



Sonic & SEGA All-Stars Racing Guide

by [Jason Venter](#)

Sonic & SEGA All-Stars Racing features an assortment of familiar characters battling their way through a selection of races, missions and battles. There's a lot of content to keep track of, but don't worry; we've cataloged the lot of it and have provided helpful tips that will enable you to experience everything that the game has to offer. You'll find hints for clearing each of the 64 missions, rundowns of all 20 drivers and helpful information to navigate each of the available tracks. Let the race begin!

Inside this Sonic & SEGA Racing guide...

- » [Drifting & Boosting Basics](#)
- » [Info on All Racers](#)
- » [Courses & Shortcuts Breakdown](#)
- » [Mission Walkthroughs](#)
- » [Complete Unlockables List](#)
- » [Achievements / Trophies Guide](#)

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Sonic & SEGA All-Stars Racing Guide Contents

Introduction	»
Drifting & Boost Basics	»
Racers	»
Courses & Shortcuts	»
Chao Cup	
Graffiti Cup	
Egg Cup	
Horror Cup	
Samba Cup	
Monkey Cup	
Missions	»
Missions 1-10	
Missions 11-20	
Missions 21-30	
Missions 31-40	
Missions 41-50	
Missions 51-60	
Missions 61-64	
Unlockables	»
Achievements / Trophies	»

Sonic & SEGA All-Stars Racing Drifting & Boost Basics

There's not much to controlling your karts in this game, but the little bit that's there is important just the same. In general, things control about like you might expect. You can accelerate, brake, back out of corners (this can come up more than you might like when you're first playing an advanced course on a higher difficulty setting) and use items.

Drifts, Slides and Boosts

Once you have those basics under control, the next step is to master the more complicated art of the drift, which itself is tied to turbo boosts. The reason for this should be obvious: if you can essentially produce several boosts on each lap, that's speed that you can use to overtake even the most ingenious of rivals. The trick is to watch for long, gradual curves. Each course has some, even if they're obscured by square-ish walls or by other bits of architecture.

Try to head into a corner and approach it from the opposite side of its bend. Then you can drift into the turn and as you do, you can slowly nudge the stick in that direction while the 'drift' button is pressed. You should see signs that your cart is now in a drift and you'll have an easy time continuing in the direction of the drift as the curve that you're riding through continues. When you see it coming to an end, you need to try to straighten your cart so that it points along the center of the course ahead of you, then release the button. If your drift was long enough and if you didn't bump a wall or get knocked by an item, you'll have a slight boost. Often, this can carry you into the next curve and you can immediately start another drift. It's possible to snake all over courses once you're familiar with their layouts, a technique that will give you a fighting chance against tougher competitors on the higher difficulty levels.

Finally, remember that you can perform trips in the air if you find yourself catching serious air. Press the 'Boost' button to perform a trick, then press it again if you have time to execute a second and even a third one before landing. When you do hit the ground again, you should receive a serious boost forward for your efforts. If you're driving on a motorcycle, you also can press the analog stick quickly up and down to initiate a wheelie. When the wheelie finishes (if you're not knocked around in the meantime), you'll get a quick burst of speed for your trouble. However, standard drifts are more easily controlled. You should really only use wheelies to gain an advantage on straight stretches.

Item Use

You'll find translucent item drops scattered through the courses. Usually, these are available in plain sight and easily collected as you stick to your chosen route. Sometimes, you can find them by taking a certain turn at one fork or another.

Along with drifts and power boosts, items form the other half of the assortment of techniques that can take you to the finish line in first place. When you grab an item, make sure that you are ready to use it quickly. Unless you snag something especially nice and you're in first place, you have no reason to hold onto something. Look for the first good chance to put your goody to use, then do so. That frees you up for the next set of item drops, which may provide you with something more useful than what you already have.

Items don't necessarily need to be used for one purpose, either. Many of them provide you with multiple options. For example, you can often either toss an item at enemies ahead of you or drop it behind you to dispatch of other racers who are riding your bumper. Dropping something can also work to your benefit because it could be enough to stop an incoming attack if you're not equipped with a shield.

As you become more familiar with the courses, you're bound to find techniques that work well for you with reasonable consistency. There's not really a wrong place to use an item if it's comfortable for you or you have the skills, so be sure to experiment a lot until you find what works, then don't be afraid to put what works to use for you on a regular and unimaginative basis so that you can put your competition in its place.

Unlock Stuff

When you race through the courses, when you battle your friends and when you complete missions, you'll earn SEGA Miles that you can turn in for cool stuff like courses, racers and music. All of these goodies are nice for the long-time SEGA fan, but some should take priority over others.

Courses are one nice thing to unlock early on because you normally can't practice them easily without going into grand prix mode. If you purchase them, then you have access to the tracks in multi-player and you can spend more time studying the ones that give you a hard time.

Racers are nice because there's a chance that one character is your perfect fit. The sooner that you find him or her, the sooner you can begin practicing driving as that individual. Remember that each character has a unique driving style within a few general presets (size, speed and handling factor in here) and a unique special move. Having the right driver can make all the difference in the world.

Music is just there for fun, of course, which is why it's cheapest but also explains why you should worry about unlocking it last.

In Conclusion...

One final trick to keep in mind is the speed boost available at the starting line. Watch the timer. Wait for the announcer to finish announcing the '3' in his countdown, then press and hold the accelerator just a split-second before he counts the '2' number. Continue to hold it down and if you pressed it at the right moment, you'll burst forward from the starting line once the count completes.

Those who wish to master the game will remember to make the most of all techniques, items and information available to them. You'll probably have to race through most courses three or four times before you're familiar with their general layout. Try to memorize things like where item drops are, where long and gradual corners wait (so that you can drift a lot) and where you can cut corners to shave seconds from your timer. With practice and the information that we'll provide in our 'Courses' overview, you should be ready to bring home any trophy that suits you!

Sonic & SEGA All-Stars Racing Racers

There are 20 racers available in the game once you unlock them all. We're profiling each of them below in general terms, but keep in mind that our experiences with each racer will differ from your own based on driving styles.

Sonic

All-Star Super Sonic

Sonic is an excellent choice for the beginning driver, possessing decent speed and strong handling, with excellent turbo-boost abilities and better than average acceleration. His all-star move seems like it should do a lot but typically falls short, meaning that you should choose Sonic if you like the character or if you like his other stats, but not because you expect him to dominate in a pinch.

AiAi

All-Star Super Monkey Roll

AiAi has tight handling that makes him a comfortable choice for beginning drivers, but unfortunately his lack of any defining stat means that you're likely to outgrow him in favor of another character with more impressive specialties. While his All-Star move can be a lot of fun and can help you take the lead if you activate it while just behind a pack of other racers, it doesn't seem to let AiAi gain enough ground to really work as a last-minute save in a challenging race.

Billy Hatcher

All-Star Egg Rodeo

Billy is more well-rounded than most drivers and with a large enough vehicle that the other drivers aren't likely to knock him around too much. His special can prove a bit awkward and doesn't give him any outstanding strengths, but there's something to be said for anyone

willing to race around with a giant rooster plume on his head!

Amigo

All-Star Samba De Party

If you're looking for a kart with superior handling, that honor goes to Amigo. You won't find a driver capable of making tighter turns, plus he is good at quickly accelerating if he gets struck by an opponent. Those traits give him an edge over some of his rivals, plus he has one of the more interesting All-Star moves in the game, but his low top speed and turbo-boost abilities are both liabilities that you'll need to consider if you're considering the monkey for a run at a tougher trophy.

Ulala

All-Star Tension Blast

Ulala has the looks to attract some drivers to her oddly-shaped kart, plus some decent acceleration and handling capabilities that don't come at the cost of overly weak speed and turbo-boost abilities, but the general weakness of her vessel should make the wiser player pause to consider carefully before choosing the long-legged vixen. If you'll be racing alongside a lot of bruisers, you may want to choose a different kart, as it's not uncommon for Ulala to get knocked around so much that even her All-Star move can't save her.

Beat

All-Star Tag Jamming

Beat comes with solid turbo-boost skills and above average speed and acceleration, plus his handling is far from terrible. That combination, along with his All-Star move, should make him a favorite of those players who are able to come to terms with any mild inconvenience that results from the less than stellar All-Star move that they'll have at their disposal.

B.D. Joe

All-Star Crazy Boost

For players who want to drive a standard car but also are looking for a little bit more oomph from their All-Star move, B.D. Joe is an excellent choice. His boost allows you to quickly cover a lot of ground, which makes it the perfect move for the player who needs to return to the race when his opponents have left him in their dust. Add to that a rather strong turbo-boost function and good speed and acceleration and you have a top contender.

Zobio & Zobiko

All-Star Run-A-Way Love

If you're good at driving through courses without taking damage or bumping walls, Zobio & Zobiko are an excellent choice because they have unrivaled top speed and powerful turbo-boost capabilities. Unfortunately, their vehicle has rather poor handling capabilities and it's not good at quickly building up to that wonderful top speed that would likely draw you to them in the first place. You're best going for them when you have longer tracks ahead of you, since they can do a nice job passing other drivers on straight stretches, but you won't even have time to work up to that behavior on shorter tracks.

Ryo

All-Star Working Man

Ryo has one of the more delightful All-Star moves of any character, plus his vehicle has excellent acceleration and handling capabilities. It should, though; it's a motorcycle. That fact means that he's also easily knocked about by most of the other racers, a true bummer if you're turning the wrong corner at the wrong moment. There are advantages to the small size and

maneuverability, but Ryo isn't for everyone.

Jacky & Akira

All-Star
Virtua Fight

Acceleration and handling are not two abilities that come easily to the tag-team duo that is Jacky and Akira, but they make up for it with excellent top speed and unrivaled turbo-boost capabilities. Their special move is also one of the best, allowing you to cruise on auto-pilot through half or more of a lap while your rivals drop behind you as if they're standing still.

ChuChus

All-Star
Cat-Walker

Given the amount of SEGA Miles that you'll have to pay to unlock this vehicle, you'd like expect better performance from it than you actually get. Excellent speed and turbo-boost capabilities combine with fairly poor acceleration and wretched handling capabilities to mean that the ChuChu machine is not a good first choice for the player that's new to the notion of racing as Sonic and friends. The special move that's available, while interesting, also doesn't provide the competitive advantages offered by the special moves that other racers often utilize.

Bonanza Bros.

All-Star
Blimp Strike

The Bonanza Bros. benefit from above-average stats all around, with focus given to their acceleration skills. That makes them a good choice for inexperienced drivers, except that their special attack is only good at causing trouble for other drivers who have fallen behind you. If you're trailing a pack of racers, you won't be able to do much to impact their placement unless you use standard attacks to climb up the ranks (unlikely on the tougher courses).

Alex Kidd

All-Star
Peticopter

Alex's vehicle lacks in overall speed and turbo-boost capabilities, but it does accelerate better than anyone else's does. It also has tight handling, as you'd expect from a motorcycle. Whether those are acceptable trade-offs depend on your driving style, but either way you'll find that you fare best if you don't hang too close to the pack. Falling behind is also a problem because although the special move available is pretty cool, it won't let you build up enough speed to overtake many of the other racers who may have gained a significant lead.

Opa-Opa

All-Star
Fantasy Thorn

Acceleration and handling are two qualities that you'll find apply generously to the Opa-Opa vehicle, but it's not as good at taking advantage of turbo boosts or building up to a high top speed. Fortunately, if things go too badly for you, there's a terrific All-Star move that you can customize to your preference. You can choose from projectile weapons or even a rocket engine that allows you to speed through the current course at obscene speeds!

Big the Cat

All-Star
Giant Froggy

If you drive as Big, you'll possibly find yourself clipping the edges of the various architecture that adorns each course. That's thanks both to his wide girth and his poor handling capabilities, which are joined by poor acceleration to mean that you'll likely find controlling him to be a challenge that prevents you from ever reaching his desirable top speed. A solid turbo-boost helps keep him in the game, but his All-Star move seems designed with character appropriateness in mind, rather

than as a means of overcoming various shortcomings.

Dr. Eggman

All-Star Missile Madness

Play as Dr. Eggman and you'll have size on your side. His vehicle is difficult for other drivers to bump around, a fact that will allow him to slowly build up to excellent top speeds if he can also manage to avoid weapons and the edges of the tracks. That second part may prove difficult, however, as Dr. Eggman's vehicle isn't exactly adept when it comes time to make top turns. His All-Star move, a barrage of missiles that your opponents won't be able to avoid, helps to ensure that the bad doctor remains a fearsome competitor and a good choice for some skilled and patient players.

Shadow

All-Star Super Shadow

Like the other motorcycle-riding racers, Shadow enjoys excellent acceleration and handling capabilities. Unlike his peers, that doesn't come at the cost of his turbo-boost or even (to a certain extent) his speed. Those facts make him the best racer for newcomers who prefer their vehicles with two wheels instead of four. It doesn't hurt that his All-Star move allows him to gain ground fairly efficiently, so you'll stand a chance at squeaking through with a victory even if you find yourself falling behind for awhile.

