

Sonic Blast Man FAQ/Walkthrough

by reykjavix

Updated on Mar 24, 2015

```
=====
[ Sonic Blast Man FAQ ]
System: SNES
Genre: Brawler
Developer: Taito
Release Date: Feb. 1992
FAQ Author: Andreas Mavromatis
=====
```

==== TABLE OF CONTENTS ====

(Search for the index in [brackets] to quickly jump to a section)

```
==[A0.]== What is Sonic Blast Man?
==[A1.]== What is a "brawler"?
==[A2.]== Why should I play Sonic Blast Man?
==[A3.]== "Story"
==[C0.]== Controls
==[C1.]== Move List
==[I0.]== Items
==[T0.]== Tips and General Strategies
    ==[T1.]== Explanation of Terms
    ==[T2.]== General Strategies
==[E0.]== Enemies
    ==[E1.]== Stage 1 Enemies
    ==[E2.]== Stage 2 Enemies
    ==[E3.]== Stage 3 Enemies
    ==[E4.]== Stage 4 Enemies
    ==[E5.]== Stage 5 Enemies
==[B0.]== Bosses
    ==[B1.]== Stage 1 Boss
    ==[B2.]== Stage 2 Boss
    ==[B3.]== Stage 3 Boss
    ==[B4.]== Stage 4 Boss
    ==[B5.]== Stage 5 Boss
==[H0.]== Hit Stage
==[W0.]== Walkthrough
    ==[W1.]== Stage 1: DEFEAT THE VILLAINS AND SAVE THE TOWN
    ==[W2.]== Stage 2: DESTROY THE FACTORY
    ==[W3.]== Stage 3: EXTERMINATE THE HIDEOUS THING THAT HAS RISEN FROM THE
                                     SEWAGE
    ==[W4.]== Stage 4: DEFEAT THE MAD SCIENTIST
    ==[W5.]== Stage 5: DEFEAT THE STRANGE LIVING THING ATTACKING THE SPACE
                                     STATION
==[R0.]== Region Differences
==[F0.]== Frequently Asked Questions
==[L0.]== Legal Disclaimer
```

```
==[A0.]== What is Sonic Blast Man? =====
```

Sonic Blast Man was originally a weird arcade game from Japan in which you used a boxing glove attached to the machine to hit the screen with actual physical strength. There are five levels, and on each level you get to punch the screen three times. Your score for that level is the sum of the three punches. The "levels" are really just some animated images depicting outrageous

scenarios that demand powerful punching to rectify.

Sonic Blast Man on the SNES, on the other hand, is a criminally overlooked brawler that has been overshadowed by better-known (and in some cases, legitimately better) games such as Teenage Mutant Ninja Turtles: Turtles in Time, Final Fight, and of course, the cream of the crop, Streets of Rage II. Regardless, Sonic Blast Man holds its own with unique gameplay mechanics and a lot of style.

Why is Sonic Blast Man so obscure? I can only offer theories because there is extremely little information about this game on the internet. So, I know this isn't really necessarily fact, but here goes: Sonic Blast Man came out in February of 1992, a little under a year after Final Fight came out for the SNES. Because the SNES version of Final Fight was single player only unlike the arcade version (not to mention it was missing a character and a level), many gamers and critics panned this version of the game. Other developers saw this as a huge weakness, and started making brawlers of their own as fast as they could to provide a multiplayer home console brawler and outsell Final Fight. However, Sonic Blast Man is also single player, so it was probably immediately dismissed as nothing more than a Final Fight clone. Here's the thing, though: This game actually has much deeper gameplay than Final Fight, and (I feel) much better music as well.

==[A1.]== What is a "brawler"? =====

A "brawler" is a type of game that was popularized in arcades in the mid-nineties that focused on fighting a large number of enemies at the same time, usually with your bare fists, usually in some sort of urban area, and usually offering co-op gameplay. These games were popular because they were sort of a cooperative version of fighting games like Street Fighter 2. They share a lot of gameplay mechanics such as timing, spacing, crowd control, nuanced attacks, and of course, punching people in the face. (See section [T0.] for an explanation of all these terms.) From an art perspective, brawlers are appealing because they usually have huge, detailed sprites and cool urban backgrounds, two things not a lot of other games have. From a gameplay perspective, they offer a lot of depth, challenge, and replayability (because situations can play out differently each time you play.)

A lot of games are miscategorized as "brawlers" when they're actually just action platformers (a key example of this is "Bad Dudes.") The key gameplay mechanic that defines brawlers isn't punching; it's the fact that you fight on a 2D plane and can move vertically as well as horizontally, and also jump up. So there are three dimensions to consider instead of two. This vertical movement is the very core of any brawler's gameplay. Mastering moving vertically is key to both dodging enemy attacks and positioning yourself to grab or punch enemies. An excellent game that illustrates the distinction between these two genres is Legend of the Mystical Ninja for the SNES. The normal levels in that game are brawler levels (i.e. they offer vertical movement as well as jumping) but the boss areas are action platformers (you can only move left, right, and jump, like in Super Mario Bros. Pressing up and down does nothing.)

Brawlers have been unfairly maligned as "button mashers" by most people. Meaning that their combat is so shallow that all you have to do is "mash the buttons" randomly in order to win. For a good example of this, the 3D Zelda games have classic "button masher" combat. With the exception of stronger enemies and bosses which actually necessitated timing and positioning, most enemies in those games can be easily beaten by simply "mashing" the attack button quickly with no sort of skill or challenge. A good brawler, on the other hand, actually has very deep combat that requires the player to learn several skills and strategically apply them as the situation demands. What I'm getting

at is that most brawlers are NOT button mashers, so don't call them that. Rest assured, Sonic Blast Man is not a button masher, and offers excellent, skill-based gameplay.

Oh, and please use the term "brawler" instead of "beat-em-up." The latter is a word that a mom would use, and really brings down the coolness factor of the genre. And one final thing. A "clone" is not the same thing as a "rip-off". A clone is a game that is designed to be literally identical to its source, such as a PC version of Pac Man. A "rip-off", on the other hand, copies much of the gameplay and design decisions of its source, but makes an effort to be unique in certain ways. Therefore, stop calling every brawler a "Final Fight clone". They are actually "Final Fight rip-offs", which really isn't a bad thing. In fact, Streets of Rage was created specifically to compete with Final Fight, and the main character in that game fights almost identically to Cody from Final Fight. But, despite being "rip-offs", the Streets of Rage series greatly surpassed Final Fight across the board, with far deeper gameplay, way more imaginative levels, better designed enemies and characters, and infinitely better music. So, there's nothing wrong with ripping something off if you do it well. Just to be clear, Sonic Blast Man is a "rip-off" of Final Fight, NOT a "clone". And in the same way as Streets of Rage, Sonic Blast Man's combat is actually way deeper than Final Fight.

==[A2.]== Why should I play Sonic Blast Man? =====

Here are the main qualities that define Sonic Blast Man:

- [x] SNES brawler
- [x] Goofy style
- [x] Steep challenge
- [x] Deep gameplay that requires skill and focus
- [x] Virtually no coherent story
- [x] Single-player only

If any of those qualities are dealbreakers for you, you probably should not play this game. Nor should you expect it to be the end-all-be-all of the genre (that would be Streets of Rage II or the Remake). You should play Sonic Blast Man if you'd like to try out an obscure but pretty good retro action game. If you're like me and you love brawlers but lament their apparent death as a serious genre, this game will probably be an extremely pleasant surprise. And there's also a sequel to try out once you're done with this one. But this one is better overall.

==[A3.]== "Story" =====

"THE HERO OF JUSTICE HAS ARRIVED FROM A PLANET FAR AWAY TO PROTECT THE EARTH. HIS NAME IS... SONIC BLAST MAN"

That's the text that scrolls on the title screen. Here's the only text that even seems story-related from the U.S. instruction manual:

"THE BLAST MAN: Danger transforms you into Sonic Blast Man. You will charge into battle using your Dynamite Punch and other skills to defend people who are being threatened by vicious criminals."

The reason that I put "story" in quotations is that there is no story. It doesn't matter. This game isn't about story. It's about gameplay, graphics, sound, and most importantly, fun. It doesn't matter WHY Sonic Blast Man is punching people; what's really important is HOW he's punching people and WHAT the game feels like. And it feels good.

==[C0.]== Controls =====

[LEFT and RIGHT]	Move horizontally
[UP and DOWN]	Move vertically (sidestepping)
[Y]	Attack
[B]	Jump
[A]	Screw Bomb
[L]	Activate Dynamite Punch
[R]	Deactivate Dynamite Punch
[START]	Pause game

==[C1.]== Move List =====

Please note that I used the official names of moves that could be found in the U.S. instruction manual, but I made up names for ones that weren't.

== Sidestep =====

Press up or down on the D-pad.

Mastering this move is key to getting good at any brawler. You need to be constantly moving up and down on the screen, because enemies will quickly home into your vertical position and beat the crap out of you. You need to sidestep enemies to both dodge enemy attacks as well as initiate attacks of your own by sidestepping into enemies to grapple them. If you find that you're getting unfairly surrounded and beaten all the time, it's because you're not sidestepping enough. You should practice for five minutes just dodging enemies on the screen without fighting back at all. Once you understand how to use this move effectively, all brawlers will become much more manageable, and you'll appreciate them as much greater than mere "button mashers". Balancing attacking with sidestepping is the key.

