
Immediately steer right, avoiding a spike ball on your left.



A millisecond later, steer left, between two spike balls, as you pass under the bridge.

Instantly steer right, so you don't hit the spike ball on the long right turn.





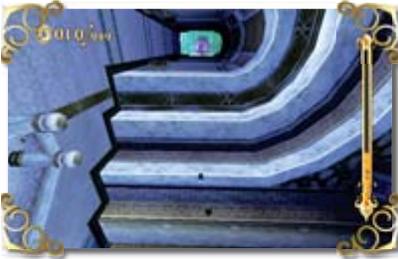
Steer left, around a spike ball, then immediately right, past the final spike ball of this section, and head through the purple maelstrom.

Part 2: Targeting Skills Needed!

You have a small breather, as this area is far less intense. Start by gathering all the Rings in the trail, then drop down and target a Genie.



There are eight Genies to defeat, one after the other, but you don't need to attack them all. Once your air combo is over, Charge Jump up the steps that the arch has formed, and run to the maelstrom exit.

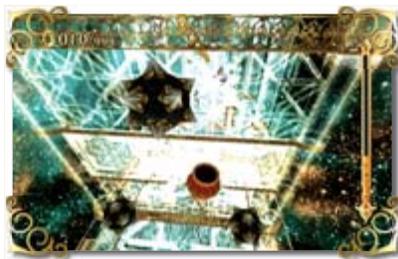


Part 3: Pottery Flying Needed!



Now for the final obstacle course! Dash forward, and Charge Jump, then leap onto the glass platform, avoiding the spike balls underneath. Fall directly into the flying pot.

Wait for the middle spike ball to descend, then follow it up, steering to the right or left, into the gap so you can avoid being struck by any of the spike balls.



When you reach the top of the wall, wait for the Fire Genie's flames to pass, then leap out and strike the Genie twice. Then either land on the Ring and Pearl rail in the middle, or target two more foes on the ground to defeat.



Use Speed Break to dash to victory, or move along the pathway to the lasers, and then jump over, under, over the beams. You've done it!



Mission Complete!

Going for Gold! Don't pause, use Speed Breaks through the temple room, and leap accurately to claim this prize.

Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	01:30:00
	Silver	01:00:00
	Gold	00:50:00

Use Skills related to steering.

Rewards

There are no rewards for completing this Mission.

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!



Mission 13: Boss Duel

Unlocked: After completing 7-01: Go for the Goal

Overview

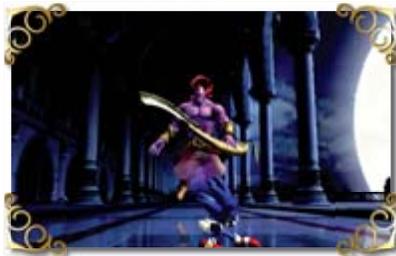
“Battle! Erazor Djinn!”

This is it! You’ve found Erazor Djinn and must face him in brutal one-on-one combat to the finish! This is where your more important time-bending Skill becomes a distinct advantage. Use Time Break during combat to turn almost impossible odds in your favor. Even then, you must time your strikes incredibly precisely, and keep a track of how many hit points Erazor has, using the information below! Good luck!



Part 1: Erasing Erazor Djinn

After Erazor Djinn shows off his power, the battle begins! The foe’s weak spot is his head. However, you need a few items before you can attack him.



Your first plan is to land on or run through this clump of prizes. Four Neo Pearls, four Rings, and a Platinum Ring appear every few hundred feet. Grab them.

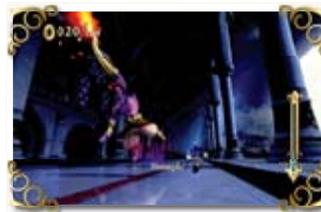
Note

The Rings are so you don’t have to restart if Erazor Djinn hits you. The Neo Pearls are to increase your Soul Gauge so you can defeat him easily.

Next come Erazor’s four attacks. Look for where he raises his weapon because this is the clue to what type of slice he’s going to attempt. If his blade rises and points straight down, he attempts an I-Slice. Dodge to either side. He does this the most often, standing to the left, in the middle, or to the right.



If he moves to the left and raises his blade in the top left area, he attempts an L-Slice. Avoid it by moving right and jumping the horizontal slice that occurs after the vertical slice.



If he raises his blade at an angle, pointing down and right, expect the V-Slice. Move to the right side usually (although you can steer left, too). Stay on the ground.



If he stands in the middle (usually after you’ve struck him about the head once or twice), and holds his blade horizontally, watch out! This is the Z-Slice. Jump after the “Z” shape is half drawn, and jump over the blade.



Now to bring your own offense! You can actually attempt a Homing Attack on Erazor's only weak spot (his head) during his L- or Z-Slice attacks, as shown here. Simply make a Homing Attack during the move, and keep bashing him until he staggers back.



The main time to weaken Erazor Djinn is once he's stopped his blade attacks and backed off. When the camera changes, immediately make a Charge Jump, holding down .

The millisecond that Erazor begins to charge at you, launch a Homing Attack! If you miss, you didn't do it fast enough! There's a split-second where Erazor's head can be targeted (as shown). Your Homing Attack should strike him, knocking him back. Then combat begins again!



Mission Complete!



Going for Gold! A two-minute defeat of Erazor is possible, but only if you connect with his head at every opportunity!



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	06:00:00
	Silver	03:00:00
	Gold	02:20:00

Use Skills related to Soul Gauge, steering, and length of Homing Attack.

Rewards



Missions Unlocked

World 7: Night Palace: Mission 14: Final Paragraph*



Special Book Pages Unlocked

Chapter 9: #11: The Mysterious Door

Chapter 9: #13: End Credits 1

Chapter #12: #8: Ending Theme Guitar

(* The Final Paragraph opens only after seven World Rings have been collected.)

The Mysterious Door



Erazor Djinn is knocked back, but he's not out, yet! He turns into a plume of smoke and vanishes through an ornate door. Sonic and Shahra try to open the door, but it locks and changes shape!



An ornate door appears with seven holes; this must be where the seven World Rings go! When you have the seven World Rings, you can return to this door and enter the Last Paragraph! Now the credits play.

TIP

Defeat Erazor by learning the following additional tactics:

- Use Time Break during this attack so you have much more time to target and launch the attack!
- Continuously collect the Neo Pearls and Rings so you don't get struck with zero Rings. If you do, combat begins from the start!
- Learn how many times you must strike Erazor Djinn: He has 25 hit points. You take off one hit point if you hit him during regular combat. You take off six hit points if you hit him during the one-on-one charge.
- This means that to win, you need to hit him five times in a charge, or four times, and once during regular combat (or any other combination).

Note

Remember! Look for tactics on the next Missions in the appropriate section of this book. The next Mission in this book may not be unlocked after this one!

Mission 14: Last Paragraph

Unlocked: After completing 7-13: Boss Duel and collecting all seven World Rings

Overview

“Last Paragraph!”

This is actually it! After Erazor Djinn changes form into a hideously bloated monstrosity known as Alf Layla wa Layla, and Shahra makes a great sacrifice, a final battle is upon you! Your recent power surge means you can summon your Soul Gauge at will and use it against this massive fiend. Make sure you're ready for some Wii Remote waggling, and engage this ultimate evil!