Knuckles

All-Star Emerald Power

Knuckles possesses the game's idea of perfect handling, excellent acceleration and passable top speed, but his turbo-boost capabilities are poor and his All-Star move doesn't work out nearly as well as you might think while watching it in action. Knuckles can work out well in early tracks with that skill set, but for more grueling affairs you'd probably be best served by a different driver and vehicle.

Amy

All-Star Piko Hammer

Amy is another racer with a well-rounded set of capabilities that make her a better-than-average racer for most players. Her All-Star move, unfortunately, has limited range and is unlikely to allow her to easily catch up to race leaders if she falls behind, but Amy drives well enough that for the most part, that won't be a problem in the first place.

Tails

All-Star Tails Tornado

The main strengths that work in your favor if you choose to help Tails pilot his plane are acceleration and handling, but neither of those two things are sufficient to serve as stand-out features and their impact is lessened by mediocre speed and turbo-boost abilities. Besides that, the fact that Tails is airborne actually serves as a liability because he has a tendency to drift over edges more than most of his peers. His All-Star move is fairly powerful and can make a difference if your driving is going well, which is all that prevents Tails from being a wash as a racer.

Sonic & SEGA All-Stars Racing Courses & Shortcuts

There are 24 courses in the game, divided into six cups. You'll need to unlock each cup except for the first, on each of the three separate difficulty levels. Play on those courses outside of the cup events will often require that you also pay for the privilege with in-game currency. We'll provide you helpful information on alternate routes and shortcuts for each course so that you have a leg up on the competition.

Chao Cup

Whale Lagoon

Icicle Valley

Roulette Road

Sunshine Tour

Graffiti Cup

Shibuya Downtown

Outer Forest

Turbine Loop

Treetops

Egg Cup

Rampart Road

Dark Arsenal

Jump Parade

Pinball Highway

Horror Cup

Sewer Scrapes

Lost Palace

Sandy Drifts

Rokkaku Hill

Samba Cup

Rocky-Coaster

Highway Zero

Deadly Route

Ocean Ruin

Monkey Cup

Bingo Party

Lava Lair

Monkey Target

Thunder Deck

Whale Lagoon

[« Back to Course Select](#)

Whale Lagoon serves as a nice entry point for your racing experience. It's a short track with few points of interest, but you should have a lot of fun growing accustomed to how the game works.



(Above Left) You can head either way at the fork in the path. (Above Right) You'll cross over at the center of a figure-8, so be ready for possible collisions.

The first real point of interest comes immediately after you leave the starting line. There's a fork in the path where you can head either left or right. The direction that you choose actually isn't relevant, though, as you'll find the same stuff in either direction. Follow whichever path allows you to most easily drift and boost, but watch out as you come to the intersection. Any drivers who took the path that you didn't may be just ahead of you, so passing through the intersection without noting their location can set you up for a real traffic jam.

Note that if you approach either of the two pools in the figure-8 pattern with a red shoe in your inventory, you can launch from the orange-colored rock just to the right of the right arrow sign. Your speed should carry you over the lake and shave off a fraction of a second, though the trick is difficult enough to pull off (and will set you back enough if your attempt fails) that it's probably not worth the risk.



(Above Left) This wooden planking area just after the figure-8 pattern looks innocent enough... (Above Right) Steer wide of the springs on the left because there's no barrier on the right!

Past the figure-8, the road follows along some planking. There are a few bits of this throughout the course, but here what's noteworthy is that there are red springs along the wall. If you cut too closely against that left wall, you could be bounced toward the right. Normally that wouldn't be an issue, but here there is only token presence from rails. It's far too easy to bounce off into the blue yonder if you're not paying attention, losing precious seconds to your competitors in the process!

Icicle Valley

[« Back to Course Select](#)

Icy surfaces seem like they should mess with your racing in this chilling second course, but it turns out that your karts drive much the same as they always would.



(Above Left) It can be tempting to take the 'shortcut' through the icy cavern beyond the arrow signs. (Above Right) Unfortunately, those appealing boost pads aren't as good as what you'll find along the more conventional path through the course!

Shortly after leaving the starting line, you'll notice tall statues lining the back wall of the raceway as there's a gradual turn to the left. You may also notice an ice cave behind some signs that point left. If you want, you can burst through those signs and find a hidden passageway that leads directly through the mountain. There are a few wandering pests to avoid, but otherwise you'll find yourself zipping along a series of pads that increase your speed. The problem here is that even though you've found a hidden path, it's not all that good; going left instead allows you to snag an item (useful unless you're already well in the lead), it seems to be a more direct path around the course and there's even a high ramp from which you can launch to perform some airborne tricks and receive a boost once you land. This choice is a no-brainer!



(Above Left) Be careful not to veer too far to the left as you reach the paved walkway again. (Above Right) Eggs come from the chutes along the course's side, so be ready to dodge if necessary.

Most of the rest of the course is one big series of gradual turns that you can drift along, but you'll want to be careful as you approach the end of a lap. You can launch into the air from a ramp and perform some tricks to engineer a boost as you land, but it's easy to get caught up in the action and to veer off toward the waiting abyss to the left. Don't let that happen to you. Aim toward the center of the path and be ready to dodge as you roll along it. Eggs drop from chutes to the left and right and they could slow you down just enough to cost you a place if you're on the last lap. It would be a shame to lose a rank just before the finish line!

Roulette Road

[« Back to Course Select](#)

On this track, you can try your luck at a fork in the path and while speeding along a giant roulette table where the chips can harm you. There's not much in the way of actual hazards, though, so your main goal should be drifting and boosting domination, not merely survival.



(Above Left) Start paying close attention as you arrive at the start of the road's green portion. (Above Right) Falling chips can ruin your day if you let them!

The chips can fall and harm you as you race along the green portion of the track, but you can see their shadows appearing before they land. That allows you to either dodge out of the way (hardly ideal) or to release a drift in the form of a boost that can knock through the pieces without causing you to take any damage. A third option is to fire a projectile weapon, which will safely eliminate the piece so that you can continue driving or drifting without the need to alter your path.



(Above Left) Go left at the fork if you're traveling alone. It's shorter. (Above Right) There are plenty of generous curves along either route, so keep that in mind if you're interested in drifting and boosting.

When you need to choose where to go at the fork in the path that follows not long after the falling chips, it can be difficult to tell just which way to go. Mostly, you should steer clear of your opponents and take the opposite path that the bulk of them do, but if they're not handy for guidance you will generally do better along the left path. That's particularly true if you drift and boost a lot. The split in the road can serve as a great chance to catch up to race leaders if you've let yourself fall behind... and just in time for the finish line!

Sunshine Tour

[« Back to Course Select](#)

There are few courses in the whole of the game that offer the opportunity for such extensive and effortless boosting, so make sure that you utilize your drifting skills as you make your way through this fantastic area. Your opponents certainly will!



(Above Left) The dull brown track signals the start of the falling stars. (Above Right) Don't be afraid to boost out of a drift if you're about to collide with one!

As you drift around the corners near the beginning of the track, watch out for the giant stars that sometimes descend on the area. They are positioned near the center of the track, so you'll often be in the best position to avoid them if you keep toward the back wall on each turn. If you need to, you can also let loose a boost move that you've built up by drifting. It's better to let go one of those early than to lose it in a collision with a star, to say the very least.



Near the end of the race, you'll find yourself heading into a few final turns. Color-wise, they look like they belong in an old episode of the Speed Racer cartoon. These curves are your last opportunity to pass any racers who have managed to pull ahead of you along the preceding turns, so make sure that you are ready to unleash any items on them and don't forget to exercise some smooth drifts to close any gaps.

Shibuya Downtown

[« Back to Course Select](#)

Shibuya Downtown is a more exciting track than the few leading up to it, thanks to an alternate route and the traffic that you'll find making its way along the streets.



(Above Left) Head to the left or right and drive over this tunnel, rather than proceeding down and through it. (Above Right) As you fly through the air, aim toward the left and when you land, you can use some speed pads to boost forward.

Just shy of the track's halfway point, you'll find an area where the track heads sharply downhill toward a dark tunnel. The easiest thing to do here is to head through that confined space and to grab some goodies along the way, but you can also choose to head to the left or right to fly up a ramp and drive along the route overhead. That's recommended, since you'll still be able to grab an item and you'll now be able to drift around a nice bend, then boost over a ramp and go flying through a glass billboard. The air you get there is incredible, giving you plenty of time to perform three or even four tricks and setting you up to land just ahead of a series of boost pads. Alternate routes don't get much better than that!



(Above Left) This long curve is a great place to settle scores with other racers. (Above Right) Just be careful of the cars that follow, just shy of the finish line!

Near the end of the course, there's a long curve arcing slowly toward the right as a train races along some tracks toward the left. You can get a nice boost or two out of this area, but be careful as you head back into the straight stretch. The street ahead will have a few last cars to avoid and then there's the finish line. The last thing you need is to wipe out just before you can taste sweet victory.

Outer Forest

[« Back to Course Select](#)

Curien Mansion is an excellent place to earn yourself some recognition for your zombie bumping abilities. It's also a bit more demanding than most other tracks in its cup because there are some pretty tight turns that you won't likely see coming. The best way to dominate here is to memorize what winds up being a rather simple layout overall.



(Above Left) There's lots of room to drift after passing beneath the overpass. (Above Right) For extra SEGA Miles, be sure to use your speed against any zombies that you encounter.

As you race along this long, dirt path that leads up to the courtyard fountain, you'll notice zombie types shambling about the roadway. You can knock them away with weapons, but your car won't serve the same purpose unless you happen to be boosting at the moment you strike the undead. Make that happen, then, by taking advantage of the generously wide trail. You can drift around the first turn, release your boost as you spy the first zombie, then keep drifting and boosting to take several of them down each lap. There's a definite art to zombie bashing!



(Above Left) Veer left and proceed along the dirt pathway to bash some zombies. (Above Right) You should be able to hit the second one, then launch forward and over an outcropping to go airborne!

Around two thirds of the way through the course, the road bends sharply toward the right while in the background, you may spy a path leading away from the main road. Break through the fence that blocks the path and you'll be able to race along it, bumping more zombies along the way before flying out from a high ledge and returning to the proper racecourse. Make sure that you perform some tricks while in the air to give yourself a nice boost once you hit the ground.

Turbine Loop

[« Back to Course Select](#)

At a glance, the Turbine Loop course doesn't offer much that you're likely to find memorable, but it's a high-speed course with a lot of relatively straight stretches that make it the perfect place to trade paint with those drivers who are gifted with high top speeds. Intelligent use of weaponry and careful drifting will both serve you well.



(Above Left) There are plenty of opportunities to drift and use items in the early going. (Above Right) Those are followed by chances to boost along the top of a series of small slopes.

Ahead of the large, whirling turbine, you'll find a lot of opportunities to engineer long drifts. These are followed by a series of small inclines. You can boost along the top of those inclines using the purple speed pads, but be careful that you don't launch from one and send yourself flying over the edge of the track!



(Above Left) Be careful as you round the enormous turbine. (Above Right) Machines will be transported across the track as you race and they can slow you down something fierce!

As you make your gradual trip around the outer edge of the turbine, you need to proceed with caution. Huge wenchers drag robots across the track and if you bump against one without a boost in effect, you'll be sent spinning as the other racers zip past you. Keep weapons ready and either dodge or boost to make sure that you're not slowed down at the very moment where you can otherwise easily gain some ground!

Treetops

[« Back to Course Select](#)

The beautiful treetops of Super Monkey Ball are your backdrop as you zoom through the hairpin turns that make up this challenging course. Get used to drifting a lot or get used to losing!



(Above Left) The sharp turns come fast and furious at the start of the course. (Above Right) You can drift through most of them in a single slide if you like, once you know where you're headed.

Shortly after you leave the starting line, you'll notice orange-colored arrows pointing in various directions. If you're taking the time to rely on them for advice about which way to turn, you're probably in for a rough road. There's simply not enough time. What you generally need to do is start out with one long slide as you head into the first of those turns, then let it carry you through several more before alternating between drifts left and right as you navigate the tight turns typical of this stage.



(Above Left) Put your thinking cap on once you reach the larger island in the air. (Above Right) Using the purple pads to boost over the central pit is just one of your options.

After you've put the bulk of the course's turns behind you, things will straighten out for a moment and you'll find yourself speeding toward a purple speed pad. You can zip straight over it with a boost that will carry you across the gap and keep you lined up for the narrower path ahead, or you can veer to the left and right for an item and more speed pads. The latter option is difficult to recommend if you're unfamiliar with the course unless you desperately need an item, as it can be difficult to zoom around the outside of the hole and reach its other side in place to easily start your ascent up the path beyond. For the more experienced and confident racer, though, it's not a bad idea at all.

Rampart Road

[« Back to Course Select](#)

Billy's stage is made up almost entirely of castle ramparts with suspension bridges hung between them. Drifts of snow will slow you down and there are a few tight turns that can hit you harder than you might first imagine, but overall this is a relaxed course where you shouldn't have to do anything out of the ordinary to place well.



(Above Left) You'll see a lot of bridges during the first half of the track. (Above Right) Drifting and boosting along them is a good way to make them pass quickly.