== Sonic Rush =====

Press [Y] repeatedly.

Quickly jab in front of you. If you hit the enemy five times in a row, you'll automatically execute a Power Grapple, leading to heavy damage. This move is what you'll be using almost all of the time. Learn how much range it has, because most enemies have attacks that have longer range. Note that there is a glitch(?) where if you punch two enemies very close to one another, you will keep alternating punching the two of them and therefore will not punch the same one five times in a row, and will NOT execute your power grapple as expected. However, this is actually better because punching infinitely is by far the fastest way to do damage. So try to punch very close enemies as much as possible. Finally, it is safest to use this move out of a Grapple, but some enemies dodge when you do this.

== Jump =====

Press [B] while standing.

You jump. Duh. Jumping in place can be used sometimes to dodge certain attacks (such as grenades) but it's usually better to just dodge it by sidestepping instead. Jumping while pressing left or right, however, is your fastest way of moving around. I find jumping across the screen useful when there's a stunned enemy on the other side of the screen and I need to get to him before he recovers.

== Flip Kick =====

Press [Y] while jumping.

Unlike pretty much every other brawler in existence, the jump kick move in Sonic Blast Man is extremely unsafe and requires precise timing. You should only use this move when (A.) you're jumping across the screen, because you're already vulnerable and it couldn't hurt, or (B.) you're fighting a boss that necessitates this move (it is the ONLY way to hurt the stage 4

boss besides Dynamite Punches.) You can execute this move while jumping in place, which is a little safer, and easier to time. But you probably should use other attacks instead.

== Grapple =====

Walk into an enemy.

To throw enemies, you must initiate a Grapple (grab them). You do this by simply walking into them. Of course, if you walk straight at somebody, you are liable to get rocked in the face. So sidestepping goes a long way towards grabbing enemies safely. Also know when enemies are vulnerable to grabs (this is almost always at the end of an attack.) Note that rather than throw an enemy out of a grab, if you don't press any direction and press [Y] you will go into your Sonic Rush combo. This is the best way to capitalize on a Grapple, because the punch combo does a lot of damage and leads to a Power Grapple, which leads to even more damage. Only use throws out of a Grapple if enemies are near and you need to knock them away. Note that if you hold onto an enemy for too long without punching or throwing, they can escape and counter-attack. Some enemies can escape faster than others. Sometimes you might want to strategically wait a little bit to make sure you hit enemies with your throws. Just keep in mind which enemies escape quickly.

== One Handed Throw =====

Hold [UP or DOWN] and press [Y] while Grappling an enemy.

Sonic Blast Man wags the grabbed enemy in front of him and then throws him over his shoulder in the opposite direction. This move hits enemies both in front of and behind you and therefore has excellent crowd control. However, it does pathetic damage (about as much as a single punch) and should only be used if a bunch of enemies are nearby and need to be knocked away. Sometimes if it knocks enemies into critical health it will stun them, but not always.

== Power Punch =====

Hold [LEFT or RIGHT] and press [Y] while Grappling an enemy.

Sonic Blast Man punches the enemy rapidly, knocking them forward. This move is nearly useless. It does pathetic damage (around two punches) and does not knock other enemies back, therefore it's useless as both a damage-dealer and a crowd control move. The only situation where it's useful is when you can use it to knock the enemy into critical AND keep them on screen (your back throw would knock them offscreen, and enemies knocked offscreen can't be stunned.) But besides that rare situation, do NOT use this awful move. Such a shame because it looks really kewl.

== Power Grapple (The Knock Out) =====

Punch the same enemy five times in a row quickly.

The Power Grapple looks the same as a normal Grapple but you actually do different (and much better) throws out of it. You want to Power Grapple as much as possible because it's where you'll do the majority of your damage. Like the Grapple, enemies can escape from it if you don't decide quickly, but unlike the Grapple, punching without pressing a direction does nothing.

== Sonic Uppercut =====

Hold [UP] and press [Y] while Power Grappling an enemy.

Sonic Blast Man uppercuts the enemy and shoots a wave of energy directly in front of him which travels across the screen. Don't use this move just to hit enemies in front of you, because the Wind Up Punch also does that but does way more damage. This move is useful because if you knock an enemy into critical with it, it stuns them 100% of the time, and also it keeps them in place with no chance of knocking them off the screen (where they can't be stunned.) So, you want to use this move only to stun enemies that are near critical state. It does far less damage than other Power Grapple throws, but

if you stun the enemy with it the resulting Airplane Throw will guaranteed kill them. When Power Grappling an enemy, look at their health bar. If it is under the "Y" in "ENEMY" then you can be sure that a Sonic Uppercut will stun them, making this the best throw in that situation. Note that sometimes if you are at the very edge of the screen this move will stun enemies but they will be just out of your grasp and you will be unable to Grapple them.

== Judo Throw =====

Hold [DOWN] and press [Y] while Power Grappling an enemy.

Sonic Blast Man throws his grabbed enemy backwards, judo-style. This is your second most damaging throw, and it also has good crowd control, but only behind you. Additionally, this is your only Power Grapple throw that can't be blocked, so it's your most useful throw against enemies that can do that (see the Enemies section.) If the enemy's health bar is slightly past the "Y" in "ENEMY", this throw will knock them into critical condition. Of course, because it throws them far, be sure that you're close to the opposite side of the screen, otherwise you'll throw them offscreen and they won't get stunned.

== Wind Up Punch =====

Hold [LEFT or RIGHT] and press [Y] while Power Grappling an enemy.

Sonic Blast Man spins his arm around like DK in Super Smash Bros. and unleashes a powerful haymaker that sends his grabbed enemy flying forwards off the screen. This is your single most powerful throw, so it's effective against enemies with a lot of health (especially certain bosses.) Also, it is guaranteed to kill an enemy who is in critical condition. However, since it always knocks enemies offscreen, it can never stun them. It can also be blocked. You should use this throw instead of Sonic Uppercut if your goal is to knock back enemies in front of you, because it does a lot more damage.

== Airplane Throw =====

Walk into a stunned enemy then press [Y].

Sonic Blast Man grabs the enemy, spins them around in a full circle, and then throws them, killing them 100% of the time. You can only use this move on stunned enemies, but it's the best move in the game because it kills the target and also has a lot of crowd control with a surprisingly big range. Therefore, a huge part of this game is stunning enemies so that you can use this move. When grabbing them, you might want to wait for a second until enemies get near so that you're sure you'll hit them. If you stun multiple enemies, be sure to Airplane Throw the first one you stunned because otherwise he will recover while you throw the other one. If done quickly enough, you can Airplane Throw two enemies (you'll often get this opportunity after a Dynamite Punch). Note that you can never Airplane Throw bosses because they cannot be stunned.

== Screw Bomb =====

Press [A].

Sonic Blast Man jumps in place and spins around with his arms stretched out, doing slight damage but knocking back all enemies in a large range. When Sonic Blast Man lands, he will be stunned for about three seconds. This is this game's equivalent of "desperation" moves that almost every other brawler has, which hit all around you but also damage your character. This move doesn't damage you, but if you fail to hit all enemies with it, it is likely you will get attacked while stunned afterwards. Also, sometimes even if you hit all enemies, they'll still get you while stunned. You should only use this move if you're overwhelmed, or are about to get hit. It's better to use this move and take your chances than to eat an enemy attack. Also, this move can stun enemies, but it does very little damage so don't count on it. Try to get in the habit of spamming the [A] button if you see an enemy attack coming but don't have enough time to move out of the way.

== Dynamite Punch =====

After pressing [L], press [Y]. Or press [R] to deactivate D. Punch mode. Sonic Blast Man charges up energy in his fist, then strikes the ground with a force of 100 MegaTons while yelling "Take that!" This strongly damages all enemies on screen and knocks them back. You get three Dynamite Punches with every life. If you're about to die and still have D. Punches left, be sure to use them all before dying, lest they go to waste. It's also a good idea to throw a Dynamite Punch right at the beginning of a wave of enemies that seems very powerful. This move does even more damage than a Wind Up Punch and also stuns enemies, but usually knocks them offscreen where they won't be stunned. Try to use this move when most of the enemies are at the center of the screen so they'll land onscreen and get stunned. This move is also a good way to wear down boss health. You should probably use up all the Dynamite Punches you have right when you start the boss if you're not good enough to beat them without dying, because bosses do a lot of damage and are likely to kill you while you still have Dynamite Punches left. Using this move at strategic points makes all the difference in beating a hard level. Try not to use multiple Dynamite Punches on the same wave of enemies unless you're about to die or are otherwise getting your ass kicked. Note that after pressing [L], you will flash yellow and can unleash a Dynamite Punch when standing on the ground, but cannot use any of your other attacks. Press [R] to deactivate D. Punch mode if you wanna go back to your regular moves.

==[I0.]== Items =====

This section lists out the various items you can pick up in the game. Note that certain enemies carry items and barrels always carry items. The type of item you get is completely random within a certain list of possible items (see walkthrough). Something that's kinda funny is that the items here are a combination of Streets of Rage and Final Fight items. If you played those games you'd know what I'm talking about. Anyway, here are the items.

