

Sonic Dash Save File Handbook

By Texthead

This document has been created so that people can get the hang of modifying the contents of their Sonic Dash. Currently, I have figured out quite a lot of how SEGA and Half-Life store their data, though not every aspect has been completely understood. If you think you know the meaning of a sector of the Save File and it is not documented here, please inform me. Not too much research has been gone into this as of right now, it is just what I can infer from a quick glance. Help would be much appreciated. Sonic Dash was created using the Unity Engine, and certain aspect of this can be reverse engineered, this can allow for not just Save File modification, but texture swapping and model importing. This process is being worked on to get working. Sadly, no programs seem to be able to recompile changes made to the asset bundles and keep the APK in a functional manner. However, these problems may be resolved in the future when better Unity reverse engineering tools are released. You can find underneath the information that every partition in Sonic Dash stores inside of your Save File. There is a lot to go through so this will take some time to complete. This document will be updated every time more data is added.

Layout

The order on which the Save File partitions have been written is in the same layout to my current Save File. I do not believe that the layout should be any different between users. If this is the case, please inform me. The only partition that should be in the incorrect place is the **Unknown Footing**. At the bottom of the page is details about some partitions which should have more data, e.g. Purchased Character Names, Achievement State Data etc...

Unknown Heading	At the beginning of the Save File, there are two sets of numbers. These numbers do not have a known use yet.
Unknown Footing	At the bottom of the Save File, there is a singular number. This numbers purpose is yet to be known.
AverageDashPowerupsFlag	Unknown, is Boolean
PowerupsXPAwardedFlag	Unknown, is Boolean

LastSeenBundleVersion	Unknown, is integer
LastSessionNumber	The last session number you were on. Goes up by 1 every time the app is booted up
DailyRewardsDateLastChecked	The last date the game checked for info about your Daily Rewards
DailyRewardsNextRewardIndex	The value of which what reward you will receive on your next Daily Bonus. 0 means no reward, the rest of the numbers seem to indicate what the next login day streak should be. Cream may be 7 and 1000 Ring Jackpot may be 8 (because there are two Day 7 rewards)
DailyRewardCompletedCycle	How many times you have completed all 7 days in a row. May be Boolean displayed as integer due to how the Daily Bonus Streak never re-appears after reaching Day 7 (I think, has occurred on every device I own)
NumberOfRuns_Total	How many times you have started the Endless Runner aspect of the game. Unsure if this integer goes up when you start or end the run. Not sure if it goes up if you quit out of the run
NumberOfRuns_Session	How many times you have started the Endless Runner aspect of this game in this Play Session (how much times you have done it without closing the app down). Same as above otherwise
Enemies_Total	How many badnik's you have destroyed total.
Enemies_Session	How many badnik's you have destroyed in this Play Session (how much times you have done it without closing the app down)
EnemiesHoming_Total	How many badnik's you have destroyed with the homing attack. Only Choppers can be destroyed by the Homing Attack
EnemiesRolling_Total	How many badnik's you have destroyed by rolling into them. Crabmeats and the Spike Badnik's can be destroyed this way
EnemiesDiving_Total	May be how many badnik's you have destroyed by jumping on them. This can be done on Crabmeats easily, but the

	Spike Badnik's damage you when you jump on them (they can still get destroyed by this method if you are invincible)
EnemiesAir_Total	May be how many times you have killed a boss
EnemiesStreaks_Total	How many times you have made an Enemy Streak. Occurs when you roll into multiple close-together badniks. You get rewarded every time this number increases if you have the Enemy Streak Booster enabled
GoldenChoppersKilled_Total	How many Golden Choppers have been destroyed. Golden Choppers spawn if the Golden Badnik Booster is enabled.
RingsCollected_Total	May be either how many Rings you have received by any means, or how many Rings you have collected whilst in the Endless Runner aspect of the game
RingsCollected_Session	May be either how many Rings you have received by any means in this Play Session, or how many Rings you have collected whilst in the Endless Runner aspect of the game in this Play Session
RingsBanked_Total	How many Rings you have banked whilst in the Endless Runner aspect of the game. May include the extra Rings obtained by the Banking Bonus
RingsBanked_Session	How many Rings you have banked whilst in the Endless Runner aspect of the game in this Play Session. May include the extra Rings obtained by the Banking Bonus
RingsHeld	Unknown, Is integer
RingStreaks_Total	How many times you have made a Ring Streak. Occurs when you collect multiple close-together Rings. You get rewarded every time this number increases if you have the Ring Streak Booster enabled
RingsPurchased_Total	How many Rings you have purchased through In-App Purchases
RingsSpent_Total	How many Rings you have spent in your Sonic Dash Save File's lifetime

TimesDropRings_Total	How many times you have dropped your Rings. Occurs when you are damaged in the Endless Runner aspect of the game and your Rings are set to 0
VasesDestroyed_Total	Exact details unknown. Is how many vases you have destroyed in one of the game's events
MinesTriped_Total	How many Mines you have activated in the Endless Runner aspect of the game. Mines are the black and red objects found around the lanes and are dropped by the Dr. Eggman and Dr. Robotnik bosses
Rolls_Total	How many times you have activated a roll. A roll is not activated when you are already rolling and swipe down again to keep yourself rolling for longer
Rolls_Middle	How many times you have activated a roll in the middle lane. A roll is not activated when you are already rolling and swipe down again to keep yourself rolling for longer.
BridgesRolled_Total	Unknown, is integer.
CorkscrewsRan_total	How many corkscrews you have rolled through
LoopsBoosted_Total	How many loops you have rolled through
SetPiece_Total	Unknown, is integer
DashUses_Total	How many times you have started a Dash
DashUses_Session	How many times you have started a Dash in this Play Session
TempleVisits_Total	How many times you have visited the zone Temple Zone. Not sure if starting in the zone counts towards this number
GrassVisits_Total	How many times you have visited the zone Seaside Hill Zone. Not sure if starting in the zone counts towards this number
BeachVisits_Total	How many times you have visited the zone Beach Zone. Not sure if starting in the zone counts towards this number