Throughout the first half of the track, you'll encounter almost nothing but bridges and banks of snow. The snow will slow you slightly if you find yourself drifting into it, so try to keep to the center of the path as you race along the series of bridges. It's pretty easy to see your rivals a fair distance ahead of you in the open areas, which in turn means that it's easy to pelt them with weapons. Keep in mind, however, that the same rules apply for your opponents!



(Above Left) Towers tend to mean eggs and a sharp turn in the path. (Above Right) Drift and boost along the planked areas to build a lead or play catch-up.

Much of the second half of the track consists of towers and wooden planking. The towers represent areas where you'll likely need to make tight turns to avoid running into walls as you maneuver throughout the course. Keep an eye out for giant eggs in such instances, as well. The planking is less formidable and represents your chance to make up for lost time if you've struggled during the first half of the course. As before, your opponents might use the opportunity to catch up to you if you've built up a nice lead, so make sure that you continue boosting to stay ahead of the pack.



(Above Left) Veer to the right here to find some hidden scaffolding. (Above Right) Cruise along that scaffolding with the assistance of speed pads.

When you start seeing the towers, note that there's a special route available in that vicinity. Steer through the first tower and remain on the track, but as you pass through the second one you should veer to the right. If you had enough speed going, you'll fly off that side of the track and out to some more wooden planking. You can race along this planking and hit speed pads to quickly cruise toward the area starting line on scaffolding that's built above the standard track, then drop down to the area below while performing tricks to get an eleventh-hour boost across the finish line.

Dark Arsenal

[« Back to Course Select](#)

This is a long track with a lot of opportunities to fall behind or to make a comeback.



(Above Left) Head down the hill and keep to the left to find the first ramp. (Above Right) Launch from it at high speed or you won't clear the gap.

You may do better than your competitors if you have a fast racer and the right item. From the start, the track heads down a small hill and then curves sharply to the right. If you look toward the left side of that bend, there's a break in the wall where a ramp is positioned. You can use your red sneakers to zip forward and fly from the ramp with a burst of speed that should carry you across a wide gap and cut off a long turn that you'd otherwise have to navigate conventionally. You may want to steer slightly to the right so that you have a better chance of landing safely, as the distance can be too long if you head straight or left (depending on your racer).



(Above Left) There are red squares with 'X' marks on them to the right as you descend the hill toward the second secret ramp. (Above Right) This is another case where insufficient speed means a drop into the abyss.

Later in the course, there's another such turn. To find it, watch for the tall, cylindrical structures that you race through when you're around three fourths of the way through the track. Again, look toward the left side of the corner just ahead and to the left of one such cylinder. You'll spot a ramp there, which you can again launch from if you have the sneakers. Don't attempt either of those two shortcuts if you don't have the appropriate boosts available, by the way, as you'll just fall short.



(Above Left) The giant robots get in your way if you don't boost through them. (Above Right) Watch out for the smaller guys too, as they can slow you down on corners.

Elsewhere in the track, you'll find more typical points of interest. There are a lot of curves that you can drift along and boost along to gain ground on your opponents, but much of the course is populated by red robots. Bumping into them will slow you down, so either drift around them or boost through them. The same holds true for the bits of machinery that are conveyed across the track near its conclusion. You may be able to bump your rivals into those if you time things properly, so try to do that if the opportunity should arise. They'll thank you later!

Jump Parade

[« Back to Course Select](#)

This is a relatively frill-free course that gives you plenty of opportunities to drift and boost without much in the way of environmental interaction. Rival racers won't give you that same break, though!



(Above Left) You're approaching a series of drifting balloons. (Above Right) Try not to cut things too close as you pass through the balloons, or let a rival racer lead the way.

There's a point about halfway through the course where you'll cruise along the rooftops. As you do, you'll see floating star balloons ahead of you. Crashing into these will slow you down a bit, so it's best if you can steer between them. You'll notice that there are three stars in each formation. Typically, the outer two will descend as the center one rises and vice-versa. You'll have time to track their movement as you approach, and that means time to dodge out of the way or to boost through them if preferred. You can also pop the balloons with weapons (the tracking rocket works especially good at clearing a path for you) or you can follow a rival racer and let him clean up the course just ahead of you.



(Above Left) As usual, the scaffolding affords you plenty of boost opportunities. (Above Right) While ascending the ramp, you can veer to the sides to find boost pads.

When you're not drifting along the streets near the start of the course or dodging balloons, you'll spend much of your time on gradually turning scaffolding. This clearly affords you the perfect opportunity for some long drifts, so don't let that go to waste if you can help it. Another attraction is the rising ramp near the end of the stage. You can head up the center for a relatively safe approach, or dodge to the sides to gain some speed by following the purple boost pads. If you're in close with a rival, try to make sure that you keep to one side or the other of the archway that you pass through at the top of the ramp so that you can be sure to pick up an item from one of the floating item bubbles.

Pinball Highway

[« Back to Course Select](#)

This is your chance to find out what it must feel like to be a ball inside of a pinball machine. There are plenty of bumpers and score lights here, but the track is relatively subdued outside of the bright lights.



(Above Left) You can go around either side of the bubble and dice. (Above Right) Just make sure that you exit along the ramp when you get to the back side, rather than driving in circles.

Early on, you'll find yourself racing toward a massive bubble with an equally large set of red dice stuck inside. As you start around it, pay careful attention. The track you need to follow through the course continues from the opposite side of that bubble, but it's easy to get stuck driving in circles if you're not paying attention or if you let your rivals bounce you out of their way. That can lead to a lot of time lost, so be especially careful until you've rounded the bubble and started up the ramp just beyond it.



(Above Left) Stick to the bottom center of this tube to maintain your speed. (Above Right) Be ready to steer quickly around a large bumper that is positioned at the end of the tubing.

You'll pass through several long tubes as you make your way through the course. Watch for the one with the light blue arrow track along the bottom. Keep close to the track so that the sides don't slow you down, and keep an eye open for the end of the tube. When the tube empties into a wider area, you'll find several bumpers. There's one just ahead of you, so steer quickly to either side and then from there keep to the center as you race across the table and to familiar challenges that lurk beyond.

Sewer Scrapes

[« Back to Course Select](#)

The sewers beneath Curien Mansion are no friendlier than the forested area that you navigated on your initial approach. In fact, you can expect to face down a three-headed dragon as you make your rounds!



(Above Left) A three-headed dragon, in the sewers? There's no better place! (Above Right) If you keep driving from the moment you see the beast, you'll probably get past it without incident.

Early in the course, you'll come into contact with a triple-headed sewer dragon. He's easily identified by his set of heads rising from the center of a huge pit as you approach. You can veer either to the left or the right, but either way you'll need to deal with his heads. The monstrous creature will put his jaw into the attack, lying a head across your path that will slow you down like crazy if you bump into it. Fortunately, you can generally avoid any issues just by drifting around the gradually curving track as it skirts the huge pit.



(Above Left) Items floating in green sludge are as good as those you find anywhere else... (Above Right) Make the most of your moment in the air that comes near the end of the course.

Slimy green water fills the canals that you're racing through. You will often receive items without even really trying if you just stick to the water, though sometimes it doesn't hurt to give chase if the goodies are floating the wrong way. When you're not avoiding the dragon or racing in shallow canals, there are some dirt paths that are perfect for drifting and boosting, as well as a ramp that will send you flying over a wide stream of green ooze. Make sure that you use such opportunities to build up speed and to make up for any bumps and bruises that you may have received in the more confined spaces.

Lost Palace

[« Back to Course Select](#)

The Lost Palace course is one of the most beautiful in the game, and long enough that there's plenty of time to catch up to your rivals if you happen to make a mistake and fall behind. There's also a useful shortcut right at the end that you can use to overtake your more aggressive opponents, if the need arises.



(Above Left) Make sure that you stick to the sand while crossing the beach to the cave. (Above Right) Turns don't have to be flat for you to drift around them.

The beach near the start of the course can be dangerous due to all of the crabs. Don't try to cut corners or you'll wind up in the water and lose time as your racer rematerializes and possibly has to start building speed again.

There are numerous opportunities to boost throughout this course, so make sure that you spend most of your time either drifting or using a boost to carry you through a tight turn. There also are plenty of weapons, so keep an eye out for those. Finally, keep in mind that the game isn't necessarily going to be as generous with obvious places to gain ground. Any gradual turn is a chance to drift and don't forget it!



(Above Left) This is the concrete path you'll be racing along just ahead of the shortcut. (Above Right) Aim for this area to get a boost into the air that will carry you out to the waiting island.

Near the end of the course, you'll come to an area where you are flying through the air over a ramp. You'll be on the right of two paths. Continue forward, keeping along the right one (the left one is just there for looks and veering in that direction leads to a wipeout). As you reach the end of the concrete path, the road turns sandy and veers to the right around a large basin of water. Just keep going straight, though, to the left of a small boulder. Your rider will launch into the air and fly toward a distant island. Land on it and you'll hit a purple boost pad, which then sends you flying straight forward again to shave precious seconds off of your time. It's a great way to overtake some racers right before the end of a lap!

Sandy Drifts

[« Back to Course Select](#)

The Sandy Drifts course can be one of the more challenging ones in the game until you spend the time to get used to its precise layout, an exercise that unfortunately we can't really help you with beyond providing the general tips that you'll find below.



(Above Left) You can drift and boost around a lot of the steps, but at first you might just want to take things slowly. (Above Right) As you proceed through the archway and into the area beyond, remember that some gaps can be crossed rather than skirted.

Your first turns will be tight ones as you descend a series of steps. You can take multiple routes here to the bottom, but you'll find yourself screeching around 90-degree corners regardless of the path you choose. This can wreak havoc on you if you're piloting someone who is slower to turn, and the low lips along the edges can also make it easy for your vehicle to get stuck if you brush against them the wrong way.

Once you move past those sharp turns, the path expands into a more open area. There are numerous signs

here. Their posts will stop you short, so it pays to remember where those are and to avoid them accordingly. The good news is that you will find small gaps throughout. Rather than driving around them, it's sometimes possible to drive straight across them. Your momentum will carry you through the air and allow you to land on the other side unscathed, just as long as a rival racer wasn't attacking you at the moment you attempted the leap.



(Above Left) The big balls in this area will stop you short if you let them, so be sure to go around them.
(Above Right) More of the stairways greet you just ahead of the end of the course, like an old friend!

Continuing through the course, you'll race across some bridges and along more tight turns and soon find yourself proceeding along a relatively straight stretch. Here the path splits slightly as you ascend a hill. It doesn't matter which path you take. There are items available along both, as well as the same hazard: large balls. Those roll back and forth in a predictable pattern, so watch them as you approach and veer either to the left or right as necessary to get around them.

You'll then find yourself cruising along a series of boost pads, then flying through the air toward a distant ledge. Make the most of your time in the air to perform tricks, then when you land be ready for another series of steps that will remind you of those you descended near the start of the course. At the base of these, you'll want to drift sharply left to cross the finish line (if you don't, it's far too easy to head off to a dead-end area to the right, which means a slow effort to turn around as everyone passes you).

Rokkaku Hill

[« Back to Course Select](#)

Rokkaku Hill can be a drifter's dream if you manage to avoid posts and items that the other racers are likely to toss your way, plus there's a cool shortcut right near the end of the track that allows you to advance toward the finish line without worrying about crowding from your opponents.



(Above Left) Nothing can halt your progress like a tunnel post. (Above Right) You'll catch air as you

head downhill, if you're driving fast enough.

The start of this course is littered by utility posts that will immediately halt your progress if you run into them. Keep to the left or right side of the road as it winds through that dangerous area and drift around each bend to put distance between yourself and your rivals. You'll next find yourself advancing up some hills where you can put any boost items to use, plus when you come down the other side that's a great time to catch air and perform tricks that keep your kart boosting.



(Above Left) Keep to the higher ground, rather than heading left for items. (Above Right) Continue on high ground and keep to the right to find a shortcut through the parking garage.

Near the end of the course, you'll come to an area where there is a low platform along the right side of what looks almost like a subway tunnel. If you keep to the left, there are items along a track, but you can stay to the right instead to save some time cutting across the platform. While you're on that platform, round the bend and ahead you'll see an obvious opening to the left on ground level. Keep to the platform, though, and you can veer right to pass through an opening and into a parking garage. There are some tight turns here, but if you proceed along that route you'll find yourself taking a shortcut to the finish line. Your rivals won't know what happened as you reach the finish line just ahead of them without even visibly passing them!

Rocky-Coaster

[« Back to Course Select](#)

If you were able to ride a rollercoaster without being affixed to the tracks, it would probably feel a lot like this out-of-control stage. The Rocky-Coaster area can be difficult at first, but you'll be cruising along in no time.



(Above Left) You can get a lot of drifting done in this long area. (Above Right) Just be careful to avoid the massive, razor-edged pendulums.

Near the start of the course, you'll come to a long hallway draped in tacky bluish-purple carpet. The course is one long, gentle corner for the next little bit, but your rivals like to pelt you with weapons throughout and there's additional trouble besides in the form of ghosts that drop from the ceiling and huge scythes that swing across the track. You'll see some of the smaller ghosts first, then the scythes. Neither hazard is particularly difficult to avoid if you know that it's coming, but your fellow racers could distract you and make you forget about the danger. Don't let that happen and you'll do fine.