- [x] Apple: Restores about a fifth of your health
- [x] Hamburger: Restores a little less than half your health
- [x] Turkey: Restores all your health
- [x] Small Coin Pouch:
- [x] Large Coin Pouch:
- [x] Sonic Blast Helmet: Gives you an extra life
- [x] Sonic Blast Glove: Gives you an extra Dynamite Punch

==[T0.]== Tips and General Strategies =====

This section will break down how brawlers are played, give general tips on beating this game in particular, and explain technical terms.

==[T1.]== Explanation of Terms =====

- [x] Spacing: Strategically placing yourself at a specific distance from your enemies, either for offense or defense. For example, keeping enemies within your punching range.
- [x] Crowd Control: Dealing with large groups of enemies attacking you at the same time. An example of CC is keeping all enemies on the same side of you so that you don't get attacked from behind. "Crowd Control" can also be an adjective. For example, the Judo Throw has good "Crowd Control" because it can knock down large groups of enemies.
- [x] Knockdown: The ability of an attack to knock an enemy on his ass. Enemies cannot attack while grounded and most of them

- are vulnerable to attack while recovering.
- [x] Anti-Wakeup: A term I stole from Soul Calibur, Anti-Wakeup means attacking your opponent while he is trying to get up off the ground. Some enemies attack while recovering, so this is not effective against them (see section.)
- [x] Stun: Unique to Sonic Blast Man, Stunning enemies causes them to sit prone with stars around their heads for a short time. During this state, enemies cannot attack nor can they be attacked by normal attacks. However, if you go up and grab them, you will unleash your Airplane Throw which always kills them. Certain moves cause Stun (see Move List section above.)
- [x] Sidestep: Moving up and down "vertically" in a brawler. This is always accomplished by pressing [UP] and [DOWN] on the D-Pad (except for Gardin Heroes.) Sidestepping is the key technique that makes brawlers as a genre work. Mastering it is essential to playing these games well, as both offense and defense hinge on it.
- [x] Grapple/Grab: Walking into an enemy so that you grab onto them. The purpose of grabbing is to execute Throws.
- [x] Sidestep-Grab: Sidestepping into an enemy so as to Grab them. Duh.
- [x] Throw: An attack executed out of a Grapple. Throws are good because they generally do a lot of damage and have good Crowd Control (at the expense of requiring you to Grab your opponent first.) Be careful, some enemies will Grab and Throw YOU when you get near them!
- [x] Block: Negating an attack by deflecting it with either your body, shield, or weapon. You can't Block, but certain enemies can Block your Wind Up Punch and Sonic Uppercut.
- [x] Barrels: Almost every brawler has these, and they usually have Items inside. In this game, the item you get is random.
- [x] Items: Things you pick up off the ground that provide you a boost, such as increasing health or giving you another Dynamite Punch. Items are inside barrels and are sometimes dropped by enemies.
- [x] Score: A numerical value representing your performance in a game. Score goes up from attacking enemies, picking up certain items, finishing stages, and by doing well on the Hit Stages between levels. The only reason Score is important is because you get extra lives after reaching certain Score thresholds, which can mean the difference between victory and defeat.
- [x] Boss: Very strong enemy, usually at the end of a level. Generally each boss requires a specific strategy to defeat. See the appropriate section. Note that bosses in this game cannot be Stunned.

==[T2.]== General Strategies =====

[x] Never walk straight

As I've already said multiple times in this FAQ, Sidestepping is the key to this game and all brawlers in general. It is essential for both avoiding enemy attacks and launching attacks of your own, such as Sidestepping into an enemy to initiate a Grapple safely. If you approach an enemy from the front (especially bosses) you will quickly be knocked on your ass. Get used to always moving in a zigzag pattern. If you find yourself getting hit a lot, it's because you're not Sidestepping enough. Get used to Sidestepping around enemies and then attacking them once an opportunity presents itself.

[x] Use Dynamite Punches wisely

D Punches are your best friend. They do a ton of damage and also have really good Crowd Control. First and foremost, never EVER die with D Punches left. If you're really low on health, you might as well use all your ammo up as quickly as possible. Secondly, get to learn which enemy waves are the hardest, and use a D Punch as soon as they start. It's not a good idea to save up ammo for bosses, because this move does much less damage to bosses than normal enemies. On the flip side of that, you might as well use up all your D Punches as soon as you meet the boss, because he's likely to kill you quickly anyway.

[x] Time your Throws

You are invincible during your Throw animation. However, you are vulnerable again as soon as it ends. Learn the window of invulnerability of each Throw, and use it to your advantage. For example, if you're Grabbing an enemy and another enemy is about to land a belly flop on you, Throw your grabbed enemy at him at the last second and you will have avoided the attack. Note that some enemies are skilled at waiting until you are done with your Throw and punishing you with an attack. So be sure to Throw enemies into other enemies!

[x] Pick the right Power Grapple Throw

A huge part of this game is using the best Throw at a given time. As stated before, you generally want to stick to Power Grapple Throws because they do a ton of damage and all have good Crowd Control. Picking the right Throw can mean all the difference in a fight. Always look at an enemy's health bar while Rush Combing them so that you know which Throw to move. Here's a good general rule:

[x] If the enemy has pink (critical) health while Power Grappling them, use your Wind Up Punch because it will kill them.

[x] If the enemy is near critical condition (their health is around the "Y" in "ENEMY") use the Sonic Uppercut because it will Stun them in place.

[x] If there are enemies approaching quickly from behind or above, use the Judo Throw. Also use this Throw if it will keep them onscreen and Stun them.

[x] If the enemy can block, always use the Judo Throw against them.

[x] Remember, Flip Kicks suck!

Unlike almost every other brawler, your generic jump kick in this game is not even worth using most of the time. It has surprisingly short range, must be timed well, and does a tiny amount of damage. Even normal enemy attacks like stabbing with a knife will hit you while Flip Kicking. The biggest purpose of this move is to kill a specific boss. However, if you're already jumping across the screen anyway, you might as well end it with a Flip Kick because you just might hit somebody, and there's no reason not to at that point.

[x] Sidestep-Grab + Sonic Rush combo = your best way to attack

Sidestep-Grabbing is good because it's generally the safest way to approach your enemy and initiate an attack. However, it might seem bad because the Throws from normal Grabs are so weak. Therefore, it's best to Sonic Rush the grabbed enemy (press [Y] while NOT pressing any direction), which does a lot of damage and also leads to a Power Grapple (even more damage.) This tactic is effective against every enemy in the game EXCEPT those that grab you, and also AMOEBA. The enemies that can grab you should instead be fought by just Sonic Rush comboing them from a safe distance instead.

[x] Use the very bottom or top of the screen

Try sticking to the vertical edges of the screen. This is basically like having your back against a wall, so that enemies can only approach you from one direction. This makes it a lot easier to manage dodging enemies.

[x] Take advantage of knocked-down enemies

Use Anti-Wakeup attacks against enemies you haven't Stunned but have Knocked

Down. That is to stay, either stand next to them and punch rapidly or walk into them and Grapple them. This is an effective way to continue to combo enemies and prevent them from getting in any hits edgewise. Just don't use it against bosses

[x] Keep trying

Giving up is shameful. Why are you playing a single player SNES brawler if you don't want challenge? Power through and you'll be a better person for it.

==[E0.]== Enemies =====

Knowing how each enemy works and how to counter their attacks is key to any action game, not just brawlers. Get a feel for how far away enemies can attack you (even in the first level, several enemies have greater range than you.) Be sure to remember which enemies can Block. And don't forget to throw enemies at other enemies.

Note that neither the game nor the instruction manual has any official names for enemies, so I made all these up. I tried to follow the same general (corny) style that most games of this era tended to have.

The percentages for health represent how much of the health bar is filled up when the enemy is at maximum health. Note that I played on Hard mode, where enemies have more health and attack more aggressively.

==[E1.]== Stage 1 Enemies =====

====[x] Name: Sid / Vinnie =====
Health: 40%
Can Block: No
Appearance: Sid has an orange mohawk and either orange or green clothes.
Vinnie has black hair and purple or orange clothes.

Sid is your average brawler enemy, nothing more than an aimless thug with a knife. That being said, he can still be a dangerous enemy, as he actually has better range than you. Vinnies are tougher versions of Sids, as they are much better at keeping their distance and surrounding you. These enemies are weak to Sonic Uppercut because they have just enough health to be stunned by it off of a single Sonic Rush combo.

[x] Shank

Sid / Vinnie stabs with the knife.

The only move this enemy has. It is dangerous because A.) it has greater range than your punch and B.) it can hit you vertically but your punches can't. If you're close to this enemy but are not on the same vertical plane, they can easily get two or three shanks in and you can't attack back. Or if you misjudged the range of your punch you could eat a few of these attacks.

====[x] Name: Derek =====
Health: 35%
Can Block: No
Appearance: A diesel black dude with an armored vest. He either has an orange vest and green pants, a black vest and red pants, or a purple vest and black pants.

Although he appears second, Derek is actually the easiest enemy in the game. His attacks are really easy to evade, he doesn't do much damage, and has the least health. He's a good target for Wind Up Punch, as it will kill him off of your first combo. In the Japanese version, this was actually a pretty generic-looking woman.

[x] Punch

Derek punches in front of him.