PowerMagnetsPicked_Total	How many times you have picked up the Magnet Powerup whilst playing in the Endless Runner aspect of the game
PowerMagnetsPicked_Session	How many times you have picked up the Magnet Powerup whilst playing in the Endless Runner aspect of the game in this Play Session
PowerShieldPicked_Total	How many times you have picked up the Shield Powerup whilst playing in the Endless Runner aspect of the game
PowerShieldPicked_Session	How many times you have picked up the Shield Powerup whilst playing in the Endless Runner aspect of the game in this Play Session
PowerupsPicked_Total	How many times you have picked up Powerups whilst playing in the Endless Runner aspect of the game
PowerupsPicked_Session	How many times you have picked up Powerups whilst playing in the Endless Runner aspect of the game in this Play Session
MaxedPowerUps_Total	May be how many times you have fully upgraded a Powerup on characters (when a tick appears at the right)
MaxedPowerUpsOnAnyCharacter_Max	May be how many times you have fully upgraded a Powerup on a single character. The maximum is 5
RevivesUsed_Total	How many times you have revived yourself while playing the Endless Runner aspect of the game
RevivesUsed_Session	How many times you have revived yourself while playing the Endless Runner aspect of the game in this Play Session
HeadstartsUsed_Total	How many times you have used a Headstart at the beginning of a run
HeadstartsUsed_Session	How many times you have used a Headstart at the beginning of a run in this Play Session
SuperHeadstartsUsed_Total	How many times you have used a Super Headstart at the beginning of a run
SuperHeadstartsUsed_Session	How many times you have used a Super Headstart at the beginning of a run in this Play Session

RingsBanked_Run_Best	May be the greatest number of Rings you have banked in one run
RingStreaks_Run_Best	May be the greatest number of Ring Streaks you have performed in one run
Enemies_Run_Best	May be the greatest number of Enemies you have destroyed in one run
EnemyStreak_Run_Best	May be the greatest number of Enemy Streaks you have performed in one run
RegisteredFacebook	If you have connected to a Facebook account. Boolean as integers
RingsAsAmy_Total	How many Rings you have collected as the character Amy
MissionsCompleted_Total	How many missions you have completed. Missions are the tasks that give you Gems and Exp
GreaterMissionCompleted_NotUsed	May be how many difficult missions you have completed. Apparently goes unused
MissionsReplaced_Total	How many missions you have skipped. May be just advert or advert and Red Star Rings
MissionsRedRingSkip_Total_NotUsed	How many missions you have skipped by using Red Star Rings. Apparently goes unused
TimePlayed_Total	How long you have been playing Sonic Dash. Seems to be in seconds
TimePlayed_Session	How long you have been playing Sonic Dash in this Play Session. Seems to be in seconds
MaxMultiplier_Total	May be the maximum multiplier you can or have achieved. Highest should be 98 (2X Multiplier makes this possible)
MaxMultiplier_Session	May be the maximum multiplier you can or have achieved in this Play Session. Highest should be 98 (2X Multiplier makes this possible)
StarRingsEarned_Total	How many Star Rings you have obtained. Seems to be through all means possible
ShopPurchases_Total	How many Shop Purchases you have made. May count In-App Purchases
ShopPurchases_Session	How many Shop Purchases you have made in this Play Session. May count In-App Purchases
InAppPurchases_Total	How many In-App Purchases you have made

InAppPurchases_Session	How many In-App Purchases you have made in this Play Session
NumberOfGamingSessions_Total	Unknown, is integer
TimesBragged_Total	Unknown, is integer
FirstLeaderboardRewarded	A check to see if you have been obtained the reward for becoming first on the Leaderboard
NumberOfSessions_Total	How many Play Sessions have happened. Seems to be identical to LastSessionNumber
HighScoreRewarded	Unknown. Seems to be identical to FirstLeaderboardRewarded . May have same purpose
DCsCompleted_Total	Unknown, is integer. CD means Jigsaw. Unsure if DC is related
DCsCompletedConsecutive_Total	Unknown, is integer. Consecutive version of DCsCompleted_Total . CD means Jigsaw. Unsure if DC is related
CrabmeatJumpedOver_Total	How many Crabmeats you have jumped over completely
SpikysJumpedOver_Total	How many Spike Badnik's you have jumped over completely
PlantPotsJumpedOver_Total	Exact details unknown. How many Plant Pots you have jumped over completely
TotemsDashedThrough_Total	Exact details unknown. How many Totems you have dashed through
TimeAirbourne_Total	How long you have been airborne. Seems to be in seconds
BossBattles_Total	Either how many Boss Battles have activated, or how many Boss Battles you have won
BossBattlesEasy_Total	Either how many Easy Boss Battles have activated, or how many Easy Boss Battles you have won
BossBattlesHard_Total	Either how many Hard Boss Battles have activated, or how many Hard Boss Battles you have won
BoosterSpringSprings_Total	Exact details unknown. May be how much springs you have jumped off of with the Springs Booster