Alf Layla wa Layla Appears



The door shatters as the seven World Rings are slotted into place. Erazor Djinn is floating in the room beyond, his lower half vaporous. He thanks Sonic for bringing the Rings to him.



Erazor wants the Rings, now! Sonic wants that flaming arrow out of his chest, and Shahra is caught in the middle! She floats forward with the Rings; she only wants to be with Erazor. Sonic quickly rubs his Ring and commands her to stop!



“Prayers! Sadness! Rage! Hatred! Joy! Pleasure! Wishes! Erazor has all the Rings now, and the final part of the plan must take place. The bringer of the Rings must be offered up in sacrifice! He offers up Sonic! Erazor swings his blade...and Shahra blocks it with her body!



She slumps forward. She hopes she's done the right thing. Sonic's Ring cracks as Shahra's life force ebbs. Suddenly the Rings explode and Erazor is turned into a giant, slobbering monster, blinking in and out of existence. Shahra's spirit melds with Sonic. He gets four of the World Rings around each of his limbs and is transformed into Darkspines Sonic.

Part 1: Laying Out Alf Layla wa Layla



After a confrontational conversation with the great beast, fly down and to the left, collecting as many of the Rings as you can. At the same time, fly from side to side, avoiding the pink homing orbs your foe is throwing at you. Avoid these Darkness Sparks or you'll have to restart (or get your Rings knocked out of you).



Ignore the foe's mocking, and move up as it charges you. Check the incoming space for a Platinum Ring, and perhaps trails of other Rings. But by now, you should be shaking the Wii Remote as fast as you can! Watch the Soul Gauge fill up!

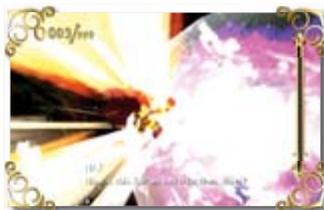
Wii Remote as fast as you can! Watch the Soul Gauge fill up!



Now the beast attacks with some slashing moves: the Darkness Slash! Fortunately, you can see the trace of where the slashes will appear. Simply move to the space between them, and dodge them. The beast attacks in a four-slash pattern: twice to the left and right, then twice through the middle. Simply stay in the space in the middle, then move to the right.



Now the beast moves far away, and begins to summon a Spirit Blast: a giant pink orb of power with the words of the book in it! This beam of light must be attacked. The only way to do this is to Speed Break! Do this as soon as you see the light blob moving at you.



Keep shaking the Wii Remote! Launch Speed Break and you catch the blob, and hammer away at the edge of it, before kicking it right back at the creature! Nice work!



Keep filling your Soul Gauge now! While the foe is stunned by the blob returning and hitting him, execute another Speed Break, and zoom in to him. You bash a weak spot on the beast's body, then puncture it, sending the foe spiraling back! The only way to defeat the orbs of light is with Speed Break. The Soul Gauge must be full for this to be successful.



Now begin the attack tactics again. From now on, the orbs that the foe sends out are black, and more difficult to maneuver around. Keep away from them by reacting early.

The beast also has three more slashing attacks: an X-shaped mark (shown), three vertical slashes, and a six slash pattern; three diagonal left, and three diagonal right. Steer slightly to the left or right to avoid each of them. Now perform the Speed Break on the pink orb blob, then Speed Break and attack Alf itself, and repeat this three or four more times until it yields!



Mission Complete!



Going for Gold! Defeating this beast in less than two and a half minutes means rapidly shaking the Wii Remote, never getting struck, and launching Speed Break as early as possible.



Going for Gold! Attempt the following times (in seconds) to claim a Bronze, Silver, and eventually, a Gold Medal for this Mission:

	Bronze	05:00:00
	Silver	03:00:00
	Gold	02:30:00

Rewards



Missions Unlocked

World 1: Sand Oasis: Mission 04: No Pearl

World 2: Dinosaur Jungle: Mission 04: Perfect Challenge



Special Book Pages Unlocked

Chapter 9: #12 Alf Layla wa Layla Appears

Chapter 9: #14 End Credits 2

Chapter 10: #8 Ending—Finished Version

Chapter 12: #9: Ending Theme

Skill Gain

Skill Awarded: #096 Collection Present

Note

#096 Collection Present is another Hidden Skill you can unlock after claiming a Gold Medal during a Mission. It limits the total number of Rings, but when your Ring collection reaches 100, you gain Experience. Check the Skills section for more information.



PARTY GAMES MODE

Welcome to Party Games Mode!

Play Party Games mode with up to three of your friends. Practice before you invite them over, so you can win everything! Party Games mode has a number of different arenas you can play on, or you can select single Party Games to play. Let's go!

Note

Party Mode is full of cool surprises, and not everything is unlocked from the very start! Whenever you see this icon with a number after it, this corresponds to the number of Fire Souls you must collect in the adventure to unlock it.



Note

Playing Party Games also unlocks some goodies in the Special Book. Check out the Appendices chapter at the back of this book for details!

Getting Started

Number of Players



As soon as you select the Party Mode from the Main Menu, you're asked how many players you wish to party with. There's you, obviously, and up to three friends. If

you have fewer (or no) friends, then the computer takes those remaining spaces up.

Character Select

Here you can select your favorite character! To begin with, you can choose from Sonic, Tails, Knuckles, and Amy. Once you've uncovered some Fire Souls during Adventure mode, you can also select Shadow, Cream, Silver, and Blaze (as shown). You can also select a random character from the ones you've unlocked, too.



Shadow:		= 30
Cream:		= 42
Silver:		= 87
Blaze:		= 105

Difficulty Select



Once you've selected your character, and your friends have selected theirs, you can continue. If you have computer opponents, you must choose a difficulty level for them. Choose from Easy, Normal, or Hard. You can also select Extreme after unlocking it!

them. Choose from Easy, Normal, or Hard. You can also select Extreme after unlocking it!

Extreme Difficulty: = 114

Note

All the different characters have their own victory and defeat stances, but are otherwise identical.

Note

The difficulty level you set for your computer opponents affects how good they are at each Party Game. If you're new to this game, choose Easy. If you've got the hang of the events, choose Normal. If you want quite a challenge, choose Hard. If you're incredibly good, choose Extreme!

The Party Mode Map



This is the Party Mode map! Omochao arrives to give you all the instructions you need, and there are six places to visit, along with the exit that allows you back to the Main Menu. Let's go exploring!

You can select any of the six environments, except World Bazaar, to begin with. In each area, you can play a number of Party Games and you're awarded prizes, whether these are Rings, treasure, or simply a first position. Every area has a different competition.

The Party Games you play in each area are randomly selected by Omochao; it is just the scoring after you play a Party Game that is different. The Party Games are selected from every possible type, and the environments give you a different way to win the overall competition. How is each area different? Check out the information to come!

Area #1: World Bazaar

World Bazaar: = 69



Welcome to the World Bazaar! This is where the world-famous carpets are sold! Earn Rings based on how well you place in the Party Game. At the end of each Party Game, a

new carpet is put on display, which could be one you haven't see before, or a carpet that has already appeared. You then decide whether you want to spend your Rings on this carpet or not. If more than one player wants the carpet, the highest bidder wins. The World Bazaar competition is over when the player with the most bought carpets wins.

