

Sonic Unwiished: Post-story 100% Guide

Condensed Route:

Sun medals 84:50 Moon medals
Mazuri Village
Mazuri Gates
Apotos Gates
Apotos Day+Night Missions, 90:53
Spagonia Gate
Spagonia Day Missions, 90:56
Holoska Gate
Holoska Day Missions, 90:59
Shamar Gates
Chun-nan Gate
Chun-nan Day Mission, 90:63
Ajabat Gate
Ajabat Day Missions, 90:66
Shamar Day Stage Select, 90:67
Eggmanland Day+Night Stage Select, 92:68
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Holoska Gate
Holoska Night Missions, 96:69
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Spagonia Night Missions, 98:69
Shamar Gate
Shamar Night Missions, 100:69
Ajabat Gates
Ajabat Night Missions, 102:69
Shamar Day Stage Select, 102:70
Eggmanland Night Stage Select, 103:70
Ajabat Day Stage Select, 103:71

The level progression for both any% and 100% during the story is the same. It is slower to do the missions via stage select during the story, and better to wait until you have a decent number of them compiled after it's over. The reason for this is because Gaia Gates will load multiple unplayed missions sequentially, and give you the "Continue" option like it does during the story. Doing it via stage select kicks you back to the world map after every level, requiring you to navigate back through the stage select menu in order to play the next level. If you have 2 or more levels to play, Gaia Gate is faster, and

you get the advantage of unlocking rooms along the way. If there's only one, stage select is faster. You'll alternate both while doing this route. I open the second door to the right in Spagonia, the first door to the right in Holoska, and the second door to the right in Chun-nan during the story, so those won't be covered here.

For this route to work smoothly, you need to do a simple out of bounds glitch in both the Adubat and Mazuri gate. You can see these tricks here <https://www.youtube.com/watch?v=p9d-IAIwVSk> and here <https://www.youtube.com/watch?v=gi1hYVTiPpl> You need to get into the second door to the right in order to unlock 2 Eggmanland Night missions early in Adubat, and also the second door to the right in Mazuri to save an extra trip to the gate. Do both of these upon your first visit to the gates.

Following the story mode, if you've done no extra missions and received all S ranks, you'll have 84 sun medals and 50 moon medals. Your main objective for unlocking all rooms as quickly as possible is getting 69 Moon medals. Your first stop will be Mazuri Village. You never go to this continent during the story once you have the option to switch day & night, so you need the night item here. Switch to night and go to the Hunter's Home and talk to Kwami for the item. Proceed to the Sacred Shrine. There are two doors that can be unlocked. Clear them and take the warp to Apotos.

- First door to the right: 1 Holoska Night Mission, 1 Chun-nan Night mission, 1 Shamar Day mission
- Door to the left: 1 item

All doors in Apotos will be open at this point. Clear all rooms on the right and go to the night gate to clear all tutorials. Your sun medals will now be at 90. Clear the room on the left and enter the day gate. Your moon medals will be at 53.

- First door to the right: 1 Holoska Night mission, 1 item
- Second door to the right: 3 items
- Door to the left: 1 item

- Unscathed:
- Rings:
- Time Attack: 1 item

Go to Spagonia Gate on the world map and clear the second room to the left, then proceed to the day missions. Your moon medal count will be 56.

- Second door to the left: 1 Chun-nan Day mission, 1 Holoska day mission, 1 item (If you've gathered every item in the game at this point, you'll receive a day mission for Chun-nan here)
- Wall Jump Tutorial
- Unscathed: 1 item
- Rings: 1 item

Proceed to Holoska gate on the world map and clear the first door on the right, then go complete the day missions. Your moon medal count will be 59.

- Second door to the right: 2 items
- Time Attack 1: 2 items
- Time Attack 2: 1 item
- Rings: 1 item

Shamar holds a handful of missions for other stages, but does not have any missions worth clearing itself at this point (one day stage, no night stages). Just take the world map here and clear the rooms.

- First door to the right: 1 Adubat day mission, 3 items
- Second door to the right: 1 Adubat day mission, 1 Chun-Nan day mission, 2 items
- First door to the left: 1 Spagonia night mission, 1 Spagonia day mission, 1 Shamar night mission, 1 Chun-Nan night mission

After clearing the rooms in Shamar, take the warp to Chun-nan and clear the room there. Then proceed to the day missions. Your moon medal count will be 63.

- First door to the right: 2 items
- Unscathed: 1 item
- Rings: 1 item
- Time Attack 1
- Time Attack 2: 1 item

Proceed to Adubat on the world map and clear the open room there, then do the day missions. Your moon medal count will be 66.

- Second door to the left: 2 Adubat Night mission, 1 Adubat day mission
- Time Attack: 1 item

- Don't Break Anything: 1 item
- Rings

At this point, you'll be cleaning up some extra missions on the world map through stage select so you can have enough moon medals to start unlocking doors:

Shamar Ring mission: 1 item

Eggmanland unscathed: 1 item

Eggmanland Treasure: 1 item

Eggmanland don't get hit: 1 item

Spagonia time attack: 2 items

Your medal count at this point will be 69 Moon medals and 92 Sun medals.

Proceed to Chun-nan on the world map, clear the remaining room, and complete the night missions. Your sun medal count will be 94.

- Second door to the left: 1 Shamar night mission, 1 item
- First door to the left: 3 items

- Don't get hit: 1 item
- Battle Royale: 1 item

Proceed to Holoska on the world map, clear the remaining room, and complete the night missions. Your sun medal count will be 96.

- Door to the left: 1 Shamar Day mission, 3 items

- Battle Royale: 1 item
- Break nothing: 1 item

This is the point where it's important that you unlocked the second room on the right in Adabat early. If you hadn't, you would only have 94 sun medals at this point, and there's a door in Spagonia that requires 95. This requires you to select an extra level via stage select, and makes things inconvenient for the remainder of the route, as there are only 2 night stages per level.

Proceed to Spagonia on the world map, clear the remaining room, and complete the night missions. Your sun medal count will be 98

- First door to the left: 3 items
- First door to the right: 4 items

- Treasure: 1 item

- Don't break anything: 1 item

Clear the remaining room in Shamar and finish the Night missions. Your sun medal count will be 100.

- Second door to the left: 3 items
- Treasure: 1 item
- Break nothing: 1 item

Proceed to Adabat on the world map, clear the remaining rooms (mindful that you've already cleared the second one to the right), and finish the night missions. Your sun medal count will be 102.

- First door to the left: 1 Eggmanland night mission, 4 items
- First door to the right: 4 items
- Battle Royale: 1 item
- Don't get hit: 1 item

At this point you're ready to clean up the last of the stages via stage select:

Shamar time attack: 1 item

Eggmanland Battle Royale: 1 item

Your count will be 103 sun medals, and 70 moon medals.

If you've collected every item in the game, you'll be notified that you've unlocked the final mission. Go to Adabat on the world map and collect the item and finish the stage to complete the game.

- Unscathed: 1 item