RingsAsBlaze_Total	How many Rings you have collected as the character Blaze
BoostersUsed_Total	How many Boosters you have used
MaxBoostersUsed_Total	Unknown, is integer
RegisteredGooglePlay	If you have connected to a Google Play account. Boolean as integers
GoldenEnemiesKilledAsSilver_Total	How many Golden Badniks you have destroyed whilst playing as the character Silver
RingStreaksBoosterBonusesAsRouge_Total	How many Ring Streak Bonuses you have received whilst playing as the character Rouge
SpringsBoosterBonusesAsRouge_Total	How much Springs Booster Bonuses you have received whilst playing as the character Rouge
GoldenChoppersKilledAsCream_Total	How many Golden Choppers you have destroyed whilst playing as the character Cream
BoostersUsedAsCream_Total	How many Boosters you have used
LeaderBoard_Size	How much people will show up on the Leaderboard. Default is 16
LeaderBoard_Rank	What position you are on the Leaderboard
Jumps_Total	How many times you have activated a Jump
SwitchLanes_Total	How many times you have switched lanes
DefeatBoss_Total	How many bosses you have defeated
LoopsOrCorkscrew_Max	Unknown, is integer
PowerupsUsed_Total	How many times you have used a Powerup. Not to be confused with Boosters
PowerupsUsed_Session	How many times you have used a Powerup in this Play Session. Not to be confused with Boosters

EventRuns_Total	May be how many times you have started a run whilst playing in an Event. Type of Event unknown
EventRuns_Session	May be how many times you have started a run whilst playing in an Event in this Play Session. Type of Event unknown
GreenHillZoneVisits_Total	How many times you have visited the zone Green Hill Zone. Not sure if starting in the zone counts towards this number
StarterPackSeen	May be a check to see if you have seen the Super Sonic one-time purchase
StorePromoRun	Unknown, is integer
PowerX2Picked_Total	How many times you have picked up the X2 Multiplier Powerup whilst playing in the Endless Runner aspect of the game
PowerX2Picked_Session	How many times you have picked up the Magnet Powerup whilst playing in the Endless Runner aspect of the game in this Play Session
Upgrades_Total	How many times you have purchased an upgrade for any character's Powerups
EnemiesSpikes_Total	May be how many Spike Badniks you have destroyed
EnemiesCrabmeat_Total	May be how many Crabmeats you have destroyed
EnemiesChoppers_Total	May be how many Choppers you have destroyed
DCsPiecesCollected_Total	Unknown, is integer. CD means Jigsaw. Unsure if DC is related
SkyVisits_Total	How many times you have visited the zone Sky Sanctuary Zone. Not sure if starting in the zone counts towards this number
SnowVisits_Total	How many times you have visited the zone Snow Mountain Zone. Not sure if starting in the zone counts towards this number
MushroomVisits_Total	How many times you have visited the zone Mushroom Hill Zone. Not sure if starting in the zone counts towards this number

SanFranciscoVisits_Total	How many times you have visited the zone Golden Bay Zone. Not sure if starting in the zone counts towards this number
DroneJumpedOver_Total	How many Drones you have jumped over completely
Score	Exact details unknown. May be your current score in the run
ScoreTotal	Exact details unknown. May be the Score at the end of the last run you completed
ScoreStartOfRun	Unknown, is integer
ScoreLastDroppedRings	The Score at when you last dropped your Rings
ScoreLastJump	May be the Score at when you last hit a Spring or last performed a Jump
Score_Run_Best	Your best run's Score. Is the number that shows up on the Leaderboard
Score_BoosterEndRunBonus_Total	Exact details unknown. May be the amount of Bonus Score you last received from the End Run Bonus Booster
Score_BoosterEnemyCombos_Total	Exact details unknown. May be the amount of Bonus Score you last received from the Enemy Combo Booster
Score_BoosterRingStreaks_Total	Exact details unknown. May be the amount of Bonus Score you last received from the Ring Streaks Booster
ScoreAsShadow_Total	May be the best Score you have reached whilst playing as the character Shadow
ScoreAsBlaze_Run	May be the Score you have reached whilst playing as the character Blaze in either your current or last run (may be last run whilst playing as the character Blaze)
Score_BoosterEnemyCombosAsEspio_Total	Exact details unknown. May be the amount of Bonus Score you last received from the Enemy Combo Booster whilst playing as the character Espio
DistanceRun_Total	Either how far you have travelled in Sonic Dash or how far you have run. Seems to be measured in in-game meters

DistanceLastPickedRing	How far you have travelled since the last time you picked up a Ring. Seems to be measured in in-game meters
DistanceLastBanked	How far you have travelled since the last time you banked all your Rings. Seems to be measured in in-game meters
Distance_Run_Best	Either the furthest distance you have travelled in one run or the furthest distance you have run. Not to be confused with Score_Run_Best
DistanceAsKnuckles_Total	The total distance you have travelled while playing as the character Knuckles
DistanceRun_Session	Either the total distance you have travelled in this Play Session or the total distance you have run. Seems to be measured in in-game meters
DistanceChangedLane	May be how far you have travelled since the last time you switched lanes. Seems to be measured in in-game meters
DistanceDashMeterFilled	May be how far you have travelled while your Dash Meter is maxed out. Seems to be measured in in-game meters
DistanceAsShadow_Total	The total distance you have travelled while playing as the character Shadow
DistanceAsTails_Total	The total distance you have travelled while playing as the character Tails
DistanceAsEspio_Total	The total distance you have travelled while playing as the character Espio
DistanceAsSonic_Total	The total distance you have travelled while playing as the character Sonic
DistanceAsAmy_Total	The total distance you have travelled while playing as the character Amy
DistanceAsBlaze_Total	The total distance you have travelled while playing as the character Blaze
DistanceAsCream_Total	The total distance you have travelled while playing as the character Cream
DistanceAsRouge_Total	The total distance you have travelled while playing as the character Rouge
DistanceAsSilver_Total	The total distance you have travelled while playing as the character Silver
RingsAsBig_Total	How many Rings you have collected as the character Big
DistanceAsBig_Total	The total distance you have travelled while playing as the character Big