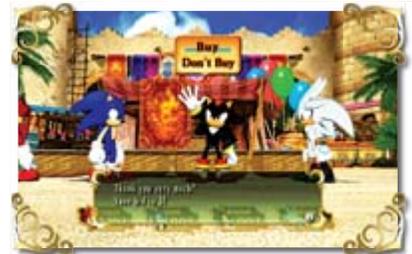
Note

Carpets with the same pattern are offered for sale multiple times during a competition, and those that are bought often become cheaper. Naturally, you should all attempt to buy those carpets that rivals don't have yet! Of course, if you buy a carpet first, for the more expensive amount, you won't need to hope you see it for sale later!

Here is an example of a lovely fire carpet! There are five different types to buy.



In the previous Party Game, Sonic won and got five Rings. Shadow was second with three. Silver was third with two. Poor old Knuckles got only one point for last place! However, Sonic didn't bid on the carpet, and Shadow outbid everyone else with three Rings, so he gets the carpet! He only needs four more to win!



Note

Of course, Sonic still has five Rings, so he could outbid anyone for a carpet later in the game. Remember this.

Area #2: Tournament Palace



Behold, the Tournament Palace! The four wooden window blinds are where the four contestants will stand. You are partnered with a rival and enter a tournament to see who's the

best! You each play a 1-on-1 Party Game.

In this example, Shadow and Sonic (on the left) face each other. Silver and Knuckles face each other.





Shadow and Sonic now play Party Games until one of them has two wins. Look! It's Shadow! Then Silver and Knuckles did the same, and Silver won.

Shadow and Silver moved up to the top windows. Now Sonic and Knuckles battled to see who would take third and fourth places, while Shadow and Silver battled for first. In the end, Silver won!



Area #3: Genie's Lair

Look! It's the Genie's Lair. The Genie has a vast hoard of hidden treasure in the chests in front of you. When you finish a Party Game, the winner can open one or more treasure chests. You can open as many as you like, but watch out! Some have been booby-trapped by evil Genies.

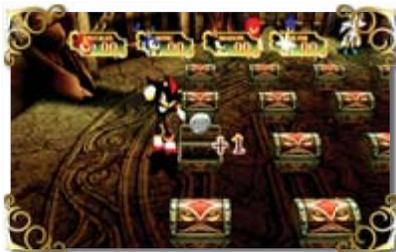


If you spring a trap, all the treasure you collected previously in that round is lost, and goes back into the chest. This makes it easy for the next player to find! In this example,



Shadow won, so he chooses a chest. Once a chest has been opened, and the player's turn ends, the chest stays open.

Inside is a medal worth one point! He decides to leave the other chests alone. When all the chests are opened, the player with the most points wins.



Area #4: Pirate's Coast

Aho! There, and welcome to the Pirate's Coast! In this game, whoever reaches the goal first is the winner! The player who wins each Party Game gets the most points, and the fourth place gets the least.



After each game, these points are awarded automatically, and the winner of each game moves the farthest. In this example, Shadow won, and moved 10 spaces forward. Second place gets to move six, third gets to move four, and fourth gets to move two.



Note

The total distance to the goal is 62 spaces. This means you must win seven games in a row to win the fastest. As you progress, ready yourself for docking periodically and also Springs and traps that can help or impede your progress respectively. This can help you lose or win a race!

Area #5: Treasure Hunt

Welcome to the Treasure Hunt! This takes place on an island full of spaces to land on. The Omochao selects a treasure type, as there are loads scattered about the arena. There is one type of treasure, and it's always in the same chest.



The winner of a Party Game moves the most spaces wherever you wish in the arena. Fourth place moves the least (usually two) spaces. Move onto a space with a treasure chest, and open it! In this example, the Omochao shows that the jug is the treasure to look for.

In this example, the Omochao shows that the jug is the treasure to look for.



Sonic wins the Party Game! He heads north, and opens a chest. Shucks! There's a diamond inside. Remember where this is for later, as sometimes Omochao changes

the treasure type before it's found, and always changes it when it has been found! The player with the most treasure wins once all the chests are opened!

Area #6: World Library

The last part of the map is the World Library, and it's awesome! There are eight volumes to choose from:



- All Party Games** Select any available Party Game and play it!
- Survival Games** Select any available Survival Party Game and play it!
- Point Games** Select any available Point Party Game and play it!
- Race Games** Select any available Race Party Game and play it!
- Record Games** Select any available Record Party Game and play it!
- Rankings** Check the Rankings for various scores (use \leftarrow or \rightarrow to change pages)
- Character Records** Check the Scores for all the Characters
- Final X Adventure** One-player only: See how many Party Games you can win in a row.

Note

Use this area to practice all the types of Party Games, or select a favorite Party Game to play over and over with your friends.

Final X Adventure: $\text{🔴} = 126$

Note

The Final X Adventure is available only once you've collected every single Fire Soul in Adventure mode. Good luck!

Note

- Survival Game:** The last player remaining wins.
- Point Game:** The player with the most points wins.
- Race Game:** The player who finishes first wins.
- Record Game:** You can continuously improve a score, which the game records.

The Party Games

The following information shows every single Party Game that you can play! This includes quick tactics if necessary, the type of game it is, and whether it is available from the start or if you need to collect Fire Souls to unlock it.

#01: Roll It! Heavy Ball



Type: Point Game, Record Game

Details: Roll the ball and try to crush the Kri Ma Djinn! Point at the screen with the Wii Remote and hold Ⓐ to roll the steel ball.

Remember you don't have full control, so roll in the general direction of the enemies, and try to block rivals who already have a great score.

$\text{🔴} = 0$ (Available from start)

#02: Hit It! Home Run



Type: Point Game

Details: Swing the Wii Remote to swing the bat, and hit a home run! You have three tries, so try for three home runs. Remember there are slow, medium, and fast

balls. Swing at the right time, or you'll miss or not have enough power. Shout at your rivals to put them off!

$\text{🔴} = 0$ (Available from start)

#03: Spin! Cogwheel Relay

Type: Point Game, Record Game

Details: Spin the lever to take down the Kri Ma Djinn! The trick here is that you can spin in two different directions. There are top and bottom cogs, and one falls quickly if you spin the wheel in the opposite direction when they are standing still, trying not to fall down. Remember this, and spin the cogs quickly when you have enemies clustered on them.



 = 0 (Available from start)

#04: Go! Mine Cart Race



Type: Race Game, Record Game

Details: Move the lever up and down to go! Rapidly move the Wii Remote to go faster. Duck when you pass under a metal beam, and

stand up when you pass through the green medals. This helps your overall ranking and speed.

 = 0 (Available from start)

#05: Hit It! Parasol Ball



Type: Point Game, Record Game

Details: Follow the ball and send it back into the basket! This occurs one player at a time, so use  to move, and swing the Wii Remote to hit the

balls. Whether you use a backhand or forehand hit changes the direction of the strike. Aim at where the moving basket will be.

 = 0 (Available from start)

#06: Get 'Em! Parasol Diving

Type: Point Game

Details: Tilt the parasol and collect the medals! Swoop in for the more valuable medals (the greenish-gold ones), and block your rivals from getting them too. Force

opponents into the clouds. Clouds stop you for a few seconds while you wrestle free with rapid Wii Remote flicking!

 = 0 (Available from start)

#07: Spin! Steel Survival!

