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Sonic racing wisps

Bạn có thể chơi trò chơi không giới hạn. Chỉ với một đăng ký. Thê Miên Phi* App này chỉ khả dụng trên App Store dành cho iPhone, iPad và Apple TV. The world's fastest hedgehog has returned to SONIC RACING! Take control of one of the 15 playing characters from the Sonic universe and compete for the ultimate multiplayer racing experience. COLLECT power-ups, SET TRAPS and ATTACK competitors all while driving at high speeds. Ready, Set, RACE! DECIDE HOW YOU WANT TO PLAY! Enjoy single-player mode, play with friends, or go big and play with people around the world in multiplayer mode. CREATE YOUR TEAM! Each character has its own unique advantages and brings a special team's ability into the mix. LOTS OF TRACKS IN THE RACE! A total of 15 tracks, each divided into 5 zones. WISPS IS BACK! 15 impressive creatures help beat rival teams and get ahead. They are always ready to offer help whenever they need it. HOLD ON TO RACING! Get more awards more for you in the race. Complete challenges and earn even more prizes. The ultimate speed experience awaits you! Ready, Set, RACE! -----Privacy Policy: use 🔒 SEGA. All rights reserved ID: 12355 SEGA, SEGA logo, SONIC THE HEDGEHOG and SONIC RACING are registered trademarks of SEGA Holdings Co., Ltd. or its affiliates. 22/05/2020 Phiên bản 1.3.0 - Final Fortress Zone is here! All this new environment has 3 brand new tracks that will take you to eggman's flagship heart! Race past turbines and giant gun turrets as you battle your rivals to victory!- 4 player mode is now available! Choose your favorite character and face in front of your family and friends 4 player head-to-head race!- We listened to your feedback and made huge improvements in all the game menus. Search for Wisp and Team Ability tutorial videos, faster updates, enhanced controller, and Siri remote support across the board and more! Trang Web Cêa Nhà Phát Triển Hệ Trê App Chính Sách Quyền Riêng Tư Follow Sonic Racing is a 1v1 arcade style racer. - With a twist! Although you control one character, you'll have two AI teammates to help you. They will be racing near you, and depending on the team you have chosen, they will give you a bunch of things, give you a boost, or help you in other ways! Touch controls are accelerating: The game speeds up automatically, freeing you to focus on driving your karts and using the Wisps you dial steering wheel: There are three different options for driving with touch controls that you can change in the settings menu on the Controls tab: Fixed: The steering wheel sits at the bottom of the screen. To control it, turn it by dragging your finger or tap the left or right side to rotate. Thumbstick: Put your thumb in any to set the set position, then drag it to the left or right to control the thumb wheel: It works much like a thumbstick, except instead of placing a thumbstick on the thumbstick, it sets the thumb dial. Turn the wheel by dragging your thumb using Wisps: To use your installed Wisp, just tap the Wisp button - by default it's in the lower-right corner of the screen, but it can be moved to settings --&t; Controls menu Gamepad controls Accelerating: Like touch controls, the game speeds up automatically. Steering: Drive your kart with a left thumb stick using Wisps: The lower central button activates the current Wisps - the X button on the PlayStation 4 game console or the button on the A Xbox One game console. Tips For selecting the right teammates can be the difference between winning and loss. Look at each character's ability to decide what to use in your squad OK time wisp can you pull victory from the jaws of defeat Need an extra boost? Turn as far as you can in one direction until the jet at the end of your kart starts firing. When you stop turning, you'll be rewarded with a boost! Was this article useful? 