**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…

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| --- | --- |
| **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\_EnemyComboBonus** | 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\_KnuclesOnTheMove** | 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\_SkyIsTheLimit** | 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 |