Type: Survival

Details: Spin the steel ball and try to hit your opponent! It takes only three hits to knock down a tower, so release  when the ball is spinning at the foe's tower, not past it! Also, try secretly teaming up with a rival to knock down a bigger rival before facing each other! Sneaky!



 = 0 (Available from start)

#08: Knockdown! Balance Battle

Type: Survival

Details: Knock your opponent off the playing field! This requires some cunning tilting, and wariness. The more players congregate in an area, the more it slopes.



Stay away from the fighting to begin with, then ram in when one or two rivals are already in the water. Keep to the high slopes whenever possible.

 = 0 (Available from start)

#09: Grab It! Bubble Hunt

Type: Point Game

Details: Form a bubble and use it to catch the butterfly! Form the bubble slowly with \textcircled{A} , as fast attempts burst. Very slow bubbles are bigger, but take longer.

Predict where the butterflies will be, not where they are when you make the bubble. Stay away from the other players.



$\textcircled{0}$ = 0 (Available from start)

#10: Spike! Fruit Catch



Type: Point Game

Details: Use the sharp tip to try to catch the fruit! With no other players onscreen to distract you, move the Wii Remote left or right quickly, so the fruit lines

up with the spike early enough. Remember to continuously catch fruit to add to your grand total.

$\textcircled{0}$ = 0 (Available from start)

#11: Whack! Giant Stakes

Type: Point Game, Record Game

Details: Use the hammer to pound down the posts! The stakes are high in this competition, and you'll win if you bash posts away from others, aim to bash the metal stakes as they're worth three points instead of one, stand between posts to bash two at once, and bash your foes, too!



$\textcircled{0}$ = 0 (Available from start)

#12: Row! Canoe Race

Type: Race Game, Record Game

Details: Paddle with the oars and head for the goal! Instead of rapidly rowing all the time, execute your rowing in bursts, then make a

turn, then more rowing, then another turn. Keep this up over both laps. Don't tire yourself out on the first lap; leave some strength for the finish!



$\textcircled{0}$ = 18

#13: Row! Canoe Salvage



Type: Point Game, Record Game

Details: Paddle with the oars and collect the medals! If you can row to a patch of pond where nobody else is, you'll stand a better chance

of winning. Stop rowing and tilt the Wii Remote to make sharp turns. Always go for the three-point medals, too!

$\textcircled{0}$ = 0 (Available from start)

#14: Row! Canoe Survival



Type: Survival

Details: Paddle with the oars and stay alive! There are two problems here, aside from tiring yourself out. If you row too quickly, you'll hit the waterfall and lose

ground. Watch for the bees because they cause you to falter, too.

$\textcircled{0}$ = 0 (Available from start)

#15: Shine On! Kri Ma Djinn

Type: Point Game, Record Game

Details: Tilt the mirror and shine light on the Kri Ma Djinn! The trick here is to keep the Kri Ma Djinn lit up for a second so it disappears; if you just glance it, the beast hides. Look for movement and spooked Djinns that rivals have found; then shine on them as they move and steal the point!



= 0 (Available from start)

#16: Recognize! Treasure Box

Type: Point Game

Details: Identify the treasure box by the sound it makes! This one relies on you listening to the speaker inside your Wii Remote. Pick up a chest, shake it, and you'll hear nothing, a slight rattle, or a big rattle. Simply grab as many chests as you can. Also, put used batteries in your rivals' remotes so the speaker sound is low!



= 0 (Available from start)

#17: Spot! Pitch Black



Type: Point Game, Record Game

Details: Shine the light to find the differences! This is one game where you can play on your own, and learn all the differences between the

pictures, and gain an unfair advantage on your foes! Otherwise, just look for the subtle change in one of the four pictures, and click on it first.

= 0 (Available from start)

#18: Seek! Edge Race



Type: Race Game, Record Game

Details: Control Omochao and steer your player to the goal! This is a hilarious game. Ignore everyone else and concentrate on steering your own blindfolded character. Clap more rather than less, and try to cut corners, taking inside bends, but without falling into the water!

= 0 (Available from start)

#19: Spill! Weight Puzzle

Type: Race Game, Record Game

Details: Tilt the chest to spill the coins! This is a tricky game to master as you must line up the yellow line to win. Basically, it comes down



to judging how many coins you've dropped compared to the previous times, and getting closer and closer to the goal each time you fail. Don't give up!

= 0 (Available from start)

#20: Aye Aye Captain! Pirate Flag



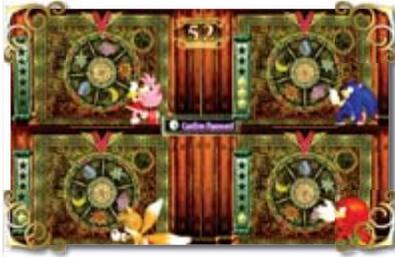
Type: Survival

Details: Match the flag movements. This is simply a matter of matching the maneuvers the pirate gives you to do, one at a time. Don't waggle your Wii Remote

in the wrong direction at any time, or you'll accidentally lose! Just follow the pattern, and repeat it to yourself under your breath to remember it.

= 0 (Available from start)

#21: Spin! Safe Dial



Type: Race Game

Details: Turn the dial to open the safe! This is another memory game, and it helps tremendously if you repeat the five element names in the order you see them.

Say "cloud, moon, wind, rain, star!" under your breath. Then move the safe dial and line up the red points. Confirming the password takes too long.

= 0 (Available from start)

#22: Aim! Big Crossbow

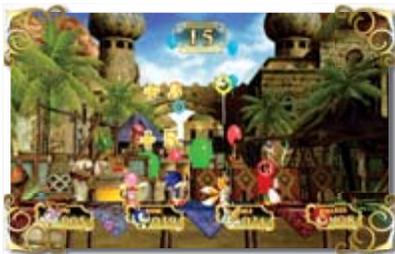
Type: Point Game

Details: Fire the crossbow at the right time! What an awesome mini-game! Learn how to accurately pull back the Wii Remote and hold , and aim the crossbow. Aim slightly higher than the middle to compensate for the trajectory arc, and fire as the hammers pass through the middle of the target, so you miss them.



= 6

#23: Aim! Color Balloon



Type: Point Game, Record Game

Details: Fire the arrow at the balloon! The arrows fire in an arcing trajectory, so aim higher at the farther balloons. You get more points

(three or five) for long-range shots, but sometimes it's easier to bag three or four close balloons and steal victory!

= 0 (Available from start)

#24: Whack! Hatchet

Type: Point Game

Details: Use the axe to chop the firewood! This requires you to get into a rhythm. Chop the wood as soon as the Omochao places it on the stump, and hit the larger sticks three times to chop them. As long as you don't swing early and hit the Omochao, you can rack up the points with lightning fast chopping!



= 0 (Available from start)

#25: Stay Tight! Big Balloon!

Type: Survival

Details: Move the lever up and down to inflate the balloon! This is where bravado rules and fear should be set aside. There will be three winners and one loser!

The loser is the one who over-inflates the balloon so it pops! This usually occurs six pumps after maximum width is met. Note you automatically pump a small amount of air no matter what you do.



