

# Billy Hatcher and the Giant Egg Rankings/Scoring FAQ

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## Billy Hatcher Mission Rankings/Scoring FAQ

I can take no credit for this information. It was all posted on the message board by people who are far more skilled at the game than I am. I just took the liberty of organising it and posting it as an FAQ before it scrolls off the board. So all the credit for discovering this information goes to a couple of folks who call themselves 'Emperor Dodd' (drdewar@shaw.ca) and netPikatron (jmdewar@shaw.ca) - I am guessing they are related as they share the same surname and email address.

Please email me at inobleuk@yahoo.com with anything else you think should be included here.

Each time you complete a mission in the game, you are awarded a ranking letter (S, A, B, C, D) and a scoresheet for the mission.

To get a particular ranking you need to score a certain number of points within a certain time.

If you die during a mission you lose all the points gained but you retain your time (not good for your ranking!)

To get the highest ranking you should aim not to die at all during the mission.

Boss levels are slightly different, once you have gone through the dark portal you don't lose your points if you die. However it is still a good idea to survive as you get a special bonus.

The different categories on the scoresheet are made up as follows.

Enemy bonus: Points for each enemy you defeat, plus more for comboing them.

Egg Bonus: Points for each egg you hatch that isn't empty, plus 100 more for each egg you hatch

that is neither empty nor cracked ("nice hatch!")

Combo Bonus: For having 3+ combos going at once (4+ if not of same variety) (chicken says

"Hard Boiled!" or "RAINBOW!")

Mission Bonus: Varies, see below.

Hatch Chicken Elder: No known Mission Bonus

Beat a boss: 1500 points for not losing a life after entering the dark gate (unknown if it is more for the final boss)

Find a hidden Emblem: No known Mission Bonus

Defeat 100 Crows: No known Mission Bonus

Mini-Game man: 200 points for each coin you collect.

Race of Honour: Points for how far behind the opponent is when you win

Rescue a friend: No known Mission Bonus

Open the Rainbow Gate: No known Mission Bonus

You get further information about your score on the right hand side of the screen

Defeat: Enemies killed (unknown if boss counts): adds to enemy bonus

Hatch: non-empty eggs hatched: adds to egg bonus

The following are all for separate combos, rather than combo size, and are therefore inaccurate

representations of contributing to enemy bonus, as well as the sole foundation of Combo bonus.

Shoot: For ricocheting a small enemy into another enemy, which does not survive the impact. You can even do this with the large cat creatures providing you are not too close.

Driver: Hold A in midair to slam yourself into the ground--the shockwave must kill at least three enemies in order to be a combo.

Dunk: press B in midair to throw the egg down at enemies below--same rules as Driver.

Tame: when you have an animal buddy kill three or more enemies in one attack.

Note that you don't get any bonus for simply rolling the egg into an enemy.

The actual scores are:

100 points for each Shoot, Driver, Dunk, or Tame (scored under Enemy Bonus) (eg you get the number up to 8 when it says "Nice Shoot!" you get 800 extra points under Enemy Score)

100 points for each enemy killed under Enemy Score.

100 points for each non-empty egg hatched under Egg Score.

An additional 100 points per egg for non-cracked eggs being hatched.

500 points for reaching "HARD-BOILED" or "RAINBOW" level of chain-combo (eg getting three "Nice

shoots" in a row gets 500 points, four shoots in a row gets 1000, six shoots in a row gets 2000)

under Combo Bonus

Some more information on scoring and combos comes from John Harris

<johnh@hiddenglade.com>

Many thanks John!

1. If you manage to get three different types of enemy kills during one combo, you get an "Omelet" bonus, worth 1,000 points on the Combo Bonus at the end of the mission. These are usually pretty hard to do.

However, it's possible that a Nice Hatch in the combo period may contribute to it. One good place to try this is the Rescue 8 Chickens mission in the ice world, in the frozen-over pit filled with monsters.