8 out of 9 found it useful Have more questions? Submit the application Team Sonic Racing will be a new arcade kart racing video game developed by Publisher Sega and Developer Sumo Digital. It contains a single player and multiplayer race that supports up to 12 players. The game offers 15 playing characters, 4 players split screen, different game modes such as time trails, team adventure mode, car parts to improve performance and more. So below you will find a manual, a list of all wisp items and what is their function. List of All Wisps and what they do to Team Sonic RacingOrange Rocket Wisp – It's an orange two-eye wisp with rocket shape. this allows the user to send the rocket forward. Red Eagle Wisp - This is a red three-eye wisp. it's like a hooking missile that chases an opponent before hitting. White Boost Wisp – This is a white one-eyed wisp. This gives an instant speed explosion to get speed, and also allows you to return to the tracks after the car turns and moves out of the way. Yellow Orange Strip Drill Wisp - This is a yellow and orange stripe wisp that looks like squid. this gives the player a boost and temporary invincibility. Pink Spike Wisp – This pink one-eyed wisp, he turns his car into a heavy ramming machine. While using it, if you ram into other cars you will spin them. This wisp is only available and can be used for Power Class characters. Blue Quake Wisp – This is a blue three-eye wisp, it allows players to create pillars in front to block the opponent's path. Black Bomb Wisp - It's a black wisp. it can be thrown forward or outside its spin them. Purple Void Wisp - It's purple no eye wisp. this allows players to suck nearby objects and rings. Rings. It also slows down your opponents. This wisp is only available and can be used for Power Class characters. Ivory Lightning Wisp - This is an ivory-colored two-eye wisp. This allows you to strike lighting towards the opponent and causes them to spin. Cyan Laser Wisp - This cyan-colored two-eye wisp, it allows players to send a laser to strike opponents and make them spin. Reddish Beat Wisp - This is a reddish-red color with one eye wisp. When used to make opponents blind for a short moment. Orange Red Burst Wisp - this is an orange red three-eye wisp. This allows players to leave the trail of fire behind them and opponents who try to cross it will spin. Blue Cube Wisp - this is a blue three-eye wisp with banana skin. it can be thrown on the floor in the front or back. But the opponent driving through it will spin. Jade Ghost Wisp - it's jade colored at the eye wisp. this allows players to become invincible for a short time to obstacles and attacks. See more of Team Sonic Racing executives below English Share For the Badnik, see For other uses of this term, see Paragraph 1.2.1.1. Sonic with multiple Wisps. Archie ComicsIDW Publishing FlightHyper-go-on uses and donated alien cephalopods made of hyper-go-on. Wisps (民民民民. Usupu?) are a series of creatures that appear in Sonic the Hedgehog. They are a diminutive but powerful alien species planet Wisp, although they can be found on many other planets throughout the universe. During one of Dr. Eggman's plots, Wisps was kidnapped and enslaved by a doctor until Sonic the Hedgehog freed them. While most Wisps returned home afterwards, some of them decided to stay in the sonic world after enjoying it. Now, in sonic deeds of remembrance, Wisps is ready to offer him and his allies help whenever necessary. [1] There are many varieties of Wisps, each of which has its own special abilities and personality traits. When wisp gets into a person, they give them some color power that gives them new and powerful abilities. Concept and development Takashi Iizuka stated in an interview that Wisps was added to Sonic Colors to expand and strengthen the platform action game, without forcing the player to switch to other play characters. [2] Another goal was to encourage players to reconsider the levels already played; The Sonic Team did this by adding segments requiring certain types of Wisps to levels before the first performances. [3] After the success of Sonic Colors, Iizuka stated that it now considers them a staple of the Sonic series. [4] Wisps has since appeared in several successive Sonic titles. Description Anatomy Wisps consists only of hyper-go-on. [5] In general, they are similar in both appearance and motion to underwater cephalopod water headphones, such as squid. Physical characteristics of all parts of Wisps include head with tentacles from below. Cyan Wisp in infancy. Regular Wisps have three tentacles each. Their skin color, body shape and number of eyes (from none to three) are determined by their variety. In infancy, regular Wisps have much softer body proportions and shorter tentacles. When they mature, their tentacles increase, and