This move isn't very dangerous because he only uses it if you walk right into him. He can combo you a few times with it. Has less range than your punch.

[x] Jump Kick

Derek will back up a few steps and then jump at you with a karate kick.

He tends to use this move the most. Dodging it is really easy. As soon as you see him back up, you have ample time to either move up or down to evade it, then Sidestep-Grab to punish him.

```

====[x] Name:          Hernando / Cheech =====
      Health:          50%
      Can Block:       No
      Appearance:     Hernando has a beard and bald head. Cheech has the face of
                       Cheech Marin and is either wearing a bandanna or beanie.
                       Both are fat guys wearing brown khakis and suspenders. They
                       can come in red, orange, or green clothes.

```

By far the hardest enemy in the first level, and the biggest reason the first level is harder than the next two. His bellyflop causes all sorts of problems, and he has a lot of health. If there are three onscreen at once, it might be a good idea to use a Dynamite Punch. Sidestep-Grabbing him when he's recovering from a bellyflop is the best way to attack him. Using Judo Throw and landing him onscreen is best because it will Stun him and you can kill him with an Airplane Throw. Sonic Uppercut also works well.

[x] Slap

Hernando / Cheech cock back and slap you open-palmed

This is what happens if you approach this enemy from the front. It has more range than your punch and also can hit somewhat vertically.

[x] Bellyflop

Hernando / Cheech jump in the air and bellyflop on top of you

This move has no tell, so you just have to be careful around this enemy and Sidestep all the time. If you quickly Sidestep this attack, you can follow up with a Sidestep-Grab to punish. Note that this move always beats out your Flip Kick, and also it can hit you while you're knocked down.

==[E2.]== Stage 2 Enemies =====

```

====[x] Name:          Norm =====
      Health:          55%
      Can Block:       No
      Appearance:     A tall white guy factory worker with a vest and either a do-
                       rag or red hair. He comes in red & green or blue & green varieties.

```

Norm is a pretty easy enemy. His attacks are easy as hell to dodge and he moves around slowly and awkwardly. His only strength is his relatively high health, and I guess his anti-air capabilities (you shouldn't be Flip Kicking anyway). Sometimes they will throw grenades when they jump onto the screen. Try to Judo Throw and Stun them if possible.

[x] Wussy Slap

Norm gives you a weak overhead slap.

He doesn't use this move often, and even when he does, it's weak so it's not a big deal. A "slap on the wrist" for approaching him from the front if you will

[x] Wussy Kick

Norm jumps in the air and busts out an effeminate-looking kick.

Norm tends to use this move a lot. Luckily, it is very easy to dodge. When you see him jump, just step any direction except forwards. This move doesn't do a lot of damage nor does it have a long range, but it does knock you down. It will also knock you out of the air.

[x] Grenade Toss

While jumping onto the screen, Norm will throw a weak grenade.

Note that only certain Norms do this, as noted in the Stage 2 walkthrough. This attack is a joke because the grenade has such a pitifully small range. Just don't stand on top of the grenade, it should be easy to dodge.

```
====[x] Name:      Kenneth =====
      Health:      40%
      Can Block:   Yes
      Appearance: Red-haired guy wearing either green, red, or yellow Kung Fu
                  outfit.
```

Kenneth is the first enemy you meet that can block your attacks. That is to say, he cannot block your Sonic Uppercut, however he will always block your Wind Up Punch. Therefore, you have to use Judo Throw against him. He has a lot of range and moves quickly, but doesn't have particularly difficult attacks or a lot of health. In the Japanese version, this enemy was a kung fu girl instead.

[x] Karate Kick

Kenneth kicks forward generically.

Kenneth rarely uses this attack. I've only seen it two or three times myself. I think he uses it to knock you out of the air.

[x] Forward Flip

Kenneth jump flips across the screen.

Kenneth will jump around all the time, and often Chi Palm while landing. This is your perfect chance to punish him. Sidestep when he jumps, then Sidestep-Grab or Rush Combo him where he lands. Just make sure you're in range or he will Chi Palm you.

[x] Chi Palm

Kenneth strikes with both hands forward.

This attack has much better range than your punches, so it's essential to Sidestep Kenneth as much as possible. It also knocks you down.

```
====[x] Name:      Bill / Lance =====
      Health:      50%
      Can Block:   No
      Appearance: Bill has a fu-manchu moustache and a do-rag. Lance has spiky
                  orange hair and sunglasses. Both of them are wearing army
                  camouflauge and carrying semi-automatic rifles. They come in
                  green, red, and blue.
```

Bill and Lance are gun-toting enemies that are surprisingly weak. They move around slowly, have an average amount of health, and attack rarely. Regardless, in a large group of enemies you should probably target them first because they might shoot you while you're distracted with other enemies. Obviously they have good range, but again, they don't attack that often.

[x] Semi-Automatic

Bill / Lance shoot at your chest.

This attack knocks you down and has good range. They rarely use it, though. I think they use this more often when you're close to them.

[x] Shoe Strafe

Bill / Lance shoot at your chest.

This attack has longer range than the first one (I think). They also seem to use it more when you're far away. It also knocks you down.

==[E3.]== Stage 3 Enemies =====

====[x] Name: Amoeba =====
Health: 60%
Can Block: No
Appearance: Amoeba is a weird transparent, neon, blob-like humanoid thing. It has a slouched posture and a human-shaped head. It comes in red, blue, green, and orange.

But you didn't expect this enemy! Amoebas are strange blob-men that have a projectile attack and a fair bit of health. Their signature move is turning into a blob and moving towards you, Alex Mack-style. They are the only enemies that are immune to Rush Combos out of Grapples. If you try to punch while Grabbing them they will turn into their blob form and attack you. These enemies only seem to be a problem when they're flinging their heads, because their blob form is very easy to avoid.

[x] Hammer Smash

Amoeba cocks back both hands and delivers a double-fisted overhead blow. This is Amoeba's standard melee attack if you get too close. However, it seems to use Electro Blob much more often in this case.

[x] Electro Blob

Amoeba transforms into an electric blob on the ground and comes for you. Amoeba tends to use this move all the time, and it's really easy to avoid. As soon as you see his melt animation, either walk backwards, up, down, or jump over him forwards. He's vulnerable to Rush Combos when coming out of this attack.

[x] Where Yo Head At?

Amoeba picks off his head, throws it at you, and grows a new one. If you let Amoeba stay far away from you he will throw his head. This move travels quickly so is somewhat dangerous. To prevent Amoeba from using this move just get closer to him.

====[x] Name: Spectre =====
Health: 40%
Can Block: No
Appearance: Spectre looks like a ghost/jissom that has a skull face, vestigial arms, a tail, and comes in neon orange, blue, and purple.

Spectres are little more than annoyances. They can jump onto you, forcing you to press left and right rapidly to escape, but it does little damage. They don't have much health and don't pose much of a threat so consider their presence not a big deal.

[x] Strangle

Spectre jumps on you and strangles you with its body. When Spectre jumps, it's using this move. Press left and right as quickly as you possibly can and you will escape soon, without taking too much damage. The only dangerous thing about this move is that other enemies can attack you while you're being held in place.

[x] Tail Whip

Spectre whips its tail in front of it. It doesn't use this move very often, and it doesn't do much damage. Not much

else to say here.

```
====[x] Name:          Cell =====  
      Health:         70%  
      Can Block:      No  
      Appearance:     Somewhat alien-looking transparent blob with broad shoulders  
                    and long arms, with neon orange, red, green, and purple  
                    varieties.
```

Cell is the strongest of the bunch. His Drop Down attack can be seen a mile away and easily avoided, but his long arms can be problematic and also he has a ton of health. Use Wind Up punches as much as possible to whittle down his health (two should do it.)

[x] Drop Down

Cell stretches out its spine and goes up, then drops down on top of you.

At least one Cell will be using this move most of the time, so get used to moving around (especially vertically) whenever you see him going up. He is quite vulnerable when he's recovering from this attack.

[x] Stretch Armstrong

Cell stretches its arms out to attack you.

This move beats your range by quite a bit and can therefore be somewhat tough. Like all other enemies, just Sidestep intelligently to beat it. Two Cells using this move next to each other can be a real shitstorm, so keep your distance and use Dynamite Punches in such a case.

```
==[E4.]== Stage 4 Enemies =====
```

```
[x] Name:          CPX-M20 =====  
      Health:         50%  
      Can Block:      No  
      Appearance:     CPX-M20's are floating robots with a bulbous head, two arms,  
                    a tail and a forehead-mounted rocket launcher. They come in  
                    brown, green, and blue.
```

This is the easiest enemy in Stage 4, but he can still be very dangerous. He is similar to the Spectre enemies on the previous level. His Robo Strangle attack is also no big deal, but his Rocket Launch attack can fill the floor with explosions and cause a lot of trouble. At full health, he's too strong to be stunned by a Sonic Uppercut, so you should try to Judo Throw him on stage, or, failing that, take his health down with a Wind Up Punch. It is probably best to take him out first, lest he fills the screen with rockets.

[x] Robo Strangle

CPX-M20 jumps at you while blasting its jet pack and strangles you.

This move is just like Spectre's strangle... meaning it does pathetic damage and is easily escaped by pressing left and right rapidly. CPX-M20 tends to use this move all the time if it is onscreen.