2. To get a Nice Shoot with the large Cats, distance isn't as important as damage already done to them. A shoot that takes him down to zero energy causes him to tumble just like the little enemies do. This is especially useful because a big tumbling enemy will usually take out bouncing small enemies along its path. If you shoot one when he's close and at low health, there's a good chance you'll accidentally squash him before the actual attack begins and thus get no combo. This seems to be the only way to start an Egg Shoot combo with a big monster.

3. In other cases, bouncing small enemies are a lot harder to Shoot than normal roaming ones because eggs so often pass under them. Even if you hit one with a Shoot, when he bounces around he tends to have an airborne component to his travel, causing him to pass over enemies he'd otherwise take out. Usually it's better to try to Dunk or Driver them.

The size of the egg is very important in these cases, since the enemies that are killed are those that get caught by the "splash" when the egg hits the ground, and larger eggs produce much larger splashes.

4. You also get a Nice Shoot when you hit to kill two or more enemies with the same egg. This almost always this happens by shooting the egg out, missing on purpose, then moving so that the enemies are between you and the egg, so when the egg returns it take them out.

5. There are some levels that have an enemy that produces an endless stream of small roaming monsters. If you milk these for points you can get huge Rainbow combos without much effort. I've gotten one combo over 70 hits on these guys.

6. The rank score on each level appears to be come combination of score and time. I don't know for sure, but I believe that bad times can be made up if enough points are scored. In effect, bad times make it so you need more points to get an 'S.' This can be observed on levels with the small-monster-making big enemy on them, if you stick around for a long time milking them for combos you can get scores of 100,000 and higher and get an 'S' rank, even if you have an awful time.

7. The Mission Bonus for beating the last boss without losing a life is only 1,500 points. It's a nice bonus, but usually on these levels it's killing enemies and making combos that gets you the S.

Strategies for getting good scores:

- There are, overall, two kinds of normal levels. (Actually just one, but I'll get to that.) The kind where you want to roam around killing every monster, getting as many points as you can, before getting the Emblem, or the kind where you want to progress quickly toward the goal, earning whatever points you can along the way. In fact, you can think of there being a line between killing monsters and level progress. If you have trouble getting a good rank on a level one way or the other, you might want to try the other tactic, playing fast if you were going for kills, or playing kills if you were going for time. Most levels are easy to get an 'S' rank on with practice, if you don't lose a life. You get most of your points on a level from killing monsters and petty (non-Hardboiled, Rainbow or Omelet) combos, but egg hatching and named combo bonuses can help you squeak past the line for an 'S'. Still, neither should get in the way of monster mashing.

- The two non-trivial kinds of missions you can get Mission Bonuses on, Races and Coin Collecting, tend to require a different strategy. On both of these kinds of levels monster kills tend to be relatively unimportant compared to the Mission Bonus. Both of these levels do not start until you talk to a character, so it's possible to run forward into the level and hit switches and kill monsters before starting the mission. Overall, however, this is a bad idea, because these levels also have fairly strict limits on the amount of time you can spend on them before you rank suffers. Practice makes perfect on these levels. Races tend to have at least one or two shortcuts on them, and sometimes more. Sometimes shortcuts will get you past doors that would typically require clearing an area to open, these should not be ignored. Note that Rescue The Friend missions don't have Mission Bonuses, so your rank there depends sometimes on how close you can shave the line on the time limit, earning points killing monsters.

Getting good Egg Shoot combos is a matter of some skill. The angle at

which the shot egg strikes the enemy determines the way it tumbles. Shoot it on the right side and it'll take off to the left, and vice versa. It's kind of like playing pool. In some enclosed arenas it's actually harder to take out a bunch of little monsters with multiple shots than with one, because the first monster tends to bounce off of walls hitting lots of foes, which each take off and kill others, quickly

clearing the area. If you want to get a Combo Bonus in a room filled with bunches of small monsters, try to get a Driver or Dunk first, then quickly do a Tame with a slow but through me lee-combat animal like Oritta (they can keep the Combo number up for a long time if there's lots of fodder for them), then before the animal takes out too many foes, start Shooting. It takes a lot of practice to get good shots off, but eventually becomes a lot of fun.

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