= 0 (Available from start)

#26: Pull On It! Carpet



Type: Point Game, Record Game

Details: Pull the carpet out from under the Kri Ma Djinn! This requires you to wait until one of your rivals pulls the carpet out and the Djinn

falls on him or her. Then pull as many carpets as you can. Also do this when the Djinn jumps, but never let the Djinn fall on you or your rivals can get loads of carpets!

= 0 (Available from start)

#27: Look Up! Skydiving

Type: Race Game, Record Game

Details: Flap your hardest to avoid the thunderclouds! The first player to the ground wins this game, so don't flap in the sky and slowly descend! Instead, stay around two-thirds of the way up so you miss the thunderclouds that slow you down.



= 0 (Available from start)

#28: Sink 'Em! Pirate Ship



Type: Point Game

Details: Fire the cannon at the Pirate ship! Ignore all the other targets and concentrate on aiming at the far ships appearing from the right. It doesn't matter where you're standing; everyone gets a fair aim at the ships. Fire where the ships will be when the cannonball lands, not where they are now.

= 12

#29: Reel! Battle Fishing



Type: Point Game

Details: When you've got a bite, reel the line back in! Move to an area where there are fish, but no rivals, and as soon as you hear the fish caught on your hook (via the Wii Remote speaker), pull it in! The red and green fish are worth more (three and five points). Don't move too much because this wastes time.

= 24

#30: Thrust! Bone Knight



Type: Point Game

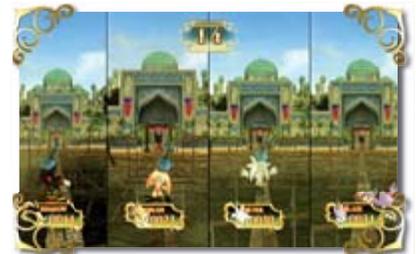
Details: Jab the enemy with the sword! This is all about timing. Simply block any enemy attacks, and wait until the enemy is about to lunge, or has just lunged, and counter the attack with a thrust. Make sure the enemy's shield is out of the way, too, and keep your aim straight at him!

= 36

#31: Cross! Balance Race

Type: Race Game, Record Game

Details: Don't spill the medicine bottle! What appears to be a very difficult game is actually straightforward if you remember to tilt in the direction of the spilling bottle, not in the opposite direction. As soon as the bottle begins to tip, slow down and react, don't continue walking. Then keep going as soon as you can.



= 48

#32: Put It Out! Big Fire



Type: Point Game

Details: Spray water to put out the fire! Concentrate mainly on the fires sprouting out from the walls, ignoring the others on the stairs or the boxes, because the wall fires are worth far more points (10). Ignore the other targets too; just point at the windows and squirt!

= 60

#33: Fly! Ptero-Rider



Type: Race Game, Record Game

Details: Fly off on the wind! The plan is to make small swoops down, followed by minor pitches upward, without the “danger”

warning going off, as this can make you lose a lot of altitude. Try keeping your speed around 45–55 using the altimeter and speed meter on the right to guide you, and don’t hit any rock formations!

= 78

#34: Spin! Propeller Race

Type: Point Game, Record Game

Details: Spin and get as many gold medals as you can! Try to steer through and grab every medal. Grab every large medal and as many small ones as possible. Use inertia to pitch up and down, and look at the incoming medals so you can prepare to spin.



= 96

#35: Fore! Putt-Putt



Type: Point Game

Details: Try to get a hole in one! The backswing is important here, as the harder you hit the ball, the farther it travels. Practice the backswing, then strike. Hold the

Wii Remote like a golf club, and make a sharp flick for the best results. Remember to account for the hill!

= 0 (Available from start)

#36: Play! Violin



Type: Point Game

Details: Play as directed! Hold the Wii Remote as a bow, as if you were playing the violin, and flick it left and right in time with the tune. Listen carefully to the

tune; it helps if you go last, so always pick player four!

= 0 (Available from start)

#37: Watch Out! Trap

Type: Survival

Details: Choose the right key to open the door! This is more of a game of chance than anything else, as nine of the locks (each opened using the same key) open the treasure room, and three open a cage full of Golems!



= 54

#38: Fire! Marksman

Type: Point Game, Record Game

Details: Fire at the pot before your opponents! This is more of a quick-draw than a marksman competition. Press and keep your Wii



Remote pointing down; the game knows if you’re cheating! Focus on the target and fire!

= 0 (Available from start)

#39: Hold It! Treasure Haul



Type: Point Game

Details: Pull back in without dropping your catch! This means pushing the Wii Remote forward, and slowly bringing it back with a minimum of wobbling

and jostling. Just keep slow and steady. The Djinn will awaken if you, ahem, “accidentally” shove your rivals while they try this out, but that’s cheating!

 = 0 (Available from start)

#40: Grab It! Kri Ma Djinn



Type: Point Game, Record Game

Details: Move the net to catch the Kri Ma Djinn! Keep your net around the middle of the area, so you’re close to any incoming Djinnns. Also

look for the shadow, and follow it back. When the shadow gets large, make sure the net is under it, and look for the next Djinn at the same time.

 = 0 (Available from start)



APPENDIX

Special Book

Chapter 1: History

Page #001

1991 — *Sonic the Hedgehog*
 Unlock Condition: Get 45 Silver Medals.

Page #002

1992 — *Sonic the Hedgehog 2*
 Unlock Condition: Get 42 Silver Medals.

Page #003

1993 — *Sonic CD*
 Unlock Condition: Get 39 Silver Medals.

Page #004

1994 — *Sonic the Hedgehog 3* and *Sonic & Knuckles*
 Unlock Condition: Get 36 Silver Medals.

Page #005

1995 — *Chaotix*
 Unlock Condition: Get 33 Silver Medals.

Page #006

1996 — *Sonic 3D Blast*
 Unlock Condition: Get 30 Silver Medals.

Page #007

1997 — *Sonic R*
 Unlock Condition: Get 27 Silver Medals.

Page #008

1998 — *Sonic Adventure*
 Unlock Condition: Get 24 Silver Medals.

Page #009

1999 — *Sonic Adventure International*
 Unlock Condition: Get 21 Silver Medals.

Page #010

2000 — *Sonic Shuffle*
 Unlock Condition: Get 18 Silver Medals.

Page #011

2001 — *Sonic Adventure 2* and *Sonic Advance*
 Unlock Condition: Get 15 Silver Medals.

Page #012

2002 — *Sonic Advance 2*
 Unlock Condition: Get 12 Silver Medals.

Page #013

2003 — *Sonic Heroes*
 Unlock Condition: Get 9 Silver Medals.

Page #014

2004 — *Sonic Advance 3*
 Unlock Condition: Get 6 Silver Medals.

Page #015

2005–2006 — *Shadow The Hedgehog*, *Sonic Rush*, and
Sonic Riders
 Unlock Condition: Get 3 Silver Medals.

Chapter 2: Cover and Promotional Illustrations

Page #016

Teaser Image 1
 Unlock Condition: Lost Prologue Mission 19: Complete with Gold Medal.

Page #017

Teaser Image 2
 Unlock Condition: Lost Prologue Mission 17: Complete with Gold Medal.

Page #018

Teaser Image—Japanese
 Unlock Condition: Lost Prologue Mission 18: Complete with Gold Medal.

Page #019

Trade Show Pamphlet
 Unlock Condition: Lost Prologue Mission 13: Complete with Gold Medal.