DistanceRunMap_Total	May be how far you have run in Sonic Dash. Seems to be measured in in-game meters. Not to be confused with DistanceRun_Total
DistanceRunMap_Session	May be how far you have run in Sonic Dash in this Play Session. Seems to be measured in in-game meters. Not to be confused with DistanceRun_Session
DistanceRunMap_Today	May be how far you have run in Sonic Dash today. Seems to be measured in in-game meters. Not to be confused with DistanceRunMap_Session
DistanceInZone_Beach	The total distance you have travelled while in the zone Beach Zone
DistanceInZone_Grass	The total distance you have travelled while in the zone Seaside Hill Zone
DistanceInZone_Temple	The total distance you have travelled while in the zone Temple Zone
DistanceInZone_Eggman	The total distance you have travelled while in a Boss Zone against Eggman
DistanceInZone_Zazz	The total distance you have travelled while in a Boss Zone against Zazz
DistanceInZone_Green_Hill_Zone	The total distance you have travelled while in the zone Green Hill Zone
DistanceInZone_Sky	The total distance you have travelled while in the zone Sky Sanctuary Zone
DistanceInZone_Snow	The total distance you have travelled while in the zone Snow Mountain Zone
DistanceInZone_Mushroom	The total distance you have travelled while in the zone Mushroom Hill Zone
LastDayPlayed	The last recorded day you had played Sonic Dash. Laid out as MM/DD/YYYY HR:MIN:SEC -M
LastDayNotPlayed	The last recorded day you had not played Sonic Dash. Laid out as MM/DD/YYYY HR:MIN:SEC -M
StarterPackDate	Unknown, is date. Laid out as MM/DD/YYYY HR:MIN:SEC -M
StorePromoDay	Unknown, is date. Laid out as MM/DD/YYYY HR:MIN:SEC -M
VersionID	The current version ID of Sonic Dash
OneShotEvents	Exact details unknown. 3 digit list of records, may be ID's of One Shot Events in Sonic Dash

DialogDateLastShown_s_dialog_rate_me_dialog	The last recorded time you had received the Rate Me pop-up. Laid out as MM/DD/YYYY HR:MIN:SEC -M
User Is Paid	May be if the User has bought something for real money. Is Boolean
AdsRemoved	If advertisements have been removed via in-game purchase. Is Boolean
GemTotalProperty	How many Gems you currently own
DataLossWarningCanShow	Exact details unknown. Seems to be a check to see if the Cloud Backup Data Loss Warning pop-up can show up. Is Boolean displayed as integer
DataLossWarningTimesShown	How many times the Cloud Backup Data Loss Warning pop-up has showed up. Goes up by 1 every time this occurs
StorePurchase_LastMoneyPurchase	Exact details unknown. Seems to be the last time you have purchased Rings.
Respawn	Exact details unknown. Seems to be an invalid list, no Respawn powerup or item exists
Magnet	How many Magnet Powerup upgrades you have on your characters. More details at the bottom of the pdf
HeadStart	How many Headstart Powerup upgrades you have on your characters and how many Headstarts you own. More details at the bottom of the pdf
RollBoost	Exact details unknown. Seems to be an invalid list, no Roll Boost powerup or item exists
IncreasedAttackRange	Exact details unknown. Seems to be an invalid list, no Increased Attack Range powerup or item exists
DashLength	How many Dash Powerup upgrades you have on your characters. More details at the bottom of the pdf
X2Multiplier	How many X2 Multiplier Powerup upgrades you have on your characters. More details at the bottom of the pdf
DoubleRing	Exact details unknown. Seems to be an invalid list, no Double Ring powerup or item exists. May be if the Double Ring purchase is active for this character. More details at the bottom of the pdf

SuperHeadStart	How many Super Headstart Powerup upgrades you have on your characters. More details at the bottom of the pdf
Shield	How many Shield Powerup upgrades you have on your characters. More details at the bottom of the pdf
FreeRevive	Exact details unknown. Seems to be an invalid list, no Free Revive powerup or item exists. May be if the Double Ring purchase is active for this character. More details at the bottom of the pdf
Booster_SpringBonus	How many Spring Bonus Boosters you own. More details at the bottom of the pdf
Booster_EnergyComboBonus	How many Enemy Combo Boosters you own. More details at the bottom of the pdf
Booster_RingStreakBonus	How many Ring Streak Bonus Boosters you own. More details at the bottom of the pdf
Booster_ScoreMultiplier	How many Score Multiplier Boosters you own. More details at the bottom of the pdf
Booster_GoldenEnemy	How many Golden Badnik Boosters you own. More details at the bottom of the pdf
OneOffPromoClaimed_DannonPromoData_1_7_2020_Stage1	Unknown, is Boolean
OneOffPromoClaimed_DannonPromoData_1_7_2020_Stage2	Unknown, is Boolean
OneOffPromoClaimed_DannonPromoData_1_7_2020_Stage3	Unknown, is Boolean
OneOffPromoClaimed_DannonPromoData_1_7_2020_Stage4	Unknown, is Boolean
DialogDateLastShown_s_dialog_data_loss_warning	The last recorded time you had received the Cloud Backup Data Loss pop-up. Laid out as MM/DD/YYYY HR:MIN:SEC -M
CharacterSelection	Exact details unknown. Seems to be what character you have currently selected. More details at the bottom of the pdf
MusicVolume	The current in-game music volume. Maximum is 1

