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.**

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	How far you have travelled in Sonic Dash. 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	The furthest distance you have travelled in one 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	The total distance you have travelled in this Play Session
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