Page #020

Teaser Image Final Version
 Unlock Condition: Get 98 Silver Medals.

Page #021

Main Visual
 Unlock Condition: Get 90 Silver Medals.

Page #022

Title Logo—English Version
 Unlock Condition: Get 82 Silver Medals.

Page #023

Title Logo—Japanese Version
Unlock Condition: Get 74 Silver Medals.

Page #024

Title Logo—German Version
Unlock Condition: Get 66 Silver Medals.

Page #025

Title Logo—Italian Version
Unlock Condition: Get 58 Silver Medals.

Page #026

Title Logo—Spanish Version
Unlock Condition: Get 48 Silver Medals.

Page #027

Teaser Promo Image
Unlock Condition: Lost Prologue Mission 20: Complete with Gold Medal.

Page #028

Title Logo—Initial 1
Unlock Condition: Lost Prologue Mission 14: Complete with Gold Medal.

Page #029

Title Logo—Initial 2
Unlock Condition: Lost Prologue Mission 15: Complete with Gold Medal.

Page #030

Title Logo—Initial 3
Unlock Condition: Lost Prologue Mission 16: Complete with Gold Medal.

Chapter 3: Character Illustrations

Page #031

Shahra—Concept Image
Unlock Condition: Lost Prologue Mission 05: Complete with Gold Medal.

Page #032

Shahra—Concept Colors
Unlock Condition: Lost Prologue Mission 06: Complete with Gold Medal.

Page #033

Shahra—3 Faces
Unlock Condition: Lost Prologue Mission 07: Complete with Gold Medal.

Page #034

Shahra—Expressions 1
Unlock Condition: Lost Prologue Mission 08: Complete with Gold Medal.

Page #035

Shahra—Expressions 2
Unlock Condition: Dinosaur Jungle Mission 08: Complete with a Gold Medal.

Page #036

Shahra—Production CG Model
Unlock Condition: Dinosaur Jungle Mission 12: Complete with a Gold Medal.

Page #037

Shahra—Concept Image 2
Unlock Condition: Night Palace Mission 08: Complete with a Gold Medal.

Page #038

Erazor—Concept Image 1
Unlock Condition: Dinosaur Jungle Mission 04: Complete with a Gold Medal.

Page #039

Erazor—Concept Colors 1
Unlock Condition: Lost Prologue Mission 09: Complete with Gold Medal.

Page #040

Erazor—Concept Colors 2
Unlock Condition: Lost Prologue Mission 10: Complete with Gold Medal.

Page #041

Erazor—3 Faces
Unlock Condition: Lost Prologue Mission 11: Complete with Gold Medal.

Page #042

Erazor—Expressions 1
Unlock Condition: Evil Foundry Mission 04: Complete with a Gold Medal.

Page #043

Erazor—Expressions 2
Unlock Condition: Evil Foundry Mission 08: Complete with a Gold Medal.

Page #044

Erazor—Production CG Model
Unlock Condition: Evil Foundry Mission 12: Complete with a Gold Medal.

Page #045

Erazor—Concept Image 2

Unlock Condition: Night Palace Mission 11: Complete with a Gold Medal.

Chapter 4: Character Illustrations Part 2

Page #046

Ali-Baba

Unlock condition: Sand Oasis Mission 11: Complete with a Gold Medal.

Page #047

Sinbad

Unlock condition: Levitated Ruin Mission 11: Complete with a Gold Medal.

Page #048

King Shahryar

Unlock condition: Sand Oasis Mission 06: Complete with a Gold Medal.

Page #049

King Solomon

Unlock condition: Skeleton Dome Mission 11: Complete with a Gold Medal.

Page #050

King Solomon Concept

Unlock condition: Night Palace Mission 12: Complete with a Gold Medal.

Page #051

Erazor's Lamp

Unlock condition: Pirate Storm Mission 07: Complete with a Gold Medal.

Page #052

Erazor's Lamp Concept

Unlock condition: Pirate Storm Mission 10: Complete with a Gold Medal.

Page #053

Shahra's Ring

Unlock condition: Evil Foundry Mission 11: Complete with a Gold Medal.

Page #054

Shahra's Ring Concept

Unlock condition: Pirate Storm Mission 04: Complete with a Gold Medal.

Page #055

World Ring

Unlock condition: Lost Prologue Mission 12: Complete with a Gold Medal.

Page #056

World Ring Concept

Unlock condition: Pirate Storm Mission 08: Complete with a Gold Medal.

Page #057

Night Palace Exterior Concept

Unlock condition: Levitated Ruin Mission 09: Complete with a Gold Medal.

Page #058

World Ring Door

Unlock condition: Pirate Storm Mission 11: Complete with a Gold Medal.

Page #059

Throne Room Image

Unlock condition: Levitated Ruin Mission 10: Complete with a Gold Medal.

Page #060

 The Book of *The Arabian Nights*

Unlock condition: Pirate Storm Mission 09: Complete with a Gold Medal.

Chapter 5: Stage Illustrations

Page #061

Lost Prologue

Unlock condition: Lost Prologue Mission 02: Complete with a Gold Medal.

Page #062

Sand Oasis

Unlock condition: Sand Oasis Mission 02: Complete with a Gold Medal.

Page #063

Sand Oasis

Unlock condition: Sand Oasis Mission 03: Complete with a Gold Medal.

Page #064

Dinosaur Jungle

Unlock condition: Dinosaur Jungle Mission 02: Complete with a Gold Medal.

Page #065

Dinosaur Jungle

Unlock condition: Dinosaur Jungle Mission 03: Complete with a Gold Medal.

Chapter 6: Stage Illustrations Part 2

Page #066

Dinosaur Jungle
Unlock condition: Dinosaur Jungle Mission 05: Complete with a Gold Medal.

Page #067

Dinosaur Jungle
Unlock condition: Dinosaur Jungle Mission 06: Complete with a Gold Medal.

Page #068

Evil Foundry
Unlock condition: Evil Foundry Mission 02: Complete with a Gold Medal.

Page #069

Evil Foundry
Unlock condition: Evil Foundry Mission 03: Complete with a Gold Medal.

Page #070

Evil Foundry
Unlock condition: Evil Foundry Mission 05: Complete with a Gold Medal.

Page #071

Evil Foundry
Unlock condition: Evil Foundry Mission 06: Complete with a Gold Medal.

Page #072

Evil Foundry
Unlock condition: Evil Foundry Mission 07: Complete with a Gold Medal.

Page #073

Levitated Ruin
Unlock condition: Levitated Ruin Mission 02: Complete with a Gold Medal.

Page #074

Levitated Ruin
Unlock condition: Levitated Ruin Mission 03: Complete with a Gold Medal.

Page #075

Levitated Ruin
Unlock condition: Levitated Ruin Mission 05: Complete with a Gold Medal.

Page #076

Pirate Storm
Unlock condition: Pirate Storm Mission 02: Complete with a Gold Medal.

Page #077

Pirate Storm
Unlock condition: Pirate Storm Mission 03: Complete with a Gold Medal.

Page #078

Pirate Storm
Unlock condition: Pirate Storm Mission 05: Complete with a Gold Medal.

Page #079

Skeleton Dome
Unlock condition: Skeleton Dome Mission 02: Complete with a Gold Medal.