SfxVolume	The current in-game sound effect volume. Maximum is 1
LastRunDistance_0	May be how far you have travelled or run on the run before this current/last one
LastRunDistance_1	May be how far you have travelled or run on the run before LastRunDistance_0
LastRunDistance_2	May be how far you have travelled or run on the run before LastRunDistance_1
AchievementState_SonicRampage	The current achievement state for the achievement 'SONIC RAMPAGE'. More details at the bottom of the pdf
AchievementState_RingHoarder	The current achievement state for the achievement 'RING HOARDER'. More details at the bottom of the pdf
AchievementState_PowerOverload	The current achievement state for the achievement 'POWER OVERLOAD'. More details at the bottom of the pdf
AchievementState_KnucklesOnTheMove	The current achievement state for the achievement 'KNUCKLES ON THE MOVE'. More details at the bottom of the pdf
AchievementState_CaChing	The current achievement state for the achievement 'CA_CHING'. More details at the bottom of the pdf
AchievementState_SkylsTheLimit	The current achievement state for the achievement 'SKY'S THE LIMIT'. More details at the bottom of the pdf
AchievementState_Ringmaster	The current achievement state for the achievement 'RINGMASTER'. More details at the bottom of the pdf
AchievementState_SuperSonic	Seems to be the current achievement state for an invalid achievement. More details at the bottom of the pdf
AchievementState_MissionMaster	The current achievement state for the achievement 'MISSION MASTER'. More details at the bottom of the pdf
AchievementState_OnARoll	The current achievement state for the achievement 'ON A ROLL'. More details at the bottom of the pdf
AchievementState_ActionPacked	The current achievement state for the achievement 'ACTION PACKED'. More details at the bottom of the pdf

AchievementState_HotHeels	The current achievement state for the achievement 'HOT HEELS'. More details at the bottom of the pdf
AchievementState_SEGAMember	Seems to be the current achievement state for an invalid achievement. More details at the bottom of the pdf
AchievementState_EasyTarget	The current achievement state for the achievement 'EASY TARGET'. More details at the bottom of the pdf
AchievementState_WarmUp	The current achievement state for the achievement 'WARM-UP'. More details at the bottom of the pdf
AchievementState_GoldFish	The current achievement state for the achievement 'GOLDFISH'. More details at the bottom of the pdf
AchievementState_ItAintOver	The current achievement state for the achievement 'IT AINT OVER'. More details at the bottom of the pdf
AchievementState_Springtime	The current achievement state for the achievement 'SPRINGTIME'. More details at the bottom of the pdf
AchievementState_ThatWasCool	The current achievement state for the achievement 'THAT WAS COOL!'. More details at the bottom of the pdf
AchievementState_Streaker	The current achievement state for the achievement 'STREAKER'. More details at the bottom of the pdf
AchievementState_KillTheLight	The current achievement state for the achievement 'KILL THE LIGHT'. More details at the bottom of the pdf
AchievementState_ChasingShadows	The current achievement state for the achievement 'CHASING SHADOWS'. More details at the bottom of the pdf
AchievementState_RingOfFire	The current achievement state for the achievement 'RING OF FIRE'. More details at the bottom of the pdf
AchievementState_Trailblazer	The current achievement state for the achievement 'TRAILBLAZER'. More details at the bottom of the pdf
AchievementState_RunningMiles	The current achievement state for the achievement 'RUNNING MILES'. More details at the bottom of the pdf
AchievementState_MilesPerHour	The current achievement state for the achievement 'MILES PER HOUR'. More details at the bottom of the pdf

AchievementState_HelpingHand	The current achievement state for the achievement 'HELPING HAND'. More details at the bottom of the pdf
AchievementState_FullyLoaded	The current achievement state for the achievement 'FULLY LOADED'. More details at the bottom of the pdf
AchievementState_MarathonMan	The current achievement state for the achievement 'MARATHON MAN'. More details at the bottom of the pdf
AchievementState_OnlyForTheBrave	The current achievement state for the achievement 'ONLY FOR THE BRAVE'. More details at the bottom of the pdf
AchievementState_ItsNoSprint	The current achievement state for the achievement 'IT'S NO SPRINT'. More details at the bottom of the pdf
AchievementState_Adventurer	The current achievement state for the achievement 'ADVENTURER'. More details at the bottom of the pdf
AchievementState_BeachBum	The current achievement state for the achievement 'BEACH BUM'. More details at the bottom of the pdf
AchievementState_Alchemy	The current achievement state for the achievement 'ALCHEMY'. More details at the bottom of the pdf
AchievementState_SilverStreak	The current achievement state for the achievement 'SILVER STREAK'. More details at the bottom of the pdf
AchievementState_BattingStreak	The current achievement state for the achievement 'BATTING STREAK'. More details at the bottom of the pdf
AchievementState_BlingSpring	The current achievement state for the achievement 'BLING SPRING'. More details at the bottom of the pdf
AchievementState_CreamOfTheChop	The current achievement state for the achievement 'CREAM OF THE CHOP'. More details at the bottom of the pdf
AchievementState_BoostedBunny	The current achievement state for the achievement 'BOOSTED BUNNY'. More details at the bottom of the pdf
AchievementState_EspioReady	The current achievement state for the achievement 'ESPIO IS CLEARLY READY TO GO'. More details at the bottom of the pdf
AchievementState_KomboChamelion	The current achievement state for the achievement 'KOMBO CHAMELION'. More details at the bottom of the pdf

