

Sonic Battle Fighting Styles/Advance Moves FAQ

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Sonic Battle- Advance Emerl Tactics FAQ

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01) Version History:

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Version 1: 11/4/04- starting FAQ

Version 2: 1/19/05- changed how I listed the moves in the Moves section

Version 3: 3/03/05- added sub sections to How to build an effective Emerl

Version 4: 6/21/05- added a new section: Team Moves, decided to take out Fighting styles and best skill cards (might put them back in later), might make new Section called: How to beat certain types of fighters

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02) Legal Information:

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These are the following sites I'll allow to use my FAQ:

Gamefaqs.com
neoseeker.com

**If you want to contact me type in the boards ATTN: Cha0s zer0 in Gamefaqs and in Neoseeker it's Arctic Zer0

I will not respond if you are flaming or if it's a waste of my time.

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03) Introduction:  
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Well this is my first FAQ and I hope I did a good job on it. Anyway this FAQ is dedicated to Sonic Battle one of the longest games I ever played.

This FAQ is about the Fighting Styles and Advance/Fun Moves your Emerl can use.

If you want to contribute to this FAQ contact me on the boards.

I hope you find this FAQ helpful to you.

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04) Controls:  
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Main Screen:

^ Direction Key: Walk up
v Direction Key: Walk down
< Direction Key: Walk left
> Direction Key: Walk Right
B Button: Run, Cancel
A Button: Confirm, Pick
R Shoulder Button: Emerl's Menu
L: Nothing

Emerl's Menu:

^ Direction Key: Move up
v Direction Key: Move down
< Direction Key: Move left
> Direction Key: Move Right
B Button: Cancel
A Button: Confirm, Pick
R Shoulder Button: Info on the move
L: Nothing

During a Battle:

^ Direction Key: Run up/Move up (while in the air)
v Direction Key: Run down/Move down (while in the air)
< Direction Key: Run left/Move left (while in the air)
> Direction Key: Run Right/Move right (while in the air)

B Button: 1st Attack, then 2nd, then 3rd, and a heavy or upper attack/Air Attack

A Button: Jump

R Shoulder Button: Special Ground/Air Power/Shot/Trap Attack

L: Guard/Heal

*After a heavy attack press th D-pad button to perform a pursuit and after the pursuit press B to use an Aim attack.

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05) How to build a powerful Emerl:

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Power: Very important if you want an early win, but some moves that have alot of power can be very slow or can be easily blocked.

Speed: Very important if you want to use a combo on your opponent Of course the faster your move is the weaker your attack is.

Support: The first attack should be fast, and the rest power, but fast enough to connect. I.E. If you use Gamma 2nd and 3rd attacks, notice you have 1 frame to block the 3rd attack even if the second connects, leaving it "broken." Most 3rd attacks leave it broken before the heavy attack, but Tails 3rd attack to a Heavy attack is never broken.

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05.1) Staples:

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These Skill cards should be in any Emerl:

Ultimate Heal

Attack Support 9

Defence Support 9

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06) Moves

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06.1- Advance Moves

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Difficulty-Very easy, Easy, Medium, Hard, Very Hard

Power- Low, Medium, High

Skills needed:

Shadow dash

Amy ground power

How to use it: Press >>+R, then hold < during the dash, you double back and hit them.

Difficulty: Medium

Power: Depends

My thoughts on this Move: Very good for sneak attacks, combos, and a hit and run. Very hard to aim though, if your opponent/s jump and you miss you could be open to combos, and OHKO.

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Skills needed: Any dash that stays on the ground, and any ground special

How to use it: Tap any direction button, then VERY QUICKLY tap your special [Ground] move button then tapping the direction button again. Close to the end of your dash your character will seamlessly do the special [Ground] attack.

Difficulty: Hard

Power: Depends

My thoughts on this Move: Very effective if you want to hit your opponent after you dash. Your opponent could block you if you're not fast enough. Great against slow opponents. This move could leave you open for attacks.

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Skills needed: Any dash that stays on the ground, and any guard

How to use it: Tap any direction button, then VERY QUICKLY tap your Guard button then tapping the direction button again. What will happen is that you'll be moving in your dash but if you ever get hit the guard shield will appear where the attack will make contact and you'll still continue dashing.

Difficulty: Hard

Power: No Power

My thoughts on this Move: Excellent if your running away.

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Skills needed:

Rouge Dash, Jump

Sonic/Ultimate/Tails Dash attack

Shadow Special Air Power

How to use it: press any D-pad button twice to use the dash, during the middle of the dash use Sonic/Ultimate Dash attack, after the attack is over and your floating in mid air, use Shadow ??? to crush your opponent/s.

Difficulty: Hard

Power: Strong

My thoughts: Very good for avoiding attacks and launching a sneak attack.

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Skills needed:

Gamma Dash

Amy Dash attack

Any Aim attack

How to use it: press any D-pad button twice to use the dash, when you are near your opponent use the dash attack your opponent should be flying off toward a wall like your opponent would after being hit by a Heavy attack. If your opponent hits a wall use an Aim Attack to finish your opponent.

Difficulty: Easy

Power: Depends on whether your opponent hits a wall

My Thoughts: Very good for knocking your opponents away.

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Skills needed:

Any Heavy Attack

Any Air Attack  
Any Special Move

How to use it: After a Heavy attack, you know how if your opponent counters, you're the one that usually gets hit? Well, try this: if you know your pponent's going to wall-counter, as soon as you do a pursuit, press B. You'll go forward a bit then up, and your opponent, if he wall counters, will be in front of you, out of range of the pursuit attack, but you're not in a pursuit anymore, so you can special him or whatever.