Page #080

Skeleton Dome
Unlock condition: Skeleton Dome Mission 03: Complete with a Gold Medal.

Page #081

Skeleton Dome
Unlock condition: Skeleton Dome Mission 05: Complete with a Gold Medal.

Page #082

Skeleton Dome
Unlock condition: Skeleton Dome Mission 06: Complete with a Gold Medal.

Page #083

Skeleton Dome
Unlock condition: Skeleton Dome Mission 07: Complete with a Gold Medal.

Page #084

Skeleton Dome
Unlock condition: Skeleton Dome Mission 09: Complete with a Gold Medal.

Page #085

Night Palace
Unlock condition: Night Palace Mission 02: Complete with a Gold Medal.

Page #086

Night Palace

Unlock condition: Night Palace Mission 05: Complete with a Gold Medal.

Page #087

Night Palace

Unlock condition: Night Palace Mission 06: Complete with a Gold Medal.

Page #088

Night Palace

Unlock condition: Night Palace Mission 09: Complete with a Gold Medal.

Page #089

Night Palace

Unlock condition: Night Palace Mission 10: Complete with a Gold Medal.

Page #090

Night Palace

Unlock condition: Lost Prologue Mission 21: Complete with a Gold Medal.

Chapter 7: Enemy Illustrations

Page #091

Sand Scorpion

Unlock condition: Dinosaur Jungle Mission 11: Complete.

Page #092

Ifrit Golem

Unlock condition: Skeleton Dome Mission 11: Complete.

Page #093

Captain Bemoth

Unlock condition: Skeleton Dome Mission 07: Complete.

Page #094

Erazor Djinn

Unlock condition: Night Palace Mission 13: Complete.

Page #095

Alf Layla wa-Layla

Unlock condition: Night Palace Mission 14: Complete.

Page #096

Genie 1

Unlock condition: Evil Foundry Mission 10: Complete with a Gold Medal.

Page #097

Genie 2

Unlock condition: Levitated Ruin Mission 07: Complete with a Gold Medal.

Page #098

Genie 3

Unlock condition: Lost Prologue Mission 03: Complete with a Gold Medal.

Page #099

Genie 4

Unlock condition: Sand Oasis Mission 05: Complete with a Gold Medal.

Page #100

Genie 5

Unlock condition: Dinosaur Jungle Mission 07: Complete with a Gold Medal.

Page #101

Genie 6

Unlock condition: Evil Foundry Mission 11: Complete with a Gold Medal.

Page #102

Genie 7

Unlock condition: Levitated Ruin Mission 06: Complete with a Gold Medal.

Page #103

Genie 8

Unlock condition: Pirate Storm Mission 06: Complete with a Gold Medal.

Page #104

Genie 9

Unlock condition: Skeleton Dome Mission 10: Complete with a Gold Medal.

Page #105

Genie 10

Unlock condition: Night Palace Mission 04: Complete with a Gold Medal.

Chapter 8: Movies 1

Page #106

The World of the Book

Unlock condition: Lost Prologue Mission 02: Complete.

Page #107

Erazor Appears

Unlock condition: Lost Prologue Mission 08: Complete.

Page #108

The King Is Found!

Unlock condition: Sand Oasis Mission 01: Complete.

Page #109

Grateful Ali-Baba
Unlock condition: Sand Oasis Mission 05: Complete.

Page #110

Sand Scorpion Appears
Unlock condition: Sand Oasis Mission 07: Complete.

Page #111

Yellow World Ring
Unlock condition: Sand Oasis Mission 13: Complete.

Page #112

Rescuing the King
Unlock condition: Dinosaur Jungle Mission 05: Complete.

Page #113

Green World Ring
Unlock condition: Dinosaur Jungle Mission 09: Complete.

Page #114

The Fire Spirit Appears
Unlock condition: Evil Foundry Mission 01: Complete.

Page #115

Ali-Baba's Advice
Unlock condition: Sand Oasis Mission 03: Complete.

Page #116

Meeting Sinbad
Unlock condition: Levitated Ruin Mission 01: Complete.

Page #117

The Rescue of Sinbad!
Unlock condition: Levitated Ruin Mission 05: Complete.

Page #118

Blue World Ring
Unlock condition: Levitated Ruin Mission 09: Complete.

Page #119

Pirates Sighted!
Unlock condition: Pirate Storm Mission 01: Complete.

Page #120

Captain Bemoth Appears
Unlock condition: Pirate Storm Mission 05: Complete.

Chapter 9: Movies 2

Page #121

Water World Ring
Unlock condition: Pirate Storm Mission 05: Complete.

Page #122

Rematch with the Ifrit
Unlock condition: Evil Foundry Mission 02: Complete.

Page #123

Escaping the Factory
Unlock condition: Evil Foundry Mission 13: Complete.

Page #124

Red World Ring
Unlock condition: Evil Foundry Mission 05: Complete.

Page #125

King Solomon
Unlock condition: Skeleton Dome Mission 01: Complete.

Page #126

White World Ring
Unlock condition: Skeleton Dome Mission 05: Complete.

Page #127

Enemy Stronghold
Unlock condition: Skeleton Dome Mission 09: Complete.

Page #128

Entering the Palace
Unlock condition: Skeleton Dome Mission 10: Complete.

Page #129

Purple World Ring
Unlock condition: Night Palace Mission 05: Complete.

Page #130

Battle with Erazor
Unlock condition: Night Palace Mission 01: Complete.

Page #131

The Mysterious Door
Unlock condition: Night Palace Mission 13: Complete.

Page #132

Alf Layla wa-Layla Appears
Unlock condition: Night Palace Mission 14: Complete.

Page #133

End Credits 1
Unlock condition: Night Palace Mission 13: Complete.

Page #134

End Credits 2
Unlock condition: Night Palace Mission 14: Complete.

Page #135

Development Team Intro
Unlock condition: Get 105 Silver Medals.

Chapter 10: Developer Material

Page # 136

Opening—Animatic

Unlock condition: Sand Oasis Mission 04: Complete with a Gold Medal.

Page # 137

Opening—In Production 1

Unlock condition: Sand Oasis Mission 08: Complete with a Gold Medal.

Page # 138

Opening—In Production 2

Unlock condition: Sand Oasis Mission 12: Complete with a Gold Medal.

Page # 139

Ending—Animatic

Unlock condition: Night Palace Mission 03: Complete with a Gold Medal.

Page # 140

Ending—In Production 1

Unlock condition: Night Palace Mission 04: Complete with a Gold Medal.

Page # 141

Ending—In Production 2

Unlock condition: Lost Prologue Mission 10: Complete with a Gold Medal.

Page # 142

Opening—Finished Version

Unlock condition: Lost Prologue Mission 01: Complete with a Gold Medal.

Page # 143

Ending—Finished Version

Unlock condition: Night Palace Mission 14: Complete with a Gold Medal.

Page # 144

Object Memo

Unlock condition: Levitated Ruin Mission 04: Complete with a Gold Medal.

Page # 145

Dinosaur Jungle Memo

Unlock condition: Levitated Ruin Mission 08: Complete with a Gold Medal.

Page # 146

Golem Djinn Memo

Unlock condition: Levitated Ruin Mission 12: Complete with a Gold Medal.

Page # 147

Ifrit Golem Memo

Unlock condition: Pirate Storm Mission 12: Complete with a Gold Medal.