[x] Rocket Launch

CPX-M20 launches a volley of rockets that explode all over the ground.

This move can be very dangerous, as it fills a large portion of the screen with rocket explosions, and if you're standing anywhere near them you'll get knocked on your ass. Luckily, there will be indicators showing exactly where the rockets will land. As soon as you see these pop up, quickly jump to the part of the screen that is far away. The explosions have a large vertical as well as horizontal range so you really should take care in getting away from them. It seems that CPX-M20 only uses this move later on in the level, and tends to use it when it is offscreen. I actually thought this was a level hazard at first.

[x] Name: Mk. VII =====
Health: 60%
Can Block: No
Appearance: Mk. VII's are humanoid robots with arm-mounted guns that walk on two legs. Their armor strongly resembles the Krogan armor from the Mass Effect games (which is sort of a rip-off of Warhammer space marine armor.) They come in blue, green, and brownish-red varieties.

This enemy will cause a lot of headaches because he out-ranges you, knocks you down, and inescapably attacks you while grounded. Be very careful to stay out of his vertical range or he will punish you. Try to stick to Sidestep-Grabs because Sonic Rush combos are dangerous to attempt and often outranged. Mk. VII's have just enough health so that at full power a Judo Throw will not Stunt them, so it's best to attack with a Wind Up punch first.

[x] Piston Kick

Mk. VII kicks you with his robot feet.

Mk. VII's most dangerous attack, as it has greater range than your punches, knocks you on your ass, and is almost always followed up with an inescapable Foot Flamer attack. Because of this move, it's a really bad idea to attempt to Sonic Rush combo Mk. VII's outside of a Grapple. Thankfully, this move hits sort of low, so it will NOT knock you out of a jump.

[x] Foot Flamer

Mk. VII blasts your feet with a flamethrower.

Mk. VII tends to only use this move when you are grounded, and it will always attempt to do so after knocking you down with a Piston Kick. In fact, multiple Mk. VII's might Foot Flame you when you're grounded, resulting in an inescapable combo for a lot of damage. The moral of the story is, you should really try not to get knocked down around Mk. VII's.

[x] Grenade Pooper

Mk. VII turns around and poops out a grenade that explodes on the ground.

Because grenades in this game have such small range, this move is not such a big deal. If a Mk. VII drops a grenade near you, simply move up or down quickly to avoid it. It seems like certain Mk. VII's never use this move, whereas others tend to use it all the time instead of Piston Kick.

[x] Name: Mk. III =====
Health: 75%
Can Block: Yes
Appearance: Mk. III's are larger versions of Mk. VII's that have a huge futuristic arm-mounted gun. They float around using weird electric back-mounted hover devices, and have small out-stretched wings coming out of their shoulders. They come in green, brown, and red versions.

These enemies can block, have a ton of health, and attack with an obnoxious dash that is difficult to avoid and counter. They also can float around freely so are somewhat evasive. Because they block, unfortunately Judo Throw is your only real damage-dealing option (they occasionally do not block Sonic Uppercut, but don't count on it.) Each one will take two Judo Throws and some extra hits to kill. Use everything you've learned so far and play cleanly to defeat this difficult foe. Don't forget Sidestep-Grabs!

[x] Robo Ass Stomp

Mk. III will jump off the top of the screen and then land on you.

When you see Mk. III jump up, start moving around vertically to avoid this attack, or hit him with a Throw just as he lands. The most rarely used and weakest attack of this enemy.

[x] Shoe Strafer X

Mk. III will shoot at your feet.

This move is used sort of sparingly. It has large range and knocks you down. I find that when you're on the same vertical plane but at a distance from Mk. III he tends to use Robo Rush more often. Like every other attack in the game, Sidestep to evade it.

[x] Robo Rush

Mk. III will use his boosters to dash across the screen.

This move has huge range, comes out quickly, and knocks you down. It's Mk. III's best attack, and as far as I know there's no way to knock him out of it. Try to never stay on the same vertical plane as this enemy (even at a distance) because he will probably use this move. The final Mk. III of the level will ONLY use this move, and it's super difficult to get any hits in. Sidestep-Grabs are the best way to counter this, but not while he's in the middle of dashing.

[x] Name: Cocoon =====
Health: 90%
Can Block: No
Appearance: Cocoons are humanoid aliens with armored torsos, kneepads, and a spherical helmet with a visor. Like most of the other enemies in this game, they wear khaki pants. They come in green, red, blue, cyan, purple, and grey varieties.

Cocoons are fairly human-looking aliens that transform into monstrous forms when they take enough damage. In their humanoid forms, they have fairly weak and dodgeable attacks, but they have a ton of health (almost a full bar.) When they are knocked down to less than half health, they will transform. If you attack a Cocoon quickly enough, it is possible to Stun it and kill it before it is able to transform. Try using two Judo Throws in a row to accomplish this. Lastly, note that a Cocoon's color determines what it will transform into: green, blue, and purple varieties transform into Mantises, whereas red, cyan, and grey types transform into Xenos. Note that cyan and blue look very similar; cyan is somewhat brighter than blue.

[x] Standard Punch

Cocoon jabs forward in the most basic way possible.

Cocoon uses this weak, boring move if you get too close, or are jumping around. Not much to say here. Don't walk straight into them!

[x] Shoe Strafer Infinity

Cocoon pulls out a small pistol and fires at your feet.

Like Bills / Lances and Mk. III's, Cocoon also has an attack where they shoot at your feet. Again, this move has long range and will knock you down. It is the move that Cocoons tend to use more often. Sidestep it!

[x] Emerge

Cocoon falls to its knees and transforms into a Mantis or Xeno.

I'm kinda sad that I'm ruining this for you, because when I first saw it I thought it was awesome. Cocoons will transform when they're at less than half health, or have been in Cocoon form for a long time. It seems that when one transforms, it causes a chain reaction and the rest of the Cocoons onscreen will also transform. If you Judo Throw a Cocoon twice quickly, it is possible to Stun them, Airplane Throw them, and prevent them from transforming. Note that during the transformation, Cocoons are invincible. Mantises can be Sonic Rush combo'd when they're done transforming, but Xenos will just jump at you. Try to

prolong an Emerge as long as possible, because three transformed Cocoons are much more dangerous than three humanoid ones. Note that after they transform, they will retain the same amount of health they had in human form.

[x] Name: Mantis =====
Health: 90%
Can Block: No
Appearance: Mantises are transformed Cocoons with insectoid, praying mantis-like features, though their lower bodies didn't transform and are still human-looking legs wearing khakis. They have a large tear-shaped exoskeleton thing on their shoulders. They Emerge from green, blue, and purple Cocoons.

Mantises aren't as bad as Xenos, but are still fairly dangerous. They have as much health as they had when they used Emerge as Cocoons, which can be quite a lot. You can use Anti-Wakeup attacks against them as they are Emerging. Just be sure to stay at your maximum punching distance or they will Thug Hug you. Also, if you try to Sonic Rush combo them out of a Grapple, they will also punish you with a Thug Hug. Therefore, the best way to fight this enemy is to only use Sonic Rush combos. Use Wind Up Punch to whittle down their health, and then Sonic Uppercut or Judo Throw to stun them. Be careful when attempting to Sonic Rush them, as they can outrange you with their Baby Burst attack. The only time that Sidestep-Grabbing them makes sense is if they're just on the verge of being in critical condition. A well-placed One Handed Throw can land them onscreen and Stun them.

[x] Claw Strike

Mantis cocks back and swats you with its claws.

This is Mantis's basic melee attack. He only uses it when you're close. It knocks you down. It has very slightly better range than your punches. That's about it.

[x] Baby Burst

Mantis's chest opens up and a head bursts out and bites you, Alien-style.

This move has much better range than your punches, so Mantis will use this if you're walking straight at him without Sidestepping. He seems to use it a little less than his other attacks.

[x] Thug Hug

Mantis grabs you and squeezes the life out of you with his arms.

Mantis will use this attack if you attempt to punch out of a Grapple, if you're too close when using Anti-Wakeup attacks, or if you just get too close in general. Because of this move, you should NOT attempt to Grapple Mantis (but you SHOULD Power Grapple him as much as possible, as he can't block.) As with other attacks that bind you, press left and right rapidly to escape.

[x] Name: Xeno =====
Health: 90%
Can Block: No
Appearance: Xenos are transformed Cocoons that are hunched over, have bent, clawed arms, a skeletal tail, a Protoss-shaped head, and an artichoke-looking growth on their backs. They retain the khaki-laden legs of Cocoons. They Emerge from red, grey, and cyan Cocoons.

Xenos are a lot more mobile than Mantises, and are thus somewhat harder. Like their brethren, they cannot be punched out of a Grapple, but unlike their bros, they cannot be Anti-Wakeup attacked when Emerging, or they will use Xeno Flip against you. Mainly, Xenos will flip and hop around the screen as much as possible. The best way to fight them is to attack them just as they're landing

with a Sonic Rush combo leading into a Wind Up Punch. Like other enemies that hop, if you hit them while they're in the air they will be knocked down and only take minimal damage, so be sure to combo them right when they land. If you Grapple them on accident, the best you can do is either of your weak throws, which can lead to a Stun if they're very low on health. Note that if you don't defeat them quickly enough, they will Xeno Clone themselves, which creates another copy at full health. So prioritize killing them over Mantises.