NextBossProperty	Unknown, is integer
DialogTimesShown_s_dialog_projectx_welcome	Unknown, is integer. Seems to be some sort of dialog pop-up for a welcome to a project. Should go up by 1 every time this occurs
MissionCompletedCount	How many missions you have completed
MissionRefreshBaseUtcOffsetTicks	Exact details unknown. Seems to be some sort of offset for mission refreshes. UTC means Universal Time Coordinated
MissionActivationsRefreshTimeTicks	Unknown, is integer
MissionActivationsBeforeCooldown	How many missions you can activate before a mission cooldown takes place
MissionSlotProgressionType_0	What type of mission is in Mission Slot 1. More details at the bottom of the pdf
MissionSlotProgressionIndex_0	Unknown, is integer. Seems to be what 'index' the mission in Mission Slot 1 is
MissionSlotProgressionMissionCooldown_0	Unknown, is integer
MissionSlotProgressionReplaceCooldown_0	Unknown, is integer
MissionSlotProgressionSkipCooldown_0	Unknown, is integer
MissionIdentifier_0	The mission ID for the current mission in Mission Slot 1. More details at the bottom of the pdf
MissionAmount_0	Exact details unknown. May be how many of a certain currency you will receive
MissionDelta_0	Unknown, is integer
MissionTargetAmount_0	Exact details unknown. May be how many of a certain currency you are targeted to receive
MissionNotified_0	Exact details unknown. Seems to be a check to see if the user has been notified that this mission is available
MissionSlotProgressionType_1	What type of mission is in Mission Slot 2. More details at the bottom of the pdf
MissionSlotProgressionIndex_1	Unknown, is integer. Seems to be what 'index' the mission in Mission Slot 2 is

MissionSlotProgressionMissionCooldown_1	Unknown, is integer
MissionSlotProgressionReplaceCooldown_1	Unknown, is integer
MissionSlotProgressionSkipCooldown_1	Unknown, is integer
WheelOfFortuneLastFreeSpinDate	The last recorded time you either received or used a Wheel of Fortune free spin. Laid out as MM/DD/YYYY HR:MIN:SEC -M
WheelOfFortuneKnowAboutYourSpin	Exact details unknown. May be a check to see if the user is aware that they have a Wheel of Fortune spin available
WheelOfFortuneSegmentWeightings	Exact details unknown. The weighting of how likely you are to receive a certain prize from the Wheel of Fortune
WheelOfFortuneCachedJackpotData	Exact details unknown. Seems to be some details regarding the current Wheel of Fortune jackpot
WheelOfFortuneFirstTimeSpinAvailable	If you first Wheel of Fortune spin is available. Unknown how different this is to a regular Wheel of Fortune spin
WheelOfFortuneFirstTimeSpinTrusted	Exact details unknown. Seems to be if the game trusts the Wheel of Fortune first time spin data
WOFCanLogMissedFreeSpins	Exact details unknown. Seems to be if the game can log down data for every time a Wheel of Fortune free spin has been missed. Log area: WOFAmountOfFreeSpinsMissed
WOFCanWatchAdForFreeSpin	If you are able to watch an advertisement to receive a Wheel of Fortune free spin
WOFCanWatchAdAndFreeSpinAvailable	If you have watched an advertisement and now have a Wheel of Fortune free spin. Should be inverse to WOFCanWatchAdForFreeSpin
DialogTimesShown_s_dialog_server_message	Unknown, is integer. Seems to be some sort of dialog pop-up for a server message. Should go up by 1 every time this occurs
LastRunRemindGPlus	Unknown, is integer. GPlus stands for Google+, a now shutdown service

CDLastDateCompleted	The last date that the Jigsaw was completed. Laid out as MM/DD/YYYY HR:MIN:SEC -M
CDTrustedLastDateCompleted	Exact details unknown. Seems to be if the game trusts the Jigsaw Last Date Completed data
CDCurrentDate	Exact details unknown. The current date of the Jigsaw
CDTrustedCurrentDate	Exact details unknown. Seems to be if the game trusts the Jigsaw Current Date data
CDChallengeRewarded	If you have been rewarded by your current Jigsaw
CDCompleted	If you have completed your current Jigsaw. Should be the same as CDChallengeRewarded
CDActive	If you currently have to complete your current jigsaw. Should be the inverse of CDCompleted/CDChallengeRewarded
CDDayNumber	The current day of the Jigsaw. Computers count from 0, so Day 5 should be 4
CDPiece1	Either if you have or need to obtain Jigsaw Piece 1 (Top Left)
CDPiece2	Either if you have or need to obtain Jigsaw Piece 2 (Top Right)
CDPiece3	Either if you have or need to obtain Jigsaw Piece 3 (Bottom Left)
CDPiece4	Either if you have or need to obtain Jigsaw Piece 4 (Bottom Right)
CDPreviousTime	Exact details unknown. May be the last time you obtain a Jigsaw Piece. Laid out as Mm/DD/YYYY HR:MIN:SEC -M
CDTrustedPreviousTime	Exact details unknown. Seems to be if the game trusts the Jigsaw Previous Time data
RSR_NumberOfRSRCollectedToday	How many Red Star Rings you have collected today
RSR_NumberOfRSRSpawnedToday	How many Red Star Rings have spawned whilst playing in the Endless Runner aspect of the game today
RSR_DistLastSpawnedRSR	Exact details unknown. May be the distance you are from the last spawned Red Star Ring or the distance from the