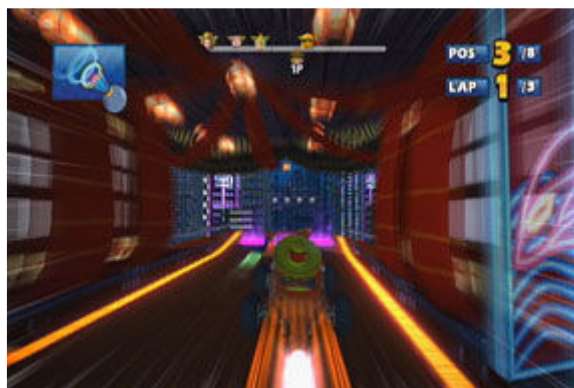
(Above Left) You know how to deal with or avoid these stars by now. (Above Right) Horns can blast you off the unprotected sides here.

None of the stages bearing this theme would feel quite right without the floating star balloons, so you'll find a few of those here. They're easily avoided. Another hazard further along the track isn't so obvious. As you race along the passageways where waterfalls decorate the sides, you might feel relatively secure. Watch out for horn blasts, however. They aren't obvious, but they do push you to the side of the track. If you're skidding along on the left side and you get hit with such a blast, you'll likely topple right off the track and lose precious seconds in the process.

Highway Zero

[« Back to Course Select](#)

The last of the courses modeled after Jet Set Radio is also one of the most memorable. There are some neat sights to see, but things really heat up to the point where you'll be too busy to play the role of tourist.



(Above Left) Be careful about your speed as you fly through the air toward the tower. (Above Right) It's possible to fly too far and to miss a platform. That would be bad.

Around halfway through the track, there's a point where you go launching from a ramp and flying out toward a stylish building that rises high above the cityscape. It's tempting to revel in your airborne freedom, and you

should certainly use your extended separation from the ground as a chance to perform some tricks, but be careful about flying too far. As you zip through the building, you need to make sure that you land before reaching its far side. There's a purple boost pad here that you can use to launch forward again (always nice), while those who have flown too far too quickly will instead find themselves plummeting toward the streets below.



(Above Left) Rails are positioned along the middle of the street for the last third of the track or so.
(Above Right) Don't drift too close to the center of the road if you want to avoid them.

After your airborne antics, things come crashing to the ground as you find yourself navigating more gently curving streets that now have an unwelcome wrinkle: rails at their center. These will stop you cold if you collide with them, forcing you to slowly back up before proceeding down the road again. While some of your rivals may fall victim to that unpleasantness, you can't really afford to do the same. Try drifting to the outer or inner shoulder, depending on your comfort level with drifts, and boost only when your kart is lined up for a straight shot to the left or right of any oncoming rails.

Deadly Route

[« Back to Course Select](#)

Your last trip to Curien Mansion is a doozy and will find you approaching from all sides, racing through the carpeted hallways, breaking through the greenhouse roof and returning to the dusty streets for some more zombie ramming. It's a satisfying finale.

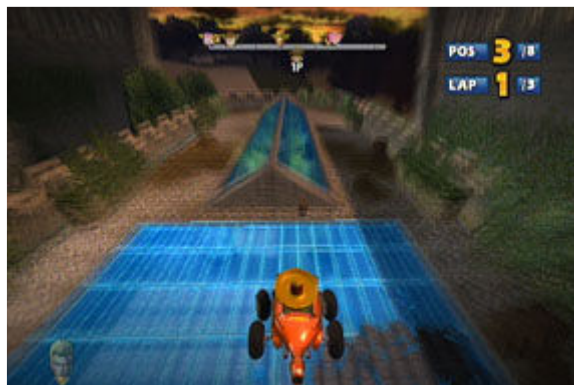


(Above Left) You can race along the back wall to eliminate a zombie and fly over a small gap. (Above Right) No matter which way you go, you'll come upon a glass entryway if your rivals haven't already destroyed it.

After racing up the front steps, you'll zip through a short carpeted area before passing through some double

doors. The course now curves sharply right. You can take the safe approach and stick to the wider patch of carpet, or you can drift toward the back wall and release a boost in time to knock down a zombie, fly over a wide gap (or along its left side) and then hit a speed pad. If you hit the speed pad, you'll rocket forward and you need to be ready to drift sharply toward the left through an opening, then to release your built-up energy to perform a boost down toward a courtyard.

In the courtyard itself, you'll have another option: you can zoom straight across a fetid pool of water, or you can veer to either side for some items. The straight shot isn't a bad deal overall, if you're not in need of items, because then you'll be lined up to proceed through the archway and along a garden path without ramming into a wall because you couldn't control a tight drift.



(Above Left) It's fun to perform only one long drift or two while scaling the whole of this lengthy ramp.
(Above Right) Glass roof, meet flying monkey!

Just after that early garden path, you'll find yourself scaling a circular tower. There's a long bit of wooden planking along the outer edge here, and you'll find that you can drift along it quite easily while the other racers do the same. Wooden crates can slow you down here but won't actually set you to spinning, though you're still better off if you can keep to the left (perilously close to the drop-off on that side) until you reach the top and burst forth across some rooftops.

Once you do reach the roofs, you can make fairly rapid progress until you find yourself crashing downward through a glass ceiling. The glass won't slow you down, but it can obscure your vision briefly. As you land and start forward, you need to be ready to dodge to the side because of the short stone pedestals that pepper this area. They'll stop you if you ram into them, so it's important to weave quickly to avoid letting the other racers catch you and pass you. The rest of the course after that is rather unmemorable, at least compared to what you've already endured.

Ocean Ruin

[« Back to Course Select](#)

The last of the ocean-themed stages might not boast the raw beauty of its predecessors, but it's still a terrific place to have some fun. You'll zoom through all sorts of tubing in the sky, catch some major air and even find a last-minute shortcut through the docks that ends the stage on a high note.



(Above Left) The tubing makes it difficult to hit opponents with some weapons. (Above Right) Don't try for the area to the right. You've already been there.

Much of the course, you'll find, is spent inside tubing. Though you can't see it, these tubes loop back on themselves all over the track that you've already traversed (or will traverse) below. Because you're zipping in all sorts of directions, certain weapons won't work. The heat-seeking missile, for example, tends to break against the side of the tubing before finding its intended target. Save any weapons for later use. You'll get your chance soon!

When you burst forth from the tubing, you'll often find yourself flying through the air. This is a good time to use special moves, of course, but it's also time to pay attention. If you're unfamiliar with the track, it can look like you're supposed to steer your kart toward the right as you sail through the air. However, your goal is actually a distant rock cave. You'll definitely reach it if you were going fast enough when you left the tube (and thanks to some boost pads, you probably were), so don't let yourself get distracted and you'll land just fine on the other side of the monster gap.



(Above Left) Just keep going straight as you approach the docks. (Above Right) You'll fly over a ramp and past a fish, if all goes well.

Near the end of the course, you'll come upon a series of winding docks. There are several tight turns here where an inexperienced racer can easily find himself skidding into the water and losing precious time, but you don't have to worry about that. As you approach the start of the docks, you'll likely be in the middle of a drift. Release that drift and boost forward but don't follow the immediate turn to the right. Instead, go straight. There's a bit of broken planking here. If you have enough speed, you'll launch from it and over a wide gap, barely landing on the other side before continuing straight onward to the finish line. As long as you don't hit the fish along the way (which is unlikely to happen if you've just executed a boost), this is the fastest *and* the safest route along the docks.

If you always think of old ladies when you hear the phrase 'bingo party' then you're going to be in for a surprise with this active course. It's one of the more lively in the game, with some nice opportunities to drift and a risky forked path. Sleep-inducing? Not this party!



(Above Left) You can go either way you like at this intersection. (Above Right) The bingo cage could slow you down if you're not traveling fast enough on the approach.

You can head either way at the intersection, though going left will lead you immediately to items and heading right will take you to a boost pad. The two portions of the path will intersect a moment later, and there's a possibility that you'll be knocked off course by other traffic that went the other direction, so be on your guard. The last thing you want is to approach the cage of bingo balls on the other side in a blinking, slowed state. If you do, odds are good that your flight through the air will come up short and you'll lose still more time.



(Above Left) Bouncing along the top of the huge poker chip stacks doesn't always work out as planned. (Above Right) When things do go well, though, you'll find yourself in excellent position as you head for the finish line.

The race along the piles of huge chips at the end can be a bit tricky. If you start on the wrong foot, you'll bounce along one pile and plummet toward the ground below, an experience that can slow you down just ahead of the finish line. If you're not confident, you're better going to the left or right side of the piles. The more confident racer should go ahead and take the more dangerous route, as bouncing along the top of those piles is satisfying and serves as a direct line to the goal.

The last of Billy Hatcher's stages is the most intimidating, in part because it's long and there are a lot of corners that invite trouble. As long as you can avoid the increased presence of environmental hazards and you keep drifting and boosting as you would in any other course, you should have little trouble finishing this one up in a good position.



(Above Left) This is the start of a long ramp. (Above Right) Molten lava balls rain down from above as you ascend.

Around halfway through the stage, you'll find a long wooden ramp. This curves slightly as it ascends, giving you good opportunity to start drifting. Be careful about boosting, however. Large, fiery balls rain down from above. You can see signs of their approach and move to avoid them, but it's easiest to do that effectively if you're drifting and can therefore boost out of harm's way. When you reach the top of the ramp, it will look like it heads toward the right but the path actually proceeds rather dramatically to the left. Don't fall for the psyche out or you'll lose ground to the computer-controlled racers.



(Above Left) There are many paths through the lava. (Above Right) Keeping mostly to the right will allow you to steer clear of the molten soup.

When you come to the long, stone valley with lava flows running through it, you should proceed with a particular course of action in mind. You can head along the left side of the valley to find an item if you need it, but that route seems to go by more slowly and thus you could lose any ground that you gain by snagging the item. Most racers will likely find that they are better served by keeping more to the right, where the trail is a lot more stable and you can race more like you normally would without careening into lava and lazily drifting through it.

Return to the treetops one final time in the course with more hairpin turns than you'll find anywhere else in the game. There are some great opportunities to overtake opponents here, but you have to know how to use them.



(Above Left) You should recognize by now that blue tile and orange arrows mean a lot of tight turns.
(Above Right) In this case, though, they also mean a lot of large balls rolling across your path.

By now, you should be very comfortable with the tight corners that are so common in the Super Monkey Balls stages. You'll find plenty of those here, littered with item drops but also made dangerous by the presence of the large red and white balls. Other racers will have to deal with the same issues that you do, though, so you can do quite well for yourself in the blue tiled areas by refusing to let yourself get flustered. Just snake your way through the corners using careful drifts and boosts, pelt any slower racers with items and head to the next challenge.



(Above Left) The ramps provide an excellent opportunity to catch up to opponents who for one reason or another left you behind earlier in the course. (Above Right) The finish line waits at the top of the ramps, so keep that in mind!

Near the very end of the course, you'll find a series of ramps that form switchbacks. As you ascend one, you already need to be planning to loop back sharply on yourself as the ramps repeat that pattern several times. You can pass a lot of opponents in this area if you get good at drifting. The trick is to approach a ramp on the far side. For example, if there's a ramp that you see rising to the left ahead of you, drive on the far right side of the ramp where you're currently positioned. Then you can drift left while easing off the accelerator momentarily to line yourself up so that releasing the accelerator as you start up the next ramp gives you a boost. In this manner, you won't have to slow down much at all for any of the ramps and you'll boost up them quickly enough that your opponents will likely be left in your dust. That's important, too, because at the top of those ramps you'll almost immediately pass the finish line.

Thunder Deck

[« Back to Course Select](#)

This is it: the final course in the game! As final courses go, this one isn't too difficult or even memorable. It's rather long, though, with a lot of stretches where there's not much happening. That means that you'll need to be ready to deal with the usual item battles and drift contests as you make your way to the ultimate finish line.



(Above Left) There's a ramp just ahead of the core. (Above Right) Don't worry about the flaming column of light. It won't harm you.

As you approach the flaming core around the course's halfway point, you'll find that the platform extends to the left and right around it. You can drift around those platforms and probably come out with a helpful boost, but there's a shorter way if you have speed on your side. Just head straight toward the core. You'll launch over a ramp that carries you across. As long as you had proper speed built up (or used some red sneakers), you should clear the gap and continue along the course with no trouble.



(Above Left) Just focus on speed when you're cruising along this portion of the course. (Above Right) Drift and boost through the crew of red robots, as usual.

The long stretches of track where you can't see far ahead of you mean that your weapons also have limited success in finding their targets. Just focus on racing as quickly as possible through those areas, and when you come out at the top be ready to drift and boost through a field of red robots. You'll soon reach the finish line.

Sonic & SEGA All-Stars Racing Missions

There are 64 missions available in the game. They're a great way to challenge yourself, to focus on improving key skills that will carry over to the rest of the game and to earn SEGA Miles that allow you to unlock prized content.

Sonic Crush!

01

|| **Objective** - Catch Sonic and beat him to the finish line! ALL's fair in love and racing!
|| **Time** - N/A
|| **Type** - Rival Race
|| **Unlocks** - #04 - Treasure Island!