their properties become brighter. In addition, regular Wisps do not get much taller than half a meter. Mother Wisp is a unique breed of Wisp from the point of view of anatomy, is almost eight meters tall and more like a variety of jellyfish, whose tentacles are four very long tentacles. Nega-Wisps, a wisps sub-breed, has its own special anatomy: although they have their colleagues' head, size and tentacles, they have no eyes, dark skins and have wide mouths with sharp teeth. Characteristics and culture wisps play and live planet wisp. Wisps are halcyon and social species, and are as many sedentary beings as the dominant races in the sonic world, such as humans. Wisps are some of the famous natural varieties that determine their appearance and powers. While each Wisp variety tends to lean towards a set of features,[6][7] Wisps are peaceful, playful, non-hostile and environmentally friendly and spend most of their time playing with others. If wisp has its own hyper-go-on taken however, it turns into a primary and violent form known as Nega-Wisp. Wisps does not seem to have the technology to speak and has a very minimal level of urbanized civilization, such as simple tree slides. Instead, they live a simple and naturalistic lifestyle that is aligned with the nature of their home. Wisps has its own unique verbal language that comes off as an incomprehensible, warbling sound to those in the sonic world. [9] The power and abilities of wisps are a very powerful race, especially when they work together. All Wisps can float into a one that serves as their main way of moving. Wisps restrain the black hole with a hyper-go-on. All Wisps have a natural ability to generate and store hyper-go-on, a very powerful source of energy inside their bodies, which are the source of their lives. [5] Each Variety of Wisp creates its own separate version of this energy, so Hyper-go-ons have different effects. [6] Combining your collective hyper-go-on, Wisps can make incredible feats. These include carrying objects through levitation, movement at almost inaccessible speeds, reversing the Nega-Wisp mutation, restraining and fighting black holes made of negative hyper-go-on, and even teleporting entire planets. Color Powers Basic Article: Color Power Each Wisps variety has a distinct power commonly known as color power. [6] Using your Hyper-go-ons, Wisps can gradually enter the bodies of other creatures and lend them part of their powers to temporarily provide them with special skills[5], such as laser mimics, reinforced caves, elemental power, flight forms, etc. The power of colors depends on the variety of Wisp. However, a user can carry only one Wisp at a time to exploit the full potential of Color Power. [10] History of The Past Miscellaneous Wisps play Planet Wisp. Wisps live on a lush planet known as Planet Wisp,[6][11], created by all Wisps; the predecessor of Mother Wisp. [12] [13] This gave life to all known Wisps and raised them as their children. [12] Over time, Wisps would inhabit other space areas such as Sweet Mountain, Starlight Carnival, Aquarium Park and Asteroid Coaster. [11] Sonic Colors Before Sonic Colors Events Wisps Kidnapped Dr. Eggman (whom Wisps named Baldy Nosehair) when the doctor used his tractor-ray generator to pull his planets through the universe and put them into orbit around the sonic world. [11] [14] [15] Eggman then made the planets part of his interstellar amusement park, which the doctor built after resisting the pretentiousness of past transgressions, codifying them into egg mecha with the help of his generators. [15] [16] [17] Wisps, now scattered throughout the amusement park, were then constantly scooped up by Eggman's forces and taken to the Asteroid Coaster factory to be drained of their hyper-go-on, which Eggman used as a fuel/mind control cannon to take over the universe with. [15] [18] [19] [20] The hyper-go-on drainage process also produced thousands of Nega-Wisps, which Eggman forced to carry out his orders and continue to control his mind control cannon. [6] [21] Other sources suggest that Mother Wisp got caught by Eggman too and turned into a Nega-Mother Wisp after he took his hyper-go-on. However, Nega-Mother Wisp could not be controlled and eventually escaped from captivity. [22] [23] Eventually, a White Wisp named Yacker and Cyan Wisp was saved