Page # 148

Levitated Ruin Memo 1

Unlock condition: Skeleton Dome Mission 04: Complete with a Gold Medal.

Page # 149

Levitated Ruin Memo 2

Unlock condition: Skeleton Dome Mission 08: Complete with a Gold Medal.

Page # 150

Skeleton Dome Memo

Unlock condition: Skeleton Dome Mission 12: Complete with a Gold Medal.

Chapter 11: Background Music

Page # 151

BGM—Sandstorm

Unlock condition: Lost Prologue Mission 04: Complete with a Gold Medal.

Page # 152

BGM—Seven Rings in Hand

Unlock condition: Night Palace Mission 14: Complete with a Gold Medal.

Page # 153

BGM—The Lost Prologue

Unlock condition: Lost Prologue Mission 01: Complete with a Gold Medal.

Page # 154

BGM—Let the Speed to Mend It

Unlock condition: Sand Oasis Mission 01: Complete with a Gold Medal.

Page # 155

BGM—The Wicked Wild

Unlock condition: Dinosaur Jungle Mission 01: Complete with a Gold Medal.

Page # 156

BGM—The Palace That Was Found

Unlock condition: Evil Foundry Mission 01: Complete with a Gold Medal.

Page #157

BGM—High and Broken
 Unlock condition: Levitated Ruin Mission 01: Complete with a Gold Medal.

Page #158

BGM—No Way Through
 Unlock condition: Pirate Storm Mission 01: Complete with a Gold Medal.

Page #159

BGM—The White of Sky
 Unlock condition: Skeleton Dome Mission 01: Complete with a Gold Medal.

Page #160

BGM—Unawakening Float
 Unlock condition: Night Palace Mission 01: Complete with a Gold Medal.

Page #161

BGM—Poison Spear
 Unlock condition: Sand Oasis Mission 13: Complete with a Gold Medal.

Page #162

BGM—How It Started
 Unlock condition: Evil Foundry Mission 13: Complete with a Gold Medal.

Page #163

BGM—Blue on the Run
 Unlock condition: Pirate Storm Mission 13: Complete with a Gold Medal.

Page #164

BGM—It Has Come to This
 Unlock condition: Night Palace Mission 13: Complete with a Gold Medal.

Page #165

BGM—Result
 Unlock condition: Get 51 Silver Medals.

Chapter 12: Background Music 2

Page #166

BGM—The Legendary Blue Hedgehog
 Unlock condition: Get 53 Silver Medals.

Page #167

BGM—Judgment
 Unlock condition: Get 63 Silver Medals.

Page #168

BGM—King of Kings
 Unlock condition: Get 70 Silver Medals.

Page #169

BGM—Seven Rings in Hand Guitar Solo
 Unlock condition: Get 78 Silver Medals.

Page #170

BGM—Shimmer of Hot Air
 Unlock condition: Get 86 Silver Medals.

Page #171

BGM—Misgiving
 Unlock condition: Get 94 Silver Medals.

Page #172

BGM—Worth a Chance Piano Solo
 Unlock condition: Get 103 Silver Medals.

Page #173

BGM—Worth a Chance Acoustic Guitar Solo
 Unlock condition: Night Palace Mission 13: Complete.

Page #174

BGM—Worth a Chance
 Unlock condition: Night Palace Mission 14: Complete.

Page #175

BGM—Yellow Sneakers
 Unlock condition: Sand Oasis Mission 10: Complete with a Gold Medal.

Page #176

BGM—White Gloves
 Unlock condition: Sand Oasis Mission 09: Complete with a Gold Medal.

Page #177

BGM—Purple Pants
 Unlock condition: Sand Oasis Mission 07: Complete with a Gold Medal.

Page #178

BGM—Blue Shirt
 Unlock condition: Dinosaur Jungle Mission 09: Complete with a Gold Medal.

Page #179

BGM—Party Dress
 Unlock condition: Dinosaur Jungle Mission 10: Complete with a Gold Medal.

Page #180

BGM—Advertise
 Unlock condition: Dinosaur Jungle Mission 11: Complete with a Gold Medal.

Chapter 13: Ranking Medals 1

Page # 181

Hero

Unlock condition: Earned by defeating Erazor Djinn!

Page # 182

True Hero

Unlock condition: Earned by defeating Alf Layla wa-Layla!

Page # 183

World Traveler

Unlock condition: Earned by traveling a total of 500 km (310.7 miles)!

Page # 184

Grind Performer

Unlock condition: Earned by grinding a distance of 30 km (18.64 miles)!

Page # 185

Ring Getter

Unlock condition: Earned by obtaining a total of 10,000 Rings!

Page # 186

Genie Buster

Unlock condition: Earned by defeating the Genies a total of 1,000 times!

Page # 187

Extreme Speeder

Unlock condition: Earned by using Speed Break a total of 50 times!

Page # 188

Time Controller

Unlock condition: Earned by using Time Break for a total of 300 seconds!

Page # 189

Chain Striker

Unlock condition: Earned by obtaining 200 Ring chains!

Page # 190

Skill Saver

Unlock condition: Earned by clearing 20 Missions using under 100 Skill Points!

Page # 191

Skill Quinti

Unlock condition: Earned by clearing 20 Missions while equipping four Skills or fewer!

Page # 192

Flame Master

Unlock condition: Earned by completing 20 Missions only using more than 5 fire-type Skills after second lap. Alf Layla wa-layla needs to be defeated.

Page # 193

Wind Master

Unlock condition: Earned by completing 20 Missions only using more than 5 wind-type Skills after second lap. Alf Layla wa-layla needs to be defeated.

Page # 194

Dark Master

Unlock condition: Earned by completing 20 Missions only using more than 5 dark-type Skills after second lap. Alf Layla wa-layla needs to be defeated.

Page # 195

Rebellion

Unlock condition: Earned by defeating Erazor Djinn at Level 25 or below!

Chapter 14: Ranking Medals 2

Page # 196

Super Player

Unlock condition: Earned by reaching Level 99!

Page # 197

Skill Collector

Unlock condition: Earned by obtaining all Skills!

Page # 198

Soul Collector

Unlock condition: Earned by obtaining all Fire Souls!

Page # 199

The Ultimate

Unlock condition: Earned by obtaining all Gold Medals!

Page # 200

Bookworm

Unlock condition: Earned by reaching a play time of 24:00!

Page # 201

Star

Unlock condition: Earned by playing Party Games a total of 200 times!

Page # 202

Celebrity

Unlock condition: Earned by playing attractions a total of 35 times!

Page # 203

Dealer

Unlock condition: Earned by winning World Bazaar a total of seven times!

Page #204

Trier

Unlock condition: Earned by winning Tournament Palace a total of seven times!

Page #205

Pirate

Unlock condition: Earned by winning at Pirate's Coast a total of seven times!

Page #206

Thief

Unlock condition: Earned by winning at Genie's Lair a total of seven times!

Page #207

Explorer

Unlock condition: Earned by winning Treasure Hunt a total of seven times!

Page #208

Champion

Unlock condition: Earned by getting #1 in Party Games a total of 120 times!

Page #209

Sonic Freak

Unlock condition: Earned by using Sonic in Party Game mode a total of 30 times!

Page #210

Record Buster

Unlock condition: Earned by setting every Party Game record!