[x] Xeno Flip

Xeno flips through the air forwards.

This attack knocks you down when it connects, and he will use it whenever you're trying to punch out of a Grapple or using Anti-Wakeup attacks. If you Sidestep the moment you accidentally punch out of a Grapple, it can be avoided. He uses this move constantly.

[x] Xeno Flop

Xeno bellyflops on top of you after jumping.

This attack seems almost identical to Xeno Flip. I guess it has slightly better range? Not much to say here as it is so similar to the previous attack.

[x] Xeno Clone

Xeno's back opens up and it shoots out a clone of itself and dies.

If you don't kill Xeno quickly enough, he will create a clone of himself and die, which effectively just restores all of his health (the clone will always have 90% health.) So kill this enemy quickly. If you're fast enough, you can hit him right as his back opens up and prevent the cloning.

==[B0.]== Bosses =====

Bosses in Sonic Blast Man require a certain amount of strategy to defeat. With the exception of Mother Cell, each and every one requires that you have an excellent mastery of Sidestepping and spacing yourself so that you hit with the very tip of your Sonic Rush combo. Although you can use Dynamite Punches to wear down a boss's health (and you should be expending all of your D. Punches if you are about to die anyway) these don't do all that much damage, and you will have to legitimately fight the boss for a while to beat them.

==[B1.]== Stage 1 Boss =====

[x] Name: Marcus

Appearance: A huge thug with sunglasses, a do-rag, and an X-shaped st across his chest.

If you haven't been learning how to Sidestep and Rush Combo as soon as an enemy gets into range, Marcus will be the first big brick wall you hit with this game. However, once you learn how to fight him he's not so bad, and with practice it should be pretty easy to beat him with a single life. The main strategy behind fighting Marcus is to Sidestep up and down quickly, and lure him into punching range before he can get a hit off. I find that using the top and bottom of the screen makes this easier. Stay somewhat close to the top or bottom, and Sidestep in opposite directions quickly. Marcus will move up and down with you, trying to lock onto your vertical position so that he can attack. You need to get Marcus within horizontal punching range, then let him Sidestep onto your vertical plane. Then, hit him with a Rush Combo as quickly as possible and finish with a Wind Up Punch for maximum damage. He will die after about four punches or so. Marcus fights with one minion at a time, either Sids or Dereks. He only has three minions total, and after you defeat them no more will come. You might want to attack his minion and throw them at him for a little damage and crowd control. Or using a Dynamite Punch to take control works also.

[x] Flying Knee

Marcus jumps at you with his knee forward.

Marcus only seems to use this move to knock you out of the air. You should NOT be in the air at all during this fight anyway.

[x] Mighty Slap

Marcus cocks back and hits you with a powerful slap.

This is Marcus's main method of attack. Generally he walks towards you and hits with this move. It has greater range than your punches, and does a fair deal of damage. Read the strategy above to see how to avoid and counter this attack. Note that after knocking you down with this attack, he tries to follow up with a Gangsta Throw when you're grounded.

[x] Gangsta Throw

Marcus picks you up off the ground, lifts you in the air, and throws you.

Marcus uses this move to follow up on his Mighty Slap and do more damage. As far as I can tell it's unavoidable, but often Marcus will mess up and somehow miss grabbing you. It seems like if you're too close to the edge of the screen he can't grab you.

==[B2.]== Stage 2 Boss =====

[x] Name: Lyle & Erik

Appearance: Lyle is a hunched over thug with claw weapons on his hand pointed sunglasses, and spiky orange hair. Erik looks just like his bro except has rounded sunglasses and purple hair.

This boss can be pretty tricky. By far the hardest part about it is that there are two guys, and they're dodgy and attack quickly. You need to focus your attacks on one of them (it doesn't matter which, they seem to fight identically) and eliminate him as quickly as possible to make the fight more managable. I'd recommend expending your Dynamite Punches right off the bat to get a head start on this. Once you're down to a single opponent, it shouldn't be too hard to finish him off without taking much damage if you're careful. As always, Sidestepping is key to beating this boss. Note that they will knock you down if you try to Rush Combo out of a Grapple, so only use normal throws when you Grapple them. Therefore, it's better to try to Rush Combo them when they get in vertical range rather than attempting Sidestep-Grabs (just like Marcus). You should generally stick to Wind Up Punches to do the most damage, but might want to use a Judo Throw to throw one into the other. There is no point to using Sonic Uppercuts because they can't be Stunned. Note that sometimes when they are slightly lower or higher than you vertically, you will continue to Rush Combo them past five hits without going into a Power Grapple. This is a blessing, and you should keep doing it even if you're about to get hit because it's by far the fastest way to do damage. Also, the glitch where you keep hitting two very close guys infinitely works on them! If you're lucky enough to get this, just keep punching as fast as you can and you'll absolutely annihilate them (especially if they're at the same health, otherwise you'll kill one first and Power Grapple the second.) Finally, note that they hop around a bunch, and if you hit them during a hop they will be knocked down but you can't combo them, which is bad. So try to hit them right when they're landing from a hop. Oh, and the top and bottom of the screen help a lot with Sidestepping.

[x] Shadow Kick

Lyle / Erik jump in the air and kick you.

They seem to use this move a little less than your other attacks. Luckily it is a lot easier to dodge than Ninja Slide. Just Sidestep whenever you see them jump up high.

[x] Furious Slash

Lyle / Erik slash at you with their claws.

This move outranges your punches and knocks you down. They seem to use it less often than Trip Kick.

[x] Ninja Slide

Lyle / Erik slide across the screen, front foot outstretched.

Lyle and Erik use this move all the time. They unleash it with no provocation, it travels really far, and it knocks you down. They aren't particularly vulnerable after it, either. This is the biggest reason you need to constantly stay out of their vertical range, only moving in when they land from a hop. It can also hit you while grounded.

[x] Trip Kick

Lyle / Erik quickly kick at your feet, knocking you down.

If you're very close to them, they will usually use this move to knock you down. They'll also use it while recovering, so Anti-Wakeup attacks are useless against them. Additionally, if you try to Rush Combo them out of a Grapple, they will always use this move to punish you. It also hits you while grounded, and they might chain a few attacks together this way.

[x] Bro Throw

One of the bros launches the other high in the air and they land on you.

Obviously, they can only use this move when both of them are still alive. You can tell they're about to do it because one of them stops in place and the other goes towards him. I find the best way to counter this move is to walk up to the bro that's doing the throwing and Rush Combo him as soon as possible to punish. If you can't reach it, be sure to Sidestep quickly to avoid being landed on. You can see the shadow of where he's about to land.

==[B3.]== Stage 3 Boss =====

[x] Name: Mother Cell

Appearance: Mother Cell is a huge, alien-looking monster that apparen spawned the Stage 3 enemies. Its front is a humanoid torso with large exoskeleton plates on its shoulders and long, clawed arms. It kind of resembles a hydralisk from Star-Craft. Its back is a huge spherical egg sac with purple orbs jutting out of it.

Mother Cell is by far the easiest boss in the game. At first, it seems like she's invincible, because none of your ground attacks hit her. However, after you find out that your Flip Kick damages her, she's really easy (this is the only point in the game where you actually want to use this move.) She has no attacks, but she spawns two Spectres at a time out of her back. You can throw Spectres into her for some damage, but it's best to just Flip Kick her as quickly as possible. In general, you want to Flip Kick in place quickly because this is safer against the Spectres and a little faster. Of course, she moves left and right slowly so you have to move occasionally. Really, this boss fight just boils down to handling two Spectres at once, and they're an easy enemy anyway. As always, if you're feeling overwhelmed or about to die, use your Dynamite Punches. Keep in mind that although the Spectres spawn infinitely, they do not spawn immediately. Therefore, if you quickly kill Spectres you will only be fighting one at a time for a while as you wait for the next one. Lastly, Air-plane Throws tend to hit her three times from anywhere on screen.

[x] Spawn Spectres

Mother Cell spawns Spectres from its back.

Not much to say here. If you go right next to where the Spectre spawns, you can Anti-Wakeup attack it successfully. Her only attack. She only seems to spawn

purple and blue Spectres, but no yellow ones. Using Sonic Uppercut against the Spectres is best because it Stuns them in place, and you can use the resulting Airplane Throw to hit Mother Cell three times.

==[B4.]== Stage 4 Boss =====

[x] Name: Mk. I

Appearance: The Mk. I is a huge green bipedal mech (walking tank) with arm-mounted guns, shoulder-mounted missile launchers, a curved "head", a "chin-mounted" gatling gun, and jet boosters on its back. It slightly resembles a frog in my opinion.

This boss is initially quite intimidating because of its size, agility, and powerful arsenal. It's so big that it can't be thrown (although it can be Power Grappled, which results in blocked attacks as Judo Throw is impossible), and it has attacks with huge range that come out quickly. It also shares the annoying missile attack of the CPM-X20's. When I first thought this boss, a few of my punches missed, so I stupidly assumed that only Flip Kicks could harm it, like Mother Cell. However, when I found out that you CAN punch it, I quickly found an extremely easy, very exploitable strategy that makes this boss a complete joke. Mk. I is generally very vulnerable when it walks back onto the screen after a Giga Dash. Sidestep onto his vertical plane, and punch him only once, then immediately Sidestep away. He will attack with Gun Hammer, but you will have avoided the attack by Sidestepping. Then, simply keep repeating this pattern of Sidestepping in front of him, punching once, and Sidestepping away. If he somehow escapes your onslaught, just carefully stay out of his vertical range and attack him again when he walks back onto the screen. The instruction manual says the best way to deal with him is Dynamite Punches, but once you master this strategy you'll be defeating him with one life using no D. Punches. I should mention that when you Flip Kick him, he will dash backwards off the screen.