by Sonic the Hedgehog, who came to the entertainment part with a tail stop for Eggman [24] when Orbot and Cubot tried to capture them. This prompted Cyan Wisp to give Sonic his first Color Power. While Sonic went to work on foiling Eggman operations, Yacker met Tail, who began turning his handhinto a Wisp translator so he could understand Yacker's language. [25] When the tails were ready, Yacker persuaded him and Sonic to save the Wisps after informing them of what was going on with his people. In this way, the trio began exploring the planets of the park in search of captive-held Wisps[26], which in turn gave Sonic new color powers, while Yacker let sonic and tail on Eggman's activities. After all, Yacker helped Sonic and Tails understand that by destroying all the tractor's ray generators, they can liberate the abducted planets, thus ruining Eggman's plan and allowing wisps to escape the doctor. [15] Nega-Wisps restored to normal. After destroying two generators[15], Sonic destroyed the remaining three and freed the wisps held captive. Along the way, he and the tails also stop the Eggman Nega-Wisp factory. Wisps then joined Sonic and Tail Tropical Resort to celebrate their victory. [27] However, they had to shorten their feast when Eggman accidentally created a black hole which began to consume Egg Mecha. During his subsequent showdown, Eggman tried to use Wisps against Sonic with his Nega-Wisp Armor, only for Sonic to utilize wisps instead and defeat Eggman. After that wisp race used its powers to save Sonic when a black hole swallowed it, to restore Nega-Wisps to normal, and to neutralize the black hole before it could destroy the sonic world. Visiting the sonic world for the last time with his people, Yacker said goodbye to Sonic and Tail before reconnecting to his kind as they returned their planets to their original locations in the universe. After eggman theme park was destroyed, Nega-Mother Wisp appeared and went on a rampage. However, she was suspended and returned to normal Super Sonic at Yacker's request, allowing her to rejoin her children's home. Sonic Generations Pink Wisp in Wisp Capsule Planet Wisp. In the Sonic generation, Modern Sonic and his fellow Classic Sonic collided with some Wisps when their adventures through time and space took them to planet wisp/tropical resort during the Wisp incident. Both Sonics take advantage of Wisps during their mission to restore damaged space in those areas, with Modern Sonic using Orange Wisps/Cyan Wisps and Classic Sonic using Pink Wisps/Red Wisps. Both Sonics were also greeted by some White Wisps when they began their march across Planet Wisp. Sonic Lost World Cyan Wisp help Sonic on Lost Hex. In Sonic Lost World, during his adventure Lost Hex, Sonic encountered several Wisps in Item Boxes that helped him make his journey. Among the Wisps Sonic encountered were wisp varieties he knew as Cyan Wisps, Yellow Wisps, Red Wisps and Orange Wisps. He also encountered new varieties of Wisps such as Indigo Wisps, Crimson Wisps, Magenta Wisps, Ivory Wisps, Black Wisps and Gray Wisps. Sonic Runners Wisps in Sonic Runners. In Sonic Runners, White Wisp on the sonic world was mistaken for ghost animals, prompting Team Sonic to explore it. While Team Sonic developed a device to understand the Wisp though, Dr. Eggman tried to capture it in his hyper-go-on. Fortunately, Wisp was rescued by Team Sonic, and he apologized for scaregilding the animals before revealing that other Wisps as himself chose to live in the sonic world after Sonic rescued them and was ready to help him and his friends at any time. [1] After that, the other Wisps became involved in both minor adventures and innocent Eggman also occasionally directed Wisps to use them for world domination. Regardless of their questions, Team Sonic would show up every time they help. Sonic forces in Sonic Forces. Wisp capsules containing Wisps can be found all over the planet. Wisp found in these capsules include Blue Wisps, Green Wisps, Indigo Wisps, Ivory Wisps, Red Wisps, Purple Wisps, White Wisps and Yellow Wisps. No explanation was given as a result of the purple return of Nega-Wisps. Ivory Wisp ready to help Sonic and Avatar inside the Arsenal pyramid. When the war broke out to bring the planet back, wisp capsule shrouded Wisps used resistance and their allies to fight the