	beginning of the run the last Red Star Ring was spawned from
RSR_NextDistToSpawn	The amount of distance until the next Red Star Ring gets spawned
RSR_Today	Exact details unknown. May be when the last recorded time you collected a Red Star Ring whilst playing the Endless Runner aspect of the game. Laid out as MM/DD/YYYY HR:MIN:SEC -M
Banked Rings Total	Seems to be how many Rings you currently own
Star Rings Total	Seems to be how many Red Star Rings you currently own
TOffer_LastOfferTime	TOffer may stand for Targeted Offer. May be the last time you were offered to purchase a Temporary Offer. Laid out as MM/DD/YYYY HR:MIN:SEC -M
TOffer_CurrentOffer	May be the current Targeted Offer. Blank if invalid
TOffer_CurrentOfferID	The ID for the current available Targeted Offer. Blank if invalid
TOffer_NumTimesOffered	How many times Targeted Offer's have prompt themselves to you. Goes up by 1 every time this occurs
TargetedOffersShown	May be the ID's for all Targeted Offers shown to you in the past
FTUE	Unknown, is string
ShowTutorial	If the In-Game tutorial should be currently active.
TrackTutorialShown	If the Movement tutorial has been shown and completed by the user.
AttackTutorialShown	If the Attack tutorial has been shown and completed by the user
DashTutorialShown	If the Dash tutorial has been shown and completed by the user
CharacterState	The states for all characters available in the game. More details at the bottom of the pdf
WOFAmountOfNormalPrizesWonTotal	How many regular prizes you have received from the Wheel of Fortune

WOFAmountOfNormalPrizesWonToday	How many regular prizes you have received from the Wheel of Fortune today
WOFAmountOfJackpotPrizesWonTotal	How many jackpot prizes you have received from the Wheel of Fortune
WOFAmountOfJackpotPrizesWonToday	How many jackpot prizes you have received from the Wheel of Fortune today
WOFAmountOfPaidSpinsTotal	Seems to be how many Wheel of Fortune spins you have purchased for Red Star Rings
WOFAmountOfPaidSpinsToday	Seems to be how many Wheel of Fortune spins you have purchased for Red Star Rings today
WOFAmountOfFreeSpinsTaken	May be how many Wheel of Fortune free spins you have taken/used
WOFAmountOfFreeSpinsMissed	How many Wheel of Fortune free spins you have missed. Log area for WOFCanLogMissedFreeSpins
WOFLastPrizeWon	The last prize you have won from the Wheel of Fortune NO PRIZE SET is invalid
WOFLastPrizeWonType	Exact details unknown. The type of prize you last won from the Wheel of Fortune
WOFSpinsTotal	Either how many Wheel of Fortune spins you have received or used
WOFDateOfLoggedAnalytics	Exact details unknown. May be the date all the Wheel of Fortune data above had been logged
HappinessZone0	The amount of Happiness in the zone Seaside Hill Zone. Max: 1000
NextRewardZone0	Exact details unknown. The next Happiness Reward in the zone Seaside Hill Zone. -1 if invalid
HappinessZone1	The amount of Happiness in the zone Beach Zone. Max: 1500
NextRewardZone1	Exact details unknown. The next Happiness Reward in the zone Beach Zone. -1 if invalid
HappinessZone2	The amount of Happiness in the zone Snow Mountain Zone. Max: 1500
NextRewardZone2	Exact details unknown. The next Happiness Reward in the zone Snow Mountain Zone. -1 if invalid

HappinessZone3	The amount of Happiness in the zone Green Hill Zone. Max: 1500
NextRewardZone3	Exact details unknown. The next Happiness Reward in the zone Green Hill Zone. -1 if invalid
HappinessZone4	The amount of Happiness in the zone Temple Zone. Max: 1500
NextRewardZone4	Exact details unknown. The next Happiness Reward in the zone Temple Zone. -1 if invalid
HappinessZone5	The amount of Happiness in the zone Sky Sanctuary Zone. Max: 1500
NextRewardZone5	Exact details unknown. The next Happiness Reward in the zone Sky Sanctuary Zone. -1 if invalid
HappinessZone6	The amount of Happiness in the zone Mushroom Hill Zone. Max: 1500
NextRewardZone6	Exact details unknown. The next Happiness Reward in the zone Mushroom Hill Zone. -1 if invalid
HappinessZone1	The amount of Happiness in the zone Golden Bay Zone. Golden Bay Zone does not support happiness, should be 0
NextRewardZone1	Exact details unknown. The next Happiness Reward in the zone Golden Bay Zone. Golden Bay Zone does not support Happiness Rewards, should be 0
DialogRunLastShown_s_dialog_rate_me_dialog	Exact details unknown. Seems to be something about the Rate Me pop-up showing up in a run
DialogDateTracked_s_dialog_rate_me_dialog	The last recorded date you received the Rate Me dialog pop-up. Laid out as MM/DD/YYYY HR:MIN:SEC -M
DialogRunCountAtDate_s_dialog_rate_me_dialog	Unknown, is integer
Highest Score	The highest Score you have reached in one run. Is the same as Score_Run_Best
xpAmount	The amount of Exp you currently own. More details at the bottom of the pdf
ActualCohort	Unknown, is integer
LoadingHintsIndex	Exact details unknown. May be the amount of different Loading Hints you have recieved