[x] Gun Hammer

Mk. I uses its arms to strike directly in front of it.

Mk. I will use this move when you're standing right in front of it and fairly close. The arms barely move, so it's pretty hard to spot. However, you can be sure that it'll throw this attack almost any time you're right up in its face, so it's actually really predictable. If you're standing in front of it for more than half a second, just Sidestep immediately to dodge this attack. As I said above, you can keep dodging and punishing this attack easily with one hit Sonic Rush punches. Also it knocks you down, but you should be avoiding it anyway.

[x] Giga Dash

Mk. I uses its jet boosters to dash across the screen.

Mk. I uses this move often if you're far or to escape/break up your attacks. It does a lot of damage and knocks you down. However, you shouldn't be standing on a part of the screen where you're vulnerable to this attack anyway. Just stay horizontally close but vertically far from Mk. I so you're immune to his attacks and can Sidestep in when he's vulnerable.

[x] Bullfrog Leap

Mk. I uses its jets to jump across the screen.

Mk. I uses this move to escape you or position itself better. It hits you and knocks you down if you're standing where it lands. He is somewhat vulnerable to punching when he lands, but honestly it's better to wait for him to walk onscreen after Giga Dashing off. Obviously don't Flip Kick it.

[x] Shoe Strafer Maximum

Mk. I uses its chin cannon to shoot at the ground in front of it.

Like the many other versions of this attack in the game, it has a huge

range (the most of any variety) and knocks you down. Again, you shouldn't worry about this attack because you shouldn't be standing in front of Mk. I that far anyway. He will sometimes follow up a successful Gun Hammer attack with this to hit you while grounded. Be sure to Sidestep as soon as you recover.

[x] Missile Launcher Maximum

Mk. I shoots missiles from its shoulders.

This is slightly better than the other version of this attack, as its explosions seem to last a little longer and have better range. However, you shouldn't be in a position to get hit by it. If you're right in the middle of all the indicators, if you Flip Kick towards Mk. I you might knock him back and land safely.

==[B5.]== Stage 5 Boss =====

[x] Name: Heavy Blast Man

Appearance: Heavy Blast Man is a taller, more diesel verion of Sonic Blast Man. He has giant armored jet boosters mounted on his shoulders.

Heavy Blast Man is, as you would probably expect, the hardest boss in the game. He has a ton of health, dashes around rapidly, has many screen-filling attacks, and can't be Sonic Rush combo'd out of a Grapple. This battle will push your Sidestepping skills to the limit, and even with superb skill you'll still likely get hit a few times because he's so fast. If you come into this battle with a lot of lives, you can whittle down his health significantly by throwing all your Dynamite Punches. However, in this fight you actually have to time your D. Punches very well. He has certain attacks where he disappears from the screen or blasts off the top of it, and he's invulnerable in these states. If you happen to Grapple him, be certain not to punch because he will punish you. The best you can do in this situation is to use either crappy Throw. Your main method of dealing damage (outside of D. Punches) will be punishing his Heavy Blast attack. Luckily, he uses this attack often and it's easy to punish. This boss is obviously difficult to get practice on, so if you're beating the game for the first time your best bet is to just play the stage really well and come into the battle with 3+ lives so that you can just Dynamite Punch him as much as possible and barely finish him off by fighting legitimately. Be careful not to use a D. Punch at the very beginning of the fight because he's invincible. I should note that on very rare occasions he will not actually block your Wind Up Punch. But don't count on it. Use Judo Throws instead. Also stay away from Sidestep-Grabbing him because he usually punishes this and it only leads to pitiful damage anyway.

[x] Heavy Dash

Heavy Blast Man dashes across the screen.

Not exactly an attack, Heavy Blast Man uses this to move around the stage rapidly. He usually uses a Heavy Uppercut or Heavy Power Punch when he gets close.

[x] Heavy Power Punch

Heavy Blast Man unleashes a powerful volley of rapid punches.

He usually uses this move after he dashes at you. It does a lot of damage and knocks you down. Sidestep it!

[x] Heavy Blast

Heavy Blast Man repeatedly shoots sonic blast waves across the screen.

This attack shoots out rapidly, covers the whole screen, and knocks you down. He will do this attack many times in a row, and this is your chance to punish him. Follow the rhythm of his blasts, and Sidestep into punching range between blasts. Then Sonic Rush combo him, and only use Judo Throw (he will

block Sonic Uppercut and Wind Up Punch). If you accidentally Grapple him, be sure to use a Throw as punching out of a Grapple will be punished.

[x] Heavy Screw Bomb

Heavy Blast Man jumps up in the air, spinning around with his fists out.

Like your version of this attack, it hits in a wide range and knocks you back. He uses this when landing from a Heavy Jet attack, or reappearing from a Heavy Teleport. He is not vulnerable afterwards, so steer clear.

[x] Heavy Jet

Heavy Blast Man fans out his shoulder boosters and jets upwards offscreen.

When he fans his boosters out it hits you, when he blasts upwards it hits you, and when he lands it hits you. Stay away from him when he starts this attack. When he boosts offscreen, go all the way to the top or bottom of the screen. Then, after a little longer than a second, Sidestep all the way in the opposite direction. You really have to learn the timing. When he lands if you are close, he will hit you with a Heavy Screw Bomb attack. If you kept your distance, he will stand in place for a second, vulnerable for a Grapple. But I wouldn't chance it if I were you, because he often Heavy Screw Bombs when you get close and it's not worth the tiny amount of damage.

[x] Heavy Missile Launcher

Heavy Blast Man shoots a bunch of missiles from offscreen.

Like other versions of this attack, avoid the indicators. It seems he only does this half the time, and only when Heavy Teleporting. It hits in six spots across the screen.

[x] Heavy Teleport

Heavy Blast Man stands in place for a second and then vanishes.

When Heavy Blast Man disappears, he is immune to Dynamite Punches so watch out. He will reappear in a number of ways: after a Heavy Missile Launcher attack, with a Heavy Screw Bomb, or with a Heavy Power Punch attack. Be sure to be Sidestepping when he vanishes or you might get hit by one of these.

[x] Heavy Storm

Heavy Blast Man projects a huge sphere of electrical energy around him.

I've only seen him do this move one time, and it was when I was really close. It has a decent range (basically the same as his Heavy Screw Bomb) and knocks you down. Doesn't really factor into his strategy because it's so rare.

==[H0.]== Hit Stage =====

Hit Stages are bonus rounds between levels that let you earn bonus points, which give you an extra life once you've acquired enough (I think you get them every 400,000 points, at least in hard mode). These stages are actually the same as the aforementioned original Sonic Blast Man arcade game. You have to use your punching ability to solve ridiculous problems. These stages are a hilarious surprise, so I'm not going to ruin anything here. Play the game!

Playing Hit Stages is simple. Your goal is to fill up the POWER bar at the top of the screen as much as possible before unleashing a punch. To do this, you rotate the D-Pad in circles as quickly as possible. There's no trick to doing this. You really just need finger and wrist strength. Lastly, to unleash your punch you have to press any face button (ABXY). The position of your punch matters. It should be obvious where you should aim your punch.

The highest bonus I've ever gotten was 200,000, but it might be possible to get even more. I lack the finger strength to get max power on all three punches so I don't know for sure.

==[W0.]== Walkthrough =====

There's no special trick or cheat to beating Sonic Blast Man. You really just have to master the mechanics, learn enemy strategies, and wisely use dynamite punches in order to win. So, the best I can offer with this walkthrough is listing out the enemy waves of each level, and maybe give tips about certain waves. But again, this walkthrough really won't help you. Just play the game!

Here's how enemy waves work: First, there's the initial enemies of the wave. When you beat one, they will be replaced with a reinforcement if available. Note that the number of initial enemies determines how many total enemies there can be onscreen at the same time. So, if there are two enemies initially, there will never be more than two enemies onscreen for that wave, even if there are ten reinforcements. Reinforcements are marked with a "+" before their name. Also note that reinforcements will arrive in the order listed below.

Note that this walkthrough is for hard mode. On easier difficulties things might play out somewhat differently. But if you're playing a SNES brawler at this day and age, you probably want challenge. So play hard mode! I promise it's rewarding and a ton of fun once you learn how to play.

==[W1.]== Stage 1: DEFEAT THE VILLAINS AND SAVE THE TOWN =====

TOTAL WAVES: 11
TOTAL ENEMIES: 56

Although this is the first level, it's actually significantly harder than the next two levels, at least on hard mode. This is due to the Cheech/Hernando enemies. Learning how to dodge and punish their bellyflop attack is essential to beating this level, and will also prepare you for the rest of the game. If you are having a really hard time, be sure to use your Dynamite Punches at key times (i.e. when there are multiple Cheeches/Hernandos onscreen or you're about to die.) Although the level is hard, the end boss is fairly easy.