As Amy, you need to race through a single lap and finish ahead of Sonic. You'll be rated as you go, first as you get closer and then as you pass (hopefully). This is a nice introductory mission that shouldn't give you any real trouble as long as you make sure to drift responsibly. You should be able to finish well ahead of your opponent.

Mardis Gras!

02

|| **Objective** - Take Amigo on a drifting tour through the carnival sunshine!
|| **Time** - 55 Seconds
|| **Type** - Drift
|| **Unlocks** - #05 - White Knuckle Ride!

Amigo is charged with drifting as much as possible while taking a trip around the course. This is easily enough accomplished. You should be able to fall into a few long drifts and as you do, you'll notice stars starting to collect. Gathering enough ups your rating and you can keep going for higher ratings. Just make sure that you don't bump into the edges while drifting or you'll lose the stars that you were gaining on that particular drift. The course ends when you either run out of time (unlikely) or when you reach the end, so your focus should be strictly on stars and your rating.

Fight to the Finish!

03

|| **Objective** - It's every echidna for himself out on the track today! When the clock runs down, the racer in last place is eliminated!
|| **Time** - N/A
|| **Type** - Knockout
|| **Unlocks** - #06 - Hedgehog Target Practice!

This race can prove slightly more daunting than you're used to in missions because your opponents tend to be able to keep close to you throughout the race. You may find that things are a little close all the way through to the final lap, even though your rivals drop behind you one at a time. When it's down to you and your final opponent, just make sure that you're making proper use of slides and turbo boosts while keeping close. Hit any speed pads and when the final timer ticks down, you should be in the lead with a solid rating for the challenge.

Treasure Island!

04

|| **Objective** - Rings as far as the eye can see! Grab them quickly before the timer runs out!
|| **Time** - 60 Seconds
|| **Type** - Collect
|| **Unlocks** - #07 - Graffiti Speed Star!

Race around the Seaside Square arena as Sonic and collect the rings that are scattered along the area. This is easy, since you don't even have to collect all of them to earn a good ranking and clear the zone. On the outer portion of the square where you begin, you'll see double rows of rings in small

bunches. Race right through the middle to gather both lines of coins in a given bunch. When you have those, head in toward the center of the area. There are more bunches along the outer edge of the central area, plus plenty of rings lining the circular area at the center. You may be able to set Sonic into a drift to easily gather all of the rings at the edge of that circle, then finish up by collecting other rings as the timer ticks down to zero.

White Knuckle Time!

05

|| **Objective** - It's race time in the spooky mansion! Time for our dark hero to step out from the shadows!

|| **Time** - N/A

|| **Type** - Race

|| **Unlocks** - #08 - Seaside Cup

As Shadow, race two laps in the Curien Mansion area. Your only real objective is to cross the finish line in good shape. You really shouldn't have much difficulty at all placing first place on this easy course as long as you don't make any silly mistakes and remember (as always) to drift a lot when there are safe opportunities to do so.

Hedgehog Target Practice!

06

|| **Objective** - Dr. Eggman is carrying out a little target practice in the Final Fortress! Shoot the targets to score!

|| **Time** - 60 Seconds

|| **Type** - Hit Contest

|| **Unlocks** - #09 - Egg-Stremely Simple!

The goal in this stage is to drive Dr. Eggman through a course filled with floating target bubbles. There also are plenty of item canisters, all filled with three packs of green missiles. You need to reach the end of the course before the time expires (lest your rank drop and prevent you from placing) and you need to hit as many targets as possible to improve your rank as you go. The general trick is to make each shot count. You can drive relatively slowly as you work your way along the course, so don't rush and you should be able to reach the end with time to spare without missing many targets. If you hit an 'A' ranking as you go, then you should put the pedal to the metal to make sure that you do in fact reach the end before your allotted time is gone, or you could wind up losing just shy of the finish line.

Graffiti Speed Star!

07

|| **Objective** - Jet Set Boost! Beat can boost by drifting, performing tricks in the air, or driving over boost pads. Boost to the Beat!

|| **Time** - 60 Seconds

|| **Type** - Boost

|| **Unlocks** - #10 - Race Your Bets!

The trick to placing in this event is to remember (as the game tells you) that you can tap the 'Boost' button while airborne to perform tricks. Then when you land, you'll receive a slight boost. There are several high ramps in this stage that give you the perfect chance to put that to use, so make sure that you do so. You can perform several tricks in the air for some of the ramps. Then when you land, you should also make sure to drift around the gradual corners that fill much of the course between ramps. Do all of that and you'll have no trouble earning your rank.

Seaside Cup

08

|| **Objective** - The sun is shining and the sea is clear! Outrun your rivals to lift the Seaside Cup!

|| **Time** - N/A

Type - Grand Prix
Unlocks - #11 - Jet Set Slide!

For this cup, you'll race through a series of only three tracks: Whale Lagoon, Lost Palace and Ocean Ruin. There are two laps to each course instead of the usual three, which means that this is a shorter event than you'd expect but not necessarily a simple one. Your rivals will race more aggressively here than they have up to this point, meaning that you will need to make good use of your boosts to reach the end ahead of them. It's a good warm-up exercise for the cups that you'll need to master later on in the game.

Egg-Stremely Simple!

09

Objective - Can Billy scramble through each gate before the cluck runs out?!
Time - N/A
Type - Time Gates
Unlocks - #12 - Egg-Citing Times!

For this challenge, you'll be in control of Billy's slow-moving vehicle as he drives along an icy area. There are gates placed ahead of you, easily identified by the green rings around them. You need to pass through these as you zip through the course to the finish line. Passing through gates awards you with more seconds on the timer. You can get through most of the course just by driving carefully without boosts, but you'll likely have trouble reaching the end unless you go ahead and do some boosting. Fortunately, this is an ideal track for that and the gates are placed where they need to be so that you can easily boost your way through most of the stage.

Race Your Bets!

10

Objective - Time for the kidding around to end and the racing to begin!
Time - N/A
Type - Race
Unlocks - #13 - Emerald Snatcher!

This could be your first time driving as Alex Kidd, who rides a motorbike that can be difficult to keep on the right path if you get bumped around by the other drivers. The best trick is to take an early lead, of course, and then to maintain it. You can do that by taking advantage of the long, gradual curves that make up much of the course, and by hitting any speed ramps along the way. Boosting also plays a vital role, as usual. You're still early enough in the mission selection that reaching the end in good shape shouldn't prove difficult.

Jet Set Slide!

11

Objective - When the Rudies ride, they like to do it in style! Drift your way to the end marker to score!
Time - 65 Seconds
Type - Drift
Unlocks - #14 - Beat the Dealer!

This is a wide enough course that as Beat, you'll find yourself able to pull off some drifting even in stretches with only the most gradual of turns. That's worth attempting, as you'll likely find yourself just barely acquiring an 'A' rank if you stick to only the easiest of curves. Otherwise, there's not much to say about this course. The challenge is to drift as much as possible, so do precisely that and release any drift that is taking you uncomfortably close to a wall. It's better to lose some momentum than to lose a large number of stars.

Egg-Citing Times!

12

|| **Objective** - The crows have invaded Blizzard Castle! Time for Billy to egg-xert his authority!
|| **Time** - 60 Seconds
|| **Type** - Hit Contest
|| **Unlocks** - #15 - Fiesta Food Dodge!

This is a relatively easy course. All that you need to do is ride through the stage atop Billy's giant egg, crushing any of the wandering critters who get in your way. By default, it seems that your path won't take you over very many of them. You'll veer primarily to the left. The trick is to stick closer to the middle of the path, so that slight deviations to either side allow you to hit most of the crows, but you may find just as often that you regularly miss your targets by a hair's width unless you react quickly enough. There's a pattern that you can gradually memorize to make it easier to hit most of the birds. Don't let yourself stray too far from the middle for long and you should reach the end after hitting enough of the crows to earn a satisfactory rating.

Emerald Snatcher!

13

|| **Objective** - Dr. Eggman has found a secret store of rings and emeralds and is determined to have them! Snatch them quickly and get to the finish line before time runs out!
|| **Time** - 50 Seconds
|| **Type** - Collect
|| **Unlocks** - #16 - Blizzard Cup

This is a simple stage. All that you need to do is drive through the course, collecting rings and especially the chaos emeralds that you find along the way. You can miss one or two and still get a passing rating, but they're not all that hard to hit so you should be able to catch them all within a few tries (if not in your first run). Remember also that a lot of the lines of rings can all be easily collected if you slide into a drift at the right moment (particularly the ones along the brown soil), so this is a much simpler stage than it might have easily been.

Beat the Dealer!

14

|| **Objective** - Time for Tails to show Sonic who's the real high roller on the Roulette Road!
|| **Time** - N/A
|| **Type** - Rival Race
|| **Unlocks** - #17 - Fiesta Clean-Up Crew!

Your goal on this simple stage is to finish ahead of Sonic, which you should have no trouble doing whatsoever (even if early on you seem to be doing poorly) as long as you make sure to drift a lot during the spacious second half of the lap. Remember not to get too greedy with the drifts, either. The longest of drifts that are possible seem to eventually slow you down, whereas a few shorter ones will help you to easily pass your rival.

Fiesta Food Dodge!

15

|| **Objective** - It's fiesta time and Big wants to get to the party, but someone's left the cooking pots in his way! Get to the finish line without breaking them!
|| **Time** - 45 Seconds
|| **Type** - Avoid
|| **Unlocks** - #18 - Jet Set Race!

You play as the over-sized Big the Cat for this stage, riding on your scooter through a narrow track littered with pots. Your goal is to reach the end without breaking any of them. You'll begin with the desired AAA rating and it will drop one letter for each collision, meaning that you really need to drive carefully. Fortunately, you have plenty of time to reach the end by just repeatedly tapping the accelerator. Just do that and weave through the pots in a makeshift 'S' pattern along the obvious

course and you should be able to reach the end of the stage without breaking many (or any) pots.

Blizzard Cup

16

|| **Objective** - Win all the stages to earn the ice cool Blizzard Cup!
|| **Time** - N/A
|| **Type** - Grand Prix
|| **Unlocks** - #19 - Nitro Nights!

As Billy Hatcher, complete three stages: Icicle Valley, Rampart Road and Lava Lair. There are again only two laps for each of the three courses, which means you should be able to hold things together pretty well. If you do fall behind, the third course in particular seems to be understanding and may allow you time to catch up before the end (probably by virtue of its length). If you're experienced at all with the courses, an 'AAA' rating here should be a cakewalk.

Fiesta Clean-Up Crew!

17

|| **Objective** - Fiesta's over and now the party can really begin! Washing up is too much of a bore, so smash your way through the pots to score!
|| **Time** - 30 Seconds
|| **Type** - Hit Contest
|| **Unlocks** - #20 - Seafood Dinner!

This is a pleasingly simple challenge. Just drive through the course, smashing pots along the way. You can aim for the largest bunches of them quite naturally, then weave just slightly as you move along a line of pots to smash those to either side. Be careful to avoid the wooden barrels, which can stop your scooter dead in its tracks. Otherwise, just driving through with perhaps one or two drifts and some wild swerving in the most crowded areas will earn you a 'AA' or even a 'AAA' rating.

Jet Set Race!

18

|| **Objective** - After all his practice staying ahead of the Rokkaku police, Beat should find it easy to stay ahead of the pack!
|| **Time** - N/A
|| **Type** - Knockout
|| **Unlocks** - #21 - Egg-Ceptional!

There's not a lot to say about this challenge. Just put in your best race as Beat and you should do fine. The only things to avoid are the posts along some of the corridors, plus you should be ready to drift along some of the more gradual turns. A drift and boost could be just enough to save you from elimination, particularly if you've fallen behind as the result of a mild blunder.

Nitro Nights!

19

|| **Objective** - Who said that the creatures are slow?! It's Nitro Night in Curien Mansion and time for Zobio and Zobiko to set a new speed record!
|| **Time** - 50 Seconds
|| **Type** - Boost
|| **Unlocks** - #22 - Monkey Capsules, I Love 'Em!

The trick for this course is to make sure that you drift as much as possible along the generously gentle curves. It's pretty easy to avoid bumping into anything, but be sure to release the 'Drift' button if you find yourself edging too close to an obstacle. Another thing to keep in mind is that there are a few ramps here, so you can press the 'Drift' button in the air to form one or more tricks and also boost your star count for a solid finish.

Seafood Dinner!

|| **Objective** - Seaside Hill's in the midst of a crustacean infestation! Time for Sonic to send them packing!
|| **Time** - 60 Seconds
|| **Type** - Hit Contest
|| **Unlocks** - #23 - Sky Pirate!

You're provided with enough time to clear this course that you should be able to drive through it at a slow but steady pace (tapping the accelerator rapidly and only occasionally holding the button to drive at full speed) and reach the end with a few seconds to spare. The slower pace will make it easy to hit each crab that you come across even with your standard weapons, which will easily secure you an 'AAA' rating even ahead of the last few crabs just ahead of the finish line.

Egg-Ceptional!