PurchaseRemovesAdsTimesShown	How many times the Remove Ads purchase pop-up has been shown. Goes up by 1 every time this occurs
PurchaseRemovesAdsLastRunShown	Exact details unknown. The last run that the Remove Ads purchase pop-up had been shown
StartZoneIndex	May be the currently selected Zone (the one you start a run in)
RevealedZonesState	Exact details unknown. The current 'Revealed Zones' state
DialogRunLastShown_s_dialog_server_message	Exact details unknown. Seems to be something about the unknown Server Message pop-up showing up in a run
DialogDateTracked_s_dialog_server_message	The last recorded date you received the unknown Server Message pop-up. Laid out as MM/DD/YYYY HR:MIN:SEC -M
DialogRunCountAtDate_s_dialog_server_message	Unknown, is integer
RateMeCanShow	If the Rate Me pop-up can be shown
RateMeVersion	Seems to be what version of Sonic Dash the Rate Me pop-up will transfer you to
RateMeTimeTriggered	How many times the Rate Me dialog pop-up has been triggered. Goes up by 1 every time this occurs
RateMeTimesShown	How many times the Rate Me dialog pop-up has been shown. Goes up by 1 every time this occurs. Probably should be the same as RateMeTimesTriggered
RateMelsFirst	If the upcoming/current Rate Me pop-up is your first one. More details at the bottom of the pdf
SeenCharacterMenu	If the user has seen the Character Menu. More details at the bottom of the pdf
FirstReturnToMenuDone	Exact details unknown. If the user has returned to the Main Menu for the first time. May change what function are available
SecondReturnToMenuDone	Exact details unknown. If the user has returned to the Main Menu for the second time. May change what function are available
ThirdReturnToMenuDone	Exact details unknown. If the user has returned to the Main Menu for the third

	time. May change what function are available
MissionIdentifier_1	The mission ID for the current mission in Mission Slot 2. More details at the bottom of the pdf
MissionAmount_1	Exact details unknown. May be how many of a certain currency you will receive
MissionDelta_1	Unknown, is integer
MissionTargetAmount_1	Exact details unknown. May be how many of a certain currency you are targeted to receive
MissionNotified_1	Exact details unknown. Seems to be a check to see if the user has been notified that this mission is available
AGE_GATE_DECLARATION_TIME	The time that your current age was declared on Sonic Dash. Laid out as MM/DD/YYYY HR:MIN:SEC -M
TrackAvailableCache_0	If the zone Seaside Hill Zone should be available to the user
TrackAvailableCache_1	If the zone Beach Zone should be available to the user
TrackAvailableCache_2	If the zone Snow Mountain Zone should be available to the user
TrackAvailableCache_3	If the zone Green Hill Zone should be available to the user
TrackAvailableCache_4	If the zone Temple Zone should be available to the user
TrackAvailableCache_5	If the zone Sky Sanctuary Zone should be available to the user
TrackAvailableCache_6	If the zone Mushroom Hill Zone should be available to the user
TrackAvailableCache_7	If the zone Golden Bay Zone should be available to the user. Only does something if a Movie Sonic event is underway
BuilderSaveData_grass	The Animal Habitat Builder data for the zone Seaside Hill Zone. More details at the bottom of the pdf
TimeWindowStartVideoForFree	Unknown, is date. Laid out as MM/DD/YYYY HR:MINLSEC -M
NumUsesSinceTimeWindowStartVideoForFree	Unknown, is integer

Last New Content Version Seen	Exact details unknown. Seem to be the last version of the game that you had seen any new content
timeTillNextFreeTicket	Unknown, is date. Laid out as MM/DD/YYYY HR:MINLSEC -M
FlickyStorageProperty	How many Flickies you currently own. Flickies are the blue bird animals. Tied zone: Seaside Hill Zone
TimeWindowStartVideoForDoubler	Unknown, is date. Laid out as MM/DD/YYYY HR:MINLSEC -M
NumUsesSinceTimeWindowStartVideoForDoubler	Unknown, is integer
Notification Manager State StoreContent	Unknown, is list(?)
Notification Manager State Upgrades	Unknown, is list(?)
Notification Manager State Generic	Unknown, is list(?)
One Shot Purchases	All the One Shot Purchases you currently own. More details at the bottom of the pdf
BuilderSaveData_beach	The Animal Habitat Builder data for the zone Beach Zone. More details at the bottom of the pdf
BuilderSaveData_snow	The Animal Habitat Builder data for the zone Snow Mountain Zone. More details at the bottom of the pdf
eventTicketCount	Exact details unknown. May be how many Event Tickets you currently should own. Event Tickets = unknown right now
BuilderSaveData_ghz	The Animal Habitat Builder data for the zone Green Hill Zone. More details at the bottom of the pdf
BuilderSaveData_temple	The Animal Habitat Builder data for the zone Temple Zone. More details at the bottom of the pdf
BuilderSaveData_sky	The Animal Habitat Builder data for the zone Sky Sanctuary Zone. More details at the bottom of the pdf
BuilderSaveData_mushroom	The Animal Habitat Builder data for the zone Mushroom Hill Zone. More details at the bottom of the pdf

WheelOfFortuneDeltaSeed	Exact details unknown. May be the seed for the current layout of the active Wheel of Fortune
PeckyStorageProperty	How many Peckies you currently own. Peckies are the penguins animals. Tied zone: Snow Mountain Zone
RickyStorageProperty	How many Rickies you currently own. Rickies are the squirrel animals. Tied zone: Snow Mountain Zone
CuckyStorageProperty	How many Cuckies you currently own. Cuckies are the chicken animals. Tied zone: Sky Sanctuary Zone
PickyStorageProperty	How many Pickies you currently own. Pickies are the pig animals. Tied zone: Mushroom Hill Zone
PockyStorageProperty	How many Pockies you currently own. Pockies are the rabbit animals. Tied zone: Temple Zone
RockyStorageProperty	How many Rockies you currently own. Rockies are the rabbit animals. Tied zone: Beach Zone
CallToActionActivateRunCount_MissionsButton	Unknown, is integer

Bottom of PDF Extra Info

Yep... this is the part of the pdf that include any extra information about the Sonic Dash Save Files that was not included above because the info is a bit more special. Some extra info that might be found useful is also included. None of the data has been written yet, you just gotta wait a bit for that... All of the Partition Data above has been written down (is subject to change though) Whoo!

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