Difficulty: Medium  
Power: Strong

My thoughts on it: Great if you want to avoid being struck down by Aim Attack.

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Skills needed:
Cream/Ultimate Heal,
Sonic ???
Tails Ground Trap

How to use it: Fill up your OHKO bar (I don't know how to spell the name), launch the powered up trap, after that use Sonic ??? and repeat

Difficulty: Easy
Power: Depends

My thoughts on this Move: Follows your opponent anywhere.

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#### 06.2- Fun Moves:

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Difficulty-Very easy, Easy, Medium, Hard, Very Hard
Power- Low, Medium, High

Skills needed:
Rouge Dash and Jump
Chaos Dash Attack

How to use this move: First press any direction botton twice, during the middle of Rouge's dash use Chaos' Dash attack to ram your opponents, after the Dash Attack is finished you should be floating.

Difficulty: Very easy
Power: Weak

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Skills needed:  
Sonic Dash  
Shadow Dash Attack

How to use this move: First press any direction botton twice, during the middle of Sonic's Dash use Shadow's Dash attack to burn your opponents and launch them into the air.

Difficulty: Very easy  
Power: Medium

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Skills needed:
Gamma Dash
Sonic Dash Attack

How to use this move: What you do go to a corner and wait for an opponent to come jump over them then use Gamma's Dash then use Sonic's dash attack over and over after they bounce once so they keep getting hit up until they die. It is best done on one on one matches so you don't get hit by others.

Difficulty: Easy
power: Medium

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Skills needed:  
Knuckles' Dash  
Chaos' Dash Attack

How to use this move: First press any direction botton twice, at the end of Knuckles' dash use Chaos' Dash attack to tackel your opponents and launch them into the air. It also looks like you tripped.

Difficulty: Very easy  
Power: High

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07) Team Moves
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This section is for people who like to team up and kick a lot of butts lol.

Difficulty-Very easy, Easy, Medium, Hard, Very Hard  
Power- Low, Medium, High

Skills needed:  
1st person: Sonic ???  
2nd person: any heavy/upper attack

How to use this move: The person with the Sonic ??? waits for his/her team mate to use his/her upper/heavy attack. Then the person with Sonic ??? uses it to finish the combo

Difficulty: Very easy  
Power: High

My opinion on the move: Very powerful if the OHKO bar is full and your opponent/s is not blocking power moves.

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Skills needed:
1st person: any heavy attack and an aim attack
2nd person: any upper attack

How to use this move: Still Heavy Attack-distance apart, have one teammate do a Heavy Attack, pursue them at the last minute, have the other teammate

do an Upper Attack while the opponent is still spinning, then the first teammate does an Aim Attack.

Difficulty: Very easy

Power: Medium

Omnisonic's opinion on the move: This is a little difficult, not in the Heavy and Upper Attacks but with the timing for pursuing and doing the Aim Attack. Used mainly for appeal, but also does considerable damage.

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Skills needed:

1st person: Any heavy attack, Gamma ??? or Gamma's Air/Ground Power

2nd person: any upper attack

How to use this move: Each person on the same team are a Heavy Attack-distance apart, the person with Gamma's Power move uses it before using a heavy attack, after one of your opponents are hit with a heavy attack pursue your opponent at the last second. The second teammate then uses a upper attack to pop your opponent in the air. As soon as your opponent is in the air the person with Gamma's power should explode.

Difficulty: Medium

Power: High

My opinion on the move: Very powerful if the OHKO bar is full and your opponent/s is not blocking power moves.

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Skills needed:

1st person: shadow dash, and a ground shot (except gamma)

2nd person: shadow dash, Amy's ground power

How to use this move: both people do this: Press >>+R, then hold < during the dash, you double back and hit them. it should confuse them and slam them hard.

Difficulty: Easy

Power: Medium

Omnisonic's opinion on the move: A good technique, but it might not work if the opponent is not immune to Set. Also, make sure you are far away enough from the opponent so that you don't zip right past them.

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Skills needed:

1st person: shadow dash, same colors as your partner

2nd person: same as above

How to use this move: both people do this: Both people are a dash apart, then both start dashing in and out confusing the opponent.

Omnisonic's opinion on the move:

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08) My Emerl:

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Run: Ultimate  
Jump: Ultimate  
Dash: Shadow  
Guard: Rouge  
Healing: Ultimate  
Air Action: Sonic  
1st Attack: Sonic  
2nd: Tails  
3rd: Rouge  
Heavy: Tails  
Upper: Ultimate  
Dash Attack: Regular  
Aim attack: Knuckles  
Air Attack: Tails  
Ground Shot: Ultimate  
Air Shot: Regular  
Ground Power: Regular  
Air Power: Shadow ???  
Ground Trap: Regular  
Air Trap: Regular  
Fighting Pose: Regular  
Color 1: Gamma  
Color 2: Emerl  
Color 3: Amy  
Attack Spt: Gamma  
Strength Spt: Shadow  
Other: Rouge

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09) Credits:

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Gluon- For making the topic that inspired me to make an faq about this,  
and for posting his Advance/Fun moves.  
Sega and Sonic Team- For making this game.  
Nintendo- For making the GBA and SP.  
Brappy- For posting his moves and correcting the how to build an effective  
Emerl section  
Raiegki Leviathan- For posting his Fighting Style and Emerl  
Sonic Dude- For posting his move.  
Bass0r- Helping me with my first FAQ.  
Banjo2553- For letting me use a Team Move  
OmniSonic- For posting a Team Move and helping me comment on the Team Moves.  
CJayC- For running GameFAQs.com  
Me- Cause I made this guide, added styles, and moves to the list.

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