21

|| **Objective** - Make Blizzard Castle into your very own Miracle World! Defeat your rivals and win the race!
|| **Time** - N/A
|| **Type** - Race
|| **Unlocks** - #24 - Tokyo-To Cup

As Alex Kidd, race through Blizzard Castle and make sure that you're in the lead at the end of the second of two laps. This is a fairly quick race, as you're driving a fairly quick vehicle, but you won't win unless you make good use of items or you're managing some good drifts along the curving track. Do enough of either or both of those things and you'll finish in excellent shape.

Monkey Capsules, I Love 'Em!

22

|| **Objective** - No sailors here, but plenty of monkeys! Drive through the green gates to extend the timer!
|| **Time** - N/A
|| **Type** - Time Gates
|| **Unlocks** - #25 - Egg-Straordinary!

This is a trickier course than you might anticipate because there are two types of gate spread across the course. The good ones are green, which contribute 2, 3 or 5 seconds to your timer. The bad ones are red, which take away the number of seconds indicated. The course is fairly short, so you shouldn't have much trouble reaching the end as long as you steer clear of the red gates and hit most or all of the green ones. Some are positioned so that you can drift your way around the sharp corners that fill the area, which is a good idea since boosts will make it easier to reach the end in time if you pass a gate. Boosts also seem to help your rating, which will drop a bit if you don't make it to the finish line or when you pass through red gates.

Sky Pirate!

23

|| **Objective** - The Bonanza Brothers have decided to win at all costs! Take to the skies and rain down bombs on your rivals!
|| **Time** - N/A
|| **Type** - Battle Race
|| **Unlocks** - #26 - Spooky Speedway!

Fair play is apparently overrated in the minds of the Bonanza Brothers, one of whom you control. As the race begins, you'll find yourself riding atop a speeding car that manages to stay just ahead of your opponents. You're not driving that vehicle, of course. Instead, you're charged with tossing bombs at any rivals who get too close. You will be ranked based on the number of them that you hit. Just chucking bombs like a maniac will lead to some success, but you'll notice that you do best if you toss them as your rivals are rounding corners (aim for the inside of track corners) or flying into the air. The bombs will

connect most readily there. Whatever you do, keep tossing a steady stream of explosives and you should arrive at the finish line with a good rating.

Tokyo-To Cup

24

|| **Objective** - Tag and grind your way through all the stages to win the Tokyo-To Cup!
|| **Time** - N/A
|| **Type** - Grand Prix
|| **Unlocks** - #27 - Maraca Madness!

There are three stages in this cup: Shibuya Downtown, Rokkaku Hill and Highway Zero. As usual, you don't have to win every race to finish with an 'AAA' rating. Just make sure that you come in first overall. The courses in this sector have a lot more tight corners than the ones in previous cups, plus your adversaries are less bashful about putting good items to use, so you'll have to match their style by making the best of each item and making sure to drift as much as possible while working through the snaking corners. Otherwise, winning this cup is business as usual.

Egg-Straordinary!

25

|| **Objective** - Deliver a crushing defeat to Billy Hatcher in an egg-citing battle to the finish line!
|| **Time** - N/A
|| **Type** - Battle Race
|| **Unlocks** - #28 - Banana Bonus!

As Amy, you'll race against Billy Hatcher. He'll start out in the lead and he'll be dropping construction cones like nobody's business. You'll need to either weave around them or shoot them out of your way with your weapon. The weapon route seems to work best, plus in between you will possibly be lined up to send a shot forward to your rival. Knock away enough cones and hit your rival a few times and you can earn an 'A' ranking on the course even if you don't finish in first place, though of course the 'AAA' is also easily obtained if you manage to take the lead and put on a solid performance.

Spooky Speedway!

26

|| **Objective** - Drift your way through Curien's spooky mansion to score!
|| **Time** - 60 Seconds
|| **Type** - Drift
|| **Unlocks** - #29 - Water Slide!

The challenge here is to drift your way through the course. You'll be driving as Sonic, which means that you have good speed and tight controls. That should enable you to easily glide through the course and finish with the desired ranking, though you'll possibly run into trouble if you forget which way to turn in the winding hallways. Steer clear of the outer walls and the course will be a breeze!

Maraca Madness!

27

|| **Objective** - Dr. Eggman is determined to ruin the party and eliminate his opponent! The racer in last place when the timer runs out is knocked out!
|| **Time** - N/A
|| **Type** - Knockout
|| **Unlocks** - #30 - Fare Game!

This is a knockout race, which is bad news since you're driving as Dr. Eggman. He's slow from the starting line, so give yourself a good start by boosting from the line and try to keep moving from then on out. You'll run into trouble if you go off course while flying over any of the jumps (a single mistake there can be enough to get you knocked out of the race prematurely), so be careful at such moments and make sure that you do plenty of drifting and boosting in between. It's not a tough race to win as long as

you proceed cautiously but efficiently.

Banana Bonus!

28

|| **Objective** - Drive through the bananas to collect them! Reach the finish line before time runs out!

|| **Time** - 55 Seconds

|| **Type** - Collect

|| **Unlocks** - #31 - Chu Chu Avenue!

You'll need to race through a fairly long course here, collecting bananas as you go. Failing to reach the end will drop you two ratings, which is two ratings more than you can really afford, so you'll need to plan on arriving at the finish line before time expires. On the way, make sure that you speed down the straight corridors and only collect those banana groupings that are convenient. When you come to the more open plazas, you can either make sure that you proceed slowly and follow the looping double lines of bananas, or if you're good at such things you can approach from one side and then slide around the grouping to collect them all in a wide drift. Most players will probably do best if they just take the turns slowly at that point, and can probably do so and finish up the course with a lovely 'AAA' rating (or close to it).

Water Slide!

29

|| **Objective** - The clock's a ticking, and Tails needs to get to the water slide before time runs out! Drive through the green gates to get more time!

|| **Time** - N/A

|| **Type** - Time Gates

|| **Unlocks** - #32 - Carnival Cup

The red gates from the previous time gate stage make an unwelcome return here, but they're not actually all that difficult to avoid except for a set of three of them that you'll need to snake your way through near the course's halfway point. You can drive through the stage without boosting or drifting and earn an 'AAA' rating if you drive intelligently and hit only the green gates (and every one at that), so try that and see how it works for you. If you're not making it you can try drifting, but that runs the risk of your character sliding into a negative gate and that's a risk that shouldn't be taken lightly.

Fare Game!

30

|| **Objective** - They're both used to the city streets, but can B.D. Joe really teach Beat a lesson in driving?

|| **Time** - N/A

|| **Type** - Rival Race

|| **Unlocks** - #33 - Big Banker Payout!

This is an easy course to win, though an 'AAA' ranking can be more difficult because you're expected to build a significant lead over your opponent that only a strong series of boosts and drifts can allow you to obtain. Focus mostly on drifting, of course, but don't forget that you can tap the 'Drift' button while airborne to perform tricks that give you more boost as you land. Make sure that you do that when the opportunity provides, and don't cut any of the early corners too tightly or you could find yourself hung up on a wall as your opponent speeds on without you. It can be daunting at first, but this is really a simple challenge in the end.

Chu Chu Avenue!

31

|| **Objective** - Release the KapuKapu fury! Hit as many robots as possible to score!
|| **Time** - 55 Seconds
|| **Type** - Hit Contest
|| **Unlocks** - #34 - Creepy Crawler!

Welcome to another course where you'll spend the entire time running along a track and weaving slightly to the left and right to bash targets. The concept isn't really any different than when you hit the crows with Billy Hatcher's egg, so use the same general strategy. You may need to play through a few times to memorize enemy placement, but otherwise this should be an easy course to clear.

Carnival Cup

32

|| **Objective** - It's Mardi Gras time! Samba your way through all the stages to lift the Carnival Cup!
|| **Time** - N/A
|| **Type** - Grand Prix
|| **Unlocks** - #35 - Fortress Fiasco!

For this cup, the three areas where you'll find yourself racing are Sunshine Tour, Jump Parade and Rocky-Coaster, all located within Carnival Town. Amigo is your driver, and as usual you only need to worry about two laps per course. Amigo is fast enough and turns well enough that you shouldn't have much trouble blazing through the courses in this particular cup. Drifting and boosting are especially important at this point, but you'll be fine as long as you have those down and know how to use your items to their best effect.

Big Banker Payout!

33

|| **Objective** - Drive through the rings to collect them! Reach the finish line before time runs out!
|| **Time** - 55 Seconds
|| **Type** - Collect
|| **Unlocks** - #36 - Hidden Ring Stash!

Ulala is your driver for this challenge, which is as simple as driving over a lot of lines of rings as you work your way through the course. The rings form nice rows that make it easy to collect a lot of them, but pay attention to the edges of the course. Sometimes there are long lines of rings positioned there that you can miss if you're distracted by smaller groupings closer to the center of the track. Make sure that you're aiming for the real prizes as you zip through the course, and be careful that you don't let yourself get turned around and start driving in wide circles. You'll have enough time to make it to the end of the course without boosting and while collecting many rings along the way, but only if you pay attention to where you're actually supposed to go. When you do reach the end, you should have your 'AAA' rating.

Creepy Crawlies!

34

|| **Objective** - The clock is ticking towards midnight and only one racer will be left standing! Last place racer is eliminated whenever the timer runs out!
|| **Time** - N/A
|| **Type** - Knockout
|| **Unlocks** - #37 - To Drift or Not to Drift?

There are only five racers in this knockout course and they all race pretty well, meaning that you need to bring your 'A' game if you want to survive to the end of the course. For those who are anxious just to complete the stage without a 'AAA' rating, the good news is that a third-place finish will accomplish that. Others who want to bring home the top prize will definitely need to make great use of both items and

the boosts (including those inspired by airborne antics) in order to do so.

Fortress Fiasco!

35

|| **Objective** - Time for the dark Speed-Hog to show the world that Sonic's not the only hedgehog who loves to travel fast! Boost to score!

|| **Time** - 55 Seconds

|| **Type** - Boost

|| **Unlocks** - #38 - Monkey Muddle!

To place well here, all that you need to do is boost a lot as Shadow races along a course built for that very purpose. You'll find generously long curves here that make it easy to squeeze in several choice boosts, plus zipper pads to keep your speed in the stratosphere so that it's easier to round corners with style. You should have little difficulty reaching the end, and probably with a good rating.

Hidden Ring Stash!

36

|| **Objective** - Sometimes you have to search for the real treasure! Keep your eyes open to score big!

|| **Time** - 60 Seconds

|| **Type** - Collect

|| **Unlocks** - #39 - Drift From a Rose!

The trick to this stage is to make your way quickly toward the end. There are trails of coins leading first right from the main path, then left and around a large, fenced-in area. As you come around that area, you'll see the 'Finish' flag ahead of you. Don't race through it just yet, though. You don't have enough rings. Instead, turn sharply back toward the right, in the direction of the large arena that you skirted. You'll find it filled with rings, enough to quickly bring your rank up to more comfortable territory. Be careful not to get caught on any rocks as you collect these rings, then when you have a suitable ranking you can race toward the finish flag and pass beneath it with seconds to spare and an 'AAA' ranking to cherish!

To Drift or Not to Drift?

37

|| **Objective** - That crazy taxi is always in a race against time! Drive through the green gates to score more time!

|| **Time** - N/A

|| **Type** - Time Gates

|| **Unlocks** - #40 - Casino Cup

As you might expect, the question posed by this mission's name is rhetorical. The only way you're going to rank well is if you drift a great deal. Start your race off with a starting-line boost, if possible, then make sure that you take each bend with a drift and come out of it with a boost. You should be able to get through several green gates in that fashion while avoiding the nasty red ones, carrying you far enough in the course to snag an 'A' rating or better. It's okay if you miss a gate or two along the way, but try not to pass more than that and remember that only boosts can carry you to the end, particularly if you've made any blunders!

Monkey Muddle!

38

|| **Objective** - It's time for a wild ride on the Rocky-Coaster! Time for AiAi to go totally bananas!

|| **Time** - N/A

|| **Type** - Race

|| **Unlocks** - #41 - Things Go Bump in the Night!

AiAi is your drive as you work your way through this two-lap course. There's nothing special to say here. You just need to race the best you can (while drifting and using a lot of boost on the long curves) and if you use your items well, you'll come out well in the end. First place will net you an easy 'AAA' rating.

Drift From a Rose!

39

|| **Objective** - Amy's determined to put on a show for Sonic! Drift around the track to score!
|| **Time** - 35 Seconds
|| **Type** - Drift
|| **Unlocks** - #42 - Monkey Trouble!

Amy Rose can drift her way to Sonic's heart, or so she hopes. She'll take to the treetops with monkeys watching, which you probably don't have to told means a lot of tight, square turns. That actually shouldn't prove too much to handle at this point in the missions. You've been drifting for awhile now, and that's precisely what you'll do here. Remember that because a lot of the corners basically are just long 'U'-turns, you can start on one end of the loop and glide all the way through and to the other while stars rack up quickly toward a good rating. When you see the stars stop coming, it's time to let loose on the drift and begin another one. Getting to the end with time to spare and an 'A' or 'AA' rating isn't difficult, but you'll really have to be careful with the drifts if you want the top rating.

Casino Cup

40

|| **Objective** - Gamble your way through all the stages to win the big payout and lift the Casino Cup!
|| **Time** - N/A
|| **Type** - Grand Prix
|| **Unlocks** - #43 - Egg-Splosive Slide!

In this cup, you'll race through the Roulette Road, Pinball Highway and Bingo Party courses. They're all part of Casino Park. You need to reach the end of the event with enough points to finish on top. Doing so will earn you an 'AAA' ranking, as usual. Also familiar is the two-lap limit for each track. As long as you're good at these tracks, you should finish on top.

Things Go Bump in the Night!

41

|| **Objective** - Beat is leaving graffiti all over Curien Mansion! Grab some weapons and send him packing!
|| **Time** - N/A
|| **Type** - Battle Race
|| **Unlocks** - #44 - Tailspin!

In this stage, you'll be racing after Beat as he drives through the mansion dropping construction cones behind him. Knock those away with your weapon, hit Beat when possible, and try to stay ahead of him by drifting and boosting as you reach the end of the track (doing so early on isn't so important) to earn yourself an 'AAA' rating.

Monkey Trouble!

42

|| **Objective** - Those troublesome monkeys have set up score gates all over the Rumble Ramps! Drive through them to score!
|| **Time** - 60 Seconds
|| **Type** - Score Gates
|| **Unlocks** - #45 - Tokyo-To Show!

The goal in this stage is to run through a bunch of score gates that have been left around a battle arena

stage. That's actually not all that difficult to do once you get used to driving as the Bonanza Brothers, but you'll have to hustle if you want to earn an 'AAA' ranking because driving past a gate means you either have to spend ages turning around or you have to get it on a second pass that may disrupt any pattern or groove you happen to have going. It's best to drive cautiously, then, and to save drifts for moments where you find yourself covering a lot of empty ground. Otherwise, medium speed will make it easiest to grab most of the goodies.

Egg-Splosive Slide!

43

|| **Objective** - Time to get cracking! Drift around the track to score!
|| **Time** - 90 Seconds
|| **Type** - Drift
|| **Unlocks** - #46 - Have You Seen Lan Di?

This is another drifting challenge. You're provided with 90 seconds to get through a longer course than usual, which means that you're also expected to do more drifting than usual. That shouldn't be a problem. The bridge just past the stage's halfway point is particularly useful in this endeavor, as you should be able to start one long drift at its beginning and use that to carry you all the way across. There are other gradual corners to utilize in much the same fashion, meaning that you should be in 'AA' or even 'AAA' territory by the time that the 'Finish' line appears. As long as you haven't been falling in pits along the way, you'll finish with plenty of time to spare!

Tailspin!

44

|| **Objective** - Time for Tails to twist and turn his way through the pack and win the race!
|| **Time** - N/A
|| **Type** - Race
|| **Unlocks** - #47 - Factory Frolics!

This seems like a simple race on the face of things. All that you need to do is race through two laps and come across the finish line with most or all of your competitors behind you. However, you may not be used to driving as Tails and that can pose a problem. His controls are loose, he tends to turn wide around corners and (though he is flying) small bumps set him to spinning something fierce. The trick to surviving this course, which has a lot of tight corners that can give you grief, is to make sure that you start drifting around corners well ahead of them. This will let you negotiate the corners with room to spare on either side. Once you're familiar with the general layout, you should have little trouble snagging a first-place finish and an 'AAA' rating to go with it!

Tokyo-To Show!

45

|| **Objective** - It's showtime! Tokyo-To is a city in a hurry! Drive through the green gates to extend the timer!
|| **Time** - N/A
|| **Type** - Time Gates
|| **Unlocks** - #48 - Horrible Cup

Another course with time gates means that you'll once more find yourself avoiding red gates while seeking out green ones. In this particular course, it's essential that you drift and that you avoid all red ones. A missed green gate or two is enough to put you out of the running before you can work your way up to an 'A' ranking or better, so the early part of the course is arguably the most important. Head into the first corner along the left side and drift so that you're looping back toward the right. That will allow you to get a boost as you hit the first green gate, and from there another drift or two should carry you through the next few while allowing you to swing wide of red gates. You'll need to continue drifting through most gates until you find yourself airborne and flying toward a distant series of gates. If you've done well enough to this point, you should be able to perform tricks in the air that allow you to boost forward through the first of those gates once you land (before the timer expires). Then a few short drifts will allow you to pass through the next gates, and you can continue in the same fashion from there to get your desired ranking.

Have You Seen Lan Di?

|| **Objective** - Sometimes a young hero needs to prove his worth! Stay ahead of the pack to continue your quest!
|| **Time** - N/A
|| **Type** - Knockout
|| **Unlocks** - #49 - Going Bananas!

This is a straight-forward knockout course with enough drivers that you can look forward to a long race (in the neighborhood of nearly two laps, depending on your driving). It's not difficult to take the lead early on and to maintain it from there if you're careful not to go flying off the few edges that the course offers, so make careful driving and creative drifting your goal while using any items that are available to you. An 'AAA' finish shouldn't be too difficult here.

Factory Frolics!

47

|| **Objective** - Shadow and Sonic are about to decide once and for all who's the quickest hedgehog on the track!
|| **Time** - N/A
|| **Type** - Rival Race
|| **Unlocks** - #50 - Space Channel Drive!

For this rival race, your opponent is none other than Sonic the Hedgehog himself! He's a capable racer and knows the course well, so the way to win is to drift better than he does. Note that the path splits around large cylinders at multiple points on the track. Be sure that you drift around a quarter-circle, boost, then drift around the other quarter-circle in these cases to make most of them, then drift around any sharp turns thereafter. If you are too close to Sonic when he boosts, you'll go spinning, so try to either keep to one side or the other or to take the lead early on so that you can avoid that. Once you have the lead, you'll only maintain it by continuing to drift wisely, so make sure that you do so. You'll only receive an 'AAA' ranking on this course if you get and maintain a hefty lead, but finishing with a slightly lower rating is relatively easy.

Horrible Cup

48

|| **Objective** - It's the witching hour and things are going bump in the night! This is your chance to win the Horrible Cup!
|| **Time** - N/A
|| **Type** - Grand Prix
|| **Unlocks** - #51 - Haunted Hoedown

For this championship cup, you'll need to race through two laps at Outer Forest, Sewer Scrapes and Deadly Route, all located within the foreboding Curien Mansion. For whatever reason, your opponents will suddenly go all-out on this course, suddenly making brilliant use of each special weapon (and getting nothing but the best ones) and drifting like professionals. You'll have to do the same if you want to win, keeping to the tightest of every last corner and putting up with a lot of hits that you can't avoid from your opponents' special weapons. It's a tooth-and-nail series of races where earning even an 'A' ranking is several times more difficult than it has been in any of the preceding tournament cups, but you should still be able to do that and more once you become completely familiar with the courses and if luck is on your side.

Going Bananas!

49

|| **Objective** - It's a desert drift for Opa-Opa. Drift through the sandy monkey temple to score!
|| **Time** - 50 Seconds
|| **Type** - Drift
|| **Unlocks** - #52 - Bonanza Blast!

This is another drift contest where you need to be familiar with the course to do well. There are a lot of

tight corners early on, but you should be able to make some nice drifts along the stairways to quickly get your rating into decent shape. It's generally easier to do so there than in the area that immediately follows, which is filled with unpleasant gaps. The course is long enough that with the limited time you have available, it can be tricky to reach the end in time. Make getting to the finish line your priority, drift a lot along the way and you'll probably wind up with a decent rating for your trouble.

Space Channel Drive!

50

|| **Objective** - That pesky Amigo is dropping pocket rainbows all over town! Stop him, Ulala!
|| **Time** - N/A
|| **Type** - Battle Race
|| **Unlocks** - #53 - Factory Crash!

As Ulala, you'll battle to race better than Amigo, who is driving ahead of you as the race begins. He drops the rainbow weapons that obscure your vision, but you can knock them away with your own weapon (or just drive through the pain, if you happen to hit one). The trick in this stage isn't to simply pull ahead of the slow-moving Amigo, but instead to knock him around a lot with your weapons. That's most easily accomplished if you're just behind him, rather than ahead of him (though you can drop your weapons behind you as bombs to score some hits once you do take the lead). Let him stay ahead of you through the first two thirds of the race or so and quickly earn yourself an 'A' rating or better, then pass him and drop weapons behind you as you lead for the final leg of the race.

Haunted Hoedown!

51

|| **Objective** - The Creatures have raised a horrible beast from the past! Send it back where it came from!
|| **Time** - 60 Seconds
|| **Type** - Hit Contest
|| **Unlocks** - #54 - House of the Dread!

This stage is a definite change of pace. There's a huge zombie at the middle of a roofed area. He has a life meter and you need to make it disappear before your timer counts down to nothing. The way to do that is by grabbing weapons from the surrounding area, but there are a bunch of little zombies patrolling. They regenerate as you clear them out of the way, so wasting your time with that is pointless. Instead, focus on the big guy. The weapons that you have available are the car horn, the boxing gloves and the bombs. You'll find the boxing gloves near the middle dirt track that runs around the circular area. Grab one of those, then head toward the zombie and unleash all three in rapid succession so that they hit his feet (don't let them pass between his legs if he's standing with his legs far apart). Keep going back for more of the green gloves, or bombs from the outer edge if you can't quickly find boxing gloves, then returning to deal damage. You should be able to finish him off with a few seconds to spare and earn yourself an 'AAA' rating.

Bonanza Blast!

52

|| **Objective** - Time for the dynamic duo to get down to some real racing!
|| **Time** - N/A
|| **Type** - Race
|| **Unlocks** - #55 - Slip Slide!

This is a three-lap race with nothing noteworthy that needs said. Simply race your best and remember that there are lots of airborne portions where you should be pressing the 'Drift' button to perform tricks so that you can land and surge forward. Elsewhere, make sure to boost a few times on the long, gradual curves and try to avoid bouncing against the walls as you seek out and use items to their best advantage.

Factory Crash!

53

|| **Objective** - It's almost clocking out time in the Final Fortress! Drive through the green gates to buy yourself more time!
|| **Time** - N/A
|| **Type** - Time Gates
|| **Unlocks** - #56 - Super Monkey Cup

You'll be racing through this stage as Tails, attempting to pass through each of the green gates while avoiding the red ones. You can drift as you go to improve your time, but it's possible to reach the end without doing so as long as you miss all of the red gates and hit each of the green ones. If you do that, you should arrive with seconds to spare and an 'A' or better ranking.

House of the Dread!

54

|| **Objective** - They'll be falling like flies in Curien Mansion tonight! The racer in last place when the timer runs out is knocked out!
|| **Time** - N/A
|| **Type** - Knockout
|| **Unlocks** - #57 - Lethal Lava!

Racing as Ulala presents some challenges in this area because there are several possible points where the other racers can surprise you with cheap tricks. As you head up the stairs and into the mansion, watch out for any other drivers close on hand or they'll squash you like a bug. As you're racing up the arcing wooden ramp partway through the stage, remember to boost and drift but remember also that you can fly over the edge and lose a lot of progress if you're not careful. When you fly over the ramp and head down through the glass roof, you can perform a boost as you land but be ready to weave quickly between the short display cases so that you don't get knocked around too much. Drive your best and you should be able to get into the lead by the end of the first lap, then stay there as your rivals slowly drop off the board and leave you to finish with an 'AAA' rating.

Slip Slide!

55

|| **Objective** - Drifting is always mice! Take the ChuChus on a drifting journey through the samba streets!
|| **Time** - 100 Seconds
|| **Type** - Drift
|| **Unlocks** - #58 - Final Countdown!

You have more than enough time to make it to the end of this course, which isn't nearly as long as the 100-second timer implies. Don't especially worry about getting to the end in an a hurry, then. Instead, focus on maximizing the stars you earn from drifting around every last bend. Do so and you'll have no trouble getting to the end with that all-important 'AAA' rating.

Super Monkey Cup

56

|| **Objective** - Go bananas through all the stages to lift the Super Monkey Cup!
|| **Time** - N/A
|| **Type** - Grand Prix
|| **Unlocks** - #59 - Super Monkeys All!

For this cup, the three tracks you'll need to race through are the Treetops, Sandy Drifts and Monkey Target ones. There are two laps on each one, as usual. These are some of the trickiest race courses in the game, so really the best strategy is to play through them enough that you have them memorized. In general, the same strategies that always work will work here: drift and boost whenever possible, make careful use of your items and don't mess up too badly along the way. AiAi has tight controls that should help with all of that, so you should be able to snag an 'A' rating or better with sufficient practice.

Lethal Lava!

|| **Objective** - It'll be magma mayhem in the Lava Lair tonight, as Knuckles goes head to head with the other racers! Stay out of last place!
|| **Time** - N/A
|| **Type** - Knockout
|| **Unlocks** - #60 - Graffiti Dash!

This knockout race is much like any other, but there are areas where the air and speed you get can work against you. Early in the stage, around the time a racer is about to be knocked out, you'll hit a series of ledges that you can boost across. If you're going to fast as you soar over the first of these, it's easy to overshoot a ledge and fall into the abyss. Doing so at that particular wrong moment can allow the other racers to pass you and will disqualify you, so make sure that you proceed cautiously through that particular area. You can make up lost time later if you need to, just as long as you aren't in last place. Otherwise, race as usual and a solid performance should allow you to easily finish the race in first place with an 'AAA' rating.

Final Countdown!

58

|| **Objective** - Sonic has managed to track down the stolen emeralds! Grab them quick and reach the exit before time runs out!
|| **Time** - 75 Seconds
|| **Type** - Collect
|| **Unlocks** - #61 - Beach Party!

The goal in this area is pretty simple: race to the end while gathering as many rings and emeralds along the way as you can. There are actually only a few emeralds. You should be sure to grab each one that you come across, naturally, but it's equally important that you tend to the many rings along the way. Try not to miss many at all as you drive full-speed through the course (anything less and you won't reach the finish line in time, a failure that can dock you too many precious ratings). If you pace yourself well, it's not difficult to finish here with a solid rating.

Super Monkey's All!

59

|| **Objective** - The monkeys are going bananas! Beat AiAi to the finish line!
|| **Time** - N/A
|| **Type** - Rival Race
|| **Unlocks** - #62 - Every Second Counts!

This is a rival race with little room for error. Early on, you'll need to drift like a mad man to avoid hitting the square edges to the course, then you'll cross over a bridge and it's time to make tracks up a series of ramps that switch back on one another as you ascend to crazy heights. Here it's easy to overtake AiAi even if you've been trailing behind him. An 'E' rating can turn to an 'AAA' one quite easily as long as you drift and boost up the ranks (remember to swing wide while drifting, then boost as you line yourself up toward the next ascending planking). The 'AAA' rating is yours!

Graffiti Dash!

60

|| **Objective** - Time for a real display of speed as Opa-Opa must boost through the Tokyo-To streets to score!
|| **Time** - 70 Seconds
|| **Type** - Boost
|| **Unlocks** - #63 - Robot Cup!

Finishing this course within the time limit is a snap and it's also easy to do so with an 'A' rating or better. If you want the highest rating, though, you're going to need to make use of every opportunity to boost (remember to perform tricks while airborne) and you'll need to be especially careful not to run into

railings at the sides and center of the course.

Beach Party!

61

|| **Objective** - It's playtime on Seaside Hill and Sonic has challenged Tails to a battle race! Knock out Sonic!
|| **Time** - N/A
|| **Type** - Battle Race
|| **Unlocks** - N/A

You'll take control of Tails for this race, which isn't as challenging as it could be since you're racing along a fairly simple track. The real challenge comes from the need to constantly pelt both Sonic and the blue hedgehog's weapons with your own shots. You need to stay behind long enough to fire plenty of shots that will improve your ranking as you zip through the course. Then, just ahead of the ending area, pass your rival and continue to hit him by dropping shots that will hit him as he trails close behind you. When you reach the end, you should have the desired rating.

Every Second Counts!

62

|| **Objective** - He's a big cat on a small bike and time's running out! Drive through the green gates to extend your timer!
|| **Time** - N/A
|| **Type** - Time Gates
|| **Unlocks** - N/A

This mission can seem nearly impossible at first because Big is such a lumbering oaf that he will turn every minor bump into a huge delay, plus bumps often set him up to run directly through a red gate that will penalize him for several seconds. The trick to completing the stage is to make it to the halfway point, after which you'll likely have little difficulty reaching the end without passing through any more red gates. To tackle the first half, first make sure that you get a boost at the start (press the accelerator right as the announcer shouts '3' rather than waiting awhile as usual, since Big is heavier), then head forward and up the stairs. Snag the green gate to the right, then weave left and pass through the door while being very careful not to clip its edge. Continue down the hallway and as there's a branch to the right, slide over toward the left wall. There's a hole in the floor here, but you can boost over it using the momentum from your slide. Pass through the green gate, then veer slightly right before sliding sharply left to pass along some stairs leading down and in that direction. At the branch in the path, head left and snag another gate, then continue through a winding courtyard and grab more. You'll now reach the toughest part of the area: a wooden ramp circling toward the upper left. As you head along here, use slides and drifts to carefully avoid the red gates. You have to drive for a long way to reach a green one at the top of this climb. Hopefully, you have plenty of time to do so. Once you pass through the gate at the top of that planking, the rest of the stage is a breeze by comparison.

Robot Cup

63

|| **Objective** - Dr. Eggman has hatched an evil plan to get revenge on Sonic! The Robot Cup is the final piece he needs to complete his masterplan!
|| **Time** - N/A
|| **Type** - Grand Prix
|| **Unlocks** - #64 - Save the Day Sonic!

You need to win three races here, set in the Turbine Loop, Dark Arsenal and Thunder Deck portions of the Final Fortress. The trick on each of these courses is by now familiar: drift like crazy, boost in the same fashion and make the best use of the items you are given. The courses should be familiar enough by now (and they're uncomplicated enough) that you ought to be able to finish with an 'AAA' rating just by barreling through everything like a speed demon. Doing so will unlock the final mission.

|| **Objective** - Dr. Eggman has created a giant robot and it's running wild! Defeat the giant robot before it takes over!! Save the day Sonic!!
 || **Time** - 75 Seconds
 || **Type** - Hit Contest
 || **Unlocks** - N/A

This final mission has a definite art to it. Your goal is of course to knock out the robot who is stomping around at the center of the arena. He won't extend his stomping far beyond that center-most area, but the perimeter isn't left unguarded; smaller robots wander there and will damage you every bit as much as their larger counterpart if you brush against them. They guard items that you will need to use to defeat the main guy, so you need to drive near to them but not bump against them. The center ring has a lot of boxing glove weapons, so head there first and take care of the robot with several good hits. Once those weapons have been used, the next ring around will supply the remainder of your supplies. Pick up the explosive cones, then head into the center area. Let the robot start toward you, then quickly leave some explosives in his path. It works best if you're moving so that the cones don't cancel each other out and explode before the robot reaches them. They also have a time limit, so you definitely want to make sure that you set them where your nemesis will soon be treading. If you place enough of the cones properly and make your boxing glove shots count, you won't have to venture to the outermost ring for still more weapons. That's good, because if you're driving to that outer ring much you've probably already lost. To win, you absolutely must knock out the robot. To win with an 'AAA' ranking, you have to do it well ahead of the timer's expiration. It's a tough challenge, but it's also your last one so that makes sense.

Sonic & SEGA All-Stars Racing Unlockables

Aside from tracks in the single-player Grand Prix mode that become available as you complete earlier challenges, the various courses, racers and music in the game must be unlocked using the in-game currency known as SEGA Miles. You'll earn miles for each performance on the track or even in multi-player modes, meaning that you can eventually unlock everything with relative ease. Doing better at the game just allows things to fall in your lap more readily.

Racers	
Unlock	SEGA Miles
Big the Cat	7500
Knuckles the Echidna	7500
Ulala	12500
Beat	12500
Zbio and Zobiko	13500
B.D. Joe	13500
Jacky Bryant and Akira Yuki	18500
Ryo Hazuki	18500
Chuchu Pilots	25500

Mobo and Robo	25500
Alex Kidd	32500
Opa-Opa	32500

Courses	
Unlock	SEGA Miles
Rampart Road	5000
Dark Arsenal	5500
Jump Parade	6000
Pinball Highway	6500
Sewer Scrapes	7000
Lost Palace	7500
Sandy Drifts	8000
Rokkaku Hill	8500
Rocky-Coaster	9000
Highway Zero	9500
Deadly Route	10000
Ocean Ruin	10500
Bingo Party	11000
Lava Lair	11500
Monkey Target	12000
Thunder Deck	12500

Music	
Unlock	SEGA Miles
Palmtree Panic (Present)	2500
Bssa Nova f Briny Air	2500
Metal Scratchin'	2500
Carnaval	2500
Back 2 Back	2500
Into the Dark	2500
Party Game 1	2500
Sneakman (Toronto Mix)	2500
Party Game 2	3000
Bum Bum	3000
What U Need	3000
Can You Feel the Sunshine?	3000
Aura of Dread	3000
Jack-in-the-Box!	3000
Bingo Highway	3000
Funky Dealer	3000
Crank the Heat Up!	3500
Volcanic Orchestra	3500
Ultra Heaven	3500
Theme of the Magician	3500
Super Sonic Racing	3500

A New Day	3500
Vamos A Carnaval	3500
Let Mom Sleep (No Sleep Remix)	3500
Windy and Ripply	4500
E.G.G.M.A.N. (Instrumental)	4500
Monkey Race	4500
Restoration of Terror	4500
Be Cool, Be Wild and Be Groovy	5500
Billy's Courage	5500
Mambo de Veran	5500
Fly Like a Butterfly	5500

Sonic & SEGA All-Stars Racing Achievements / Trophies

Sonic & SEGA All-Stars Racing Achievements / Trophies...	
» After Burner	15G / BRONZE
Take out three opponents with one triple weapon.	
» Altered Beast	10G / BRONZE
Win a race while using an All-Star Move.	
» Amber De Amigo	10G / BRONZE
Earn your AMBER SEGA License.	
» Captain Silver	30G / SILVER
Earn your SILVER SEGA License.	

» Cat Mania	15G / BRONZE
Summon the giant KapuKapu and gobble up Big the Cat for mouse revenge!	
» The Chariot	15G / BRONZE
Use Zobio and Zobiko to send one hundred Curien Mansion Creatures back to the grave.	
» Classic Collection	15G / BRONZE
Win a race as each racer.	
» Clock Work	30G / SILVER
Set a personal Best Time on every Time Trial course.	
» Crazy Box	15G / BRONZE
Pass every mission.	
» Death Adder	30G / SILVER
Take out opponents with items one hundred times online.	
» Dreamarena	10G / BRONZE
Play with a Friend online.	
» Enduro Racer	15G / BRONZE
Play one hundred events including any race, mission or time trial in any mode.	
» Feel the Magic	15G / BRONZE
Use Amy's All-Star Move to send Sonic dizzy with love!	

» Fighters Megamix	30G / SILVER
Defeat a Staff Ghost on every Time Trial course.	
» Gaining Ground	10G / BRONZE
Get a Turbo-Boost Start in any event.	
» Ghost Master	30G / SILVER
Defeat a Staff Ghost on every Time Trial course.	
» Giant Egg	15G / BRONZE
Use Billy's All-Star Move to squash the crowd!	
» Golden Acts	80G / GOLD
Earn your GOLD SEGA License.	
» High Roller	15G / BRONZE
Purchase every item from the Shopping Menu.	
» Last Survivor	15G / BRONZE
Finish the first lap in last position and go on to win the race.	
» Lucky Dime	10G / BRONZE
Purchase any item from the Shopping Menu.	
» Magical Sound Shower	30G / SILVER
Race to every piece of music.	

» Mega Driver	10G / BRONZE
Score AAA on any mission.	
» Now There Are No Limits!	15G / BRONZE
Win your first Grand Prix Cup.	
» Outrunner	30G / SILVER
Lap a trailing player in a race online.	
» Power Drift	15G / BRONZE
Perform a fifteen second Drift.	
» Project Rub	15G / BRONZE
Complete any Race event without collisions.	
» Racing Hero	15G / BRONZE
Win any race online.	
» Red Out	15G / SILVER
Earn your RED SEGA License.	
» Road Rampage	15G / BRONZE
Take out three opponents with one All-Star Move.	
» Rolling Start	15G / BRONZE
Complete Sonic's Test Drive.	
» SEGA World	30G / SILVER
Complete a race on each course in Grand Prix, Single Race or Time Trial mode.	

» Shadow Dancing	10G / BRONZE
Defeat a Staff Ghost on any Time Trial course.	
» Sonic Unleashed	15G / BRONZE
Use Sonic's All-Star Move to take out Dr. Eggman and show him who's boss!	
» Streets of Rage	15G / BRONZE
Ram an opponent off the course without using a Weapon or Power-Up.	
» Super Hang-On	15G / BRONZE
Win the race holding first place on each lap.	
» Time Stalker	10G / BRONZE
Set a Personal Best Time on any Time Trial course.	
» To be this good takes AGES!	30G / SILVER
Win every Grand Prix Cup.	
» Top of the Class	30G / SILVER
Score AAA on every mission.	
» Top Skater	15G / BRONZE
Perform three tricks in one jump with Beat on Tokyo-To - Shibuya Downtown.	
» Triple Trouble	15G / BRONZE
Perform three Tricks in one jump and make the landing.	
» True Blue	10G / BRONZE
Earn your BLUE SEGA License.	

» Turbo	15G / BRONZE
Perform twenty Turbo-Boosts within a single lap of any event.	
» Ultimate Collection	100G / PLATINUM
Earn every Trophy in the game.	
» Up 'N' Down	10G / BRONZE
Take out a racer by manually directing an item.	
» Virtual Bronze	20G / SILVER
Earn your BRONZE SEGA License.	
» Welcome to the Next Level!	15G / SILVER
Win every race within a Grand Prix Cup.	
» Wheels of Fire	15G / BRONZE
Perform a Turbo-Boost Start across 3 consecutive events.	
» Wonder Boy	15G / BRONZE
Win a race by crossing the finish line in reverse.	
» Working Man	15G / BRONZE
Use Ryo's All-Star Move to take out Jacky and Akira and show them who's the ultimate martial artist!	