[x] Wave 1
Sid x 2

[x] Wave 2
Sid x 2
Derek
+ Derek
+ Vinnie

[x] Wave 3
Hernando
Sid
Vinnie
+ Cheech
+ Derek

[x] Wave 4
Hernando
Cheech
Sid
+ Derek x 2

[x] Wave 5
Derek x 2
Sid

[x] Wave 6
Hernando
Cheech
Derek
+ Derek
+ Hernando
+ Vinnie

[x] Wave 7
Derek x 3
+ Derek x 2

[x] Wave 8
Hernando
Vinnie
Sid
+ Hernando
+ Derek

[x] Wave 9
Hernando
Vinnie
Sid
+ Cheech
+ Derek
+ Sid

[x] Wave 10
Hernando x 2
Cheech
+ Cheech x 2
+ Hernando

[x] Wave 11
Hernando
Sid
Derek
+ Cheech
+ Sid
+ Hernando
+ Derek
+ Vinnie

==[W2.]== Stage 2: DESTROY THE FACTORY =====

TOTAL WAVES: 10
TOTAL ENEMIES: 58

Consider this level a breather after that balls-to-the-walls first level. The enemies here are not very difficult. Note that this level has a hazard. There are flamethrowers hanging down from the top of the screen in certain waves. If you are beneath them, you will be set ablaze and knocked down. The flamethrowers will have a small flame first, which can't hurt you, then blast out. Just try to stay away from this hazard, especially if the small flames are flaring up. Note that enemies cannot be hurt by this hazard.

[x] Wave 1
Norm x 2
+ Kenneth

[x] Wave 2
Norm
Kenneth
+ Kenneth
+ Norm
+ Kenneth

[x] Wave 3
Norm
Kenneth
+ Norm
+ Kenneth
+ Norm x 2

[x] Wave 4
Norm x 2
Kenneth
+ Lance

[x] Wave 5
Kenneth x 2
+ Norm
+ Kenneth
+ Norm
+ Bill

[x] Wave 6
Norm x 2
Kenneth
+ Kenneth
+ Norm
+ Kenneth
+ Norm
+ Kenneth

[x] Wave 7
Bill x 2
Lance
+ Lance

[x] Wave 8
Kenneth x 3
+ Kenneth x 2

[x] Wave 9
Norm x 3
+ Norm x 5

[x] Wave 10
Bill
Kenneth
Norm
+ Lance
+ Norm
+ Kenneth x 2
+ Bill
+ Norm

TOTAL WAVES: 10
TOTAL ENEMIES: 36

Another fairly easy stage. The enemies here are not that bad, there are no level hazards, and it has the easiest boss in the game. Prepare for a huge stylistic change! Even though this level is kind of a cakewalk, playing it well is important so that you have lives and Dynamite Punches for the next two levels where the difficulty level really starts to ramp up.

[x] Wave 1
Amoeba x 2

[x] Wave 2
Cell
Spectre
+ Cell
+ Amoeba

[x] Wave 3
Cell x 2
+ Spectre

[x] Wave 4
Spectre x 3
+ Spectre x 2

[x] Wave 5
Cell
Amoeba

[x] Wave 6
Amoeba x 3
+ Amoeba

[x] Wave 7
Amoeba x 2
Spectre

[x] Wave 8
Cell x 2
+ Cell

[x] Wave 9
Amoeba x 2
Spectre
+ Cell
+ Spectre

[x] Wave 10
Cell x 2
Amoeba
+ Spectre
+ Amoeba

==[W4.]== Stage 4: DEFEAT THE MAD SCIENTIST =====

TOTAL WAVES: 12
TOTAL ENEMIES: 47

Finally, a level that's harder than the first one. The enemies in this level will really test your sidestepping ability and crowd control. They have a ton of health and far-reaching attacks. Also, this stage has lasers hanging from the ceiling which are pretty much identical to the flamethrowers on stage 2, except they don't warn you when they're about to fire. Also, the lasers will move left and right across the stage. Watch out! The final enemy in this stage is a sort of a miniboss, and I haven't found any reliable way to beat him except to just Dynamite Punch him into oblivion. Don't even attempt to fight him legitimately, you will only lose health, time, and potentially D. Punch charges.

[x] Wave 1

CPX-M20

Mk. VII

[x] Wave 2

CPX-M20 x 2

+ Mk. VII x 2

[x] Wave 3

Mk. III

Mk. VII

+ Mk. VII

+ Mk. III

[x] Wave 4

CPX-M20 x 2

Mk. VII

+ Mk. VII

[x] Wave 5

Mk. III x 2

+ CPX-M20

+ Mk. III

+ CPX-M20 x 2

+ Mk. III

[x] Wave 6

CPX-M20

Mk. VII

+ CPX-M20

[x] Wave 7

Mk. III x 2

CPX-M20

[x] Wave 8

Mk. VII x 3

+ Mk. VII x 2

[x] Wave 9

CPX-M20

Mk. VII

+ Mk. VII

+ CPX-M20

[x] Wave 10

CPX-M20 x 2

+ CPX-M20 x 2

[x] Wave 11

Mk. III
Mk. VII x 2
+ Mk. III x 2
+ Mk. VII

[x] Wave 12
Mk. III (Super Edition)

==[W5.]== Stage 5: DEFEAT THE STRANGE LIVING THING ATTACKING THE SPACE STATION==

TOTAL WAVES: 15 - 21
TOTAL ENEMIES: 51 - 98

The final stage. The enemies here have a ridiculous amount of health, and are immune to several of your best techniques. There are no level hazards. This stage is unique in that there are actually branching paths (however, the only difference between these paths is the number of enemies.) After a while you will come to a pair of doors, and you have to pick which one to go into. The path you select can wildly vary the number of enemies you fight, from a minimum of 51 to a whopping maximum of 98. The easiest path is LEFT LEFT, and the hardest path is RIGHT LEFT RIGHT. There is no bonus or anything to taking harder paths, so unless you're itching for a real challenge you should just take the easiest path. You will need the extra lives, health, and D. Punches to beat Heavy Blast Man.

[x] Wave 1
Mantis
+ Mantis
+ Xeno

[x] Wave 2
Mantis x 2
Xeno
+ Xeno

[x] Wave 3
Xeno x 2
Mantis

[x] Wave 4
Mantis x 3

[x] Wave 5
Xeno x 3

[x] Wave 6
Xeno x 2
Mantis
+ Mantis
+ Xeno

[x] LEFT Path =====

[x] Wave LEFT 1
Mantis
Xeno x 2

[x] Wave LEFT 2
Mantis
Xeno x 2

[x] Wave LEFT 3
Mantis x 3

[x] Wave LEFT 4
Xeno x 3

[x] Wave LEFT 5
Xeno x 2
Mantis
+ Mantis

[x] LEFT LEFT Path =====

[x] Wave LEFT LEFT 1
Mantis x 2
Xeno

[x] Wave LEFT LEFT 2
Xeno x 2
Mantis
+ Mantis

[x] Wave LEFT LEFT 3
Mantis x 2
Xeno

[x] Wave LEFT LEFT 4
Mantis x 2
Xeno
+ Xeno

[x] LEFT RIGHT Path =====

[x] Wave LEFT RIGHT 1
Mantis x 2
Xeno
+ Xeno x 2

[x] Wave LEFT RIGHT 2
Xeno x 2
Mantis
+ Mantis x 2
+ Xeno

[x] Wave LEFT RIGHT 3
Mantis x 2
Xeno

[x] Wave LEFT RIGHT 4
Xeno x 2
Mantis

[x] Wave LEFT RIGHT 5
Mantis x 2
Xeno
+ Mantis
+ Xeno
+ Mantis
+ Xeno

[x] RIGHT Path =====

[x] Wave RIGHT 1

Xeno x 2

Mantis

+ Mantis x 2

+ Xeno

[x] Wave RIGHT 2

Xeno x 2

Mantis

+ Xeno x 2

[x] Wave RIGHT 3

Mantis x 3

+ Mantis

[x] Wave RIGHT 4

Xeno x 3

[x] Wave RIGHT 5

Xeno x 2

Mantis

+ Mantis x 2

+ Xeno x 2

+ Mantis

[x] RIGHT LEFT Path =====

[x] Wave RIGHT LEFT 1

Xeno x 2

Mantis

+ Mantis

+ Xeno

+ Mantis

[x] Wave RIGHT LEFT 2

Xeno x 2

Mantis

+ Xeno x 2

[x] Wave RIGHT LEFT 3

Mantis x 3

+ Mantis

[x] Wave RIGHT LEFT 4

Xeno x 3

[x] Wave RIGHT LEFT 5

Xeno x 2

Mantis

+ Mantis

+ Xeno

+ Mantis

+ Xeno

+ Mantis

[x] RIGHT LEFT LEFT Path =====

[x] Wave RIGHT LEFT LEFT 1

Xeno x 2
Mantis

[x] Wave RIGHT LEFT LEFT 2
Xeno x 2
Mantis
+ Mantis

[x] Wave RIGHT LEFT LEFT 3
Mantis x 2
Xeno

[x] Wave RIGHT LEFT LEFT 4
Mantis x 2
Xeno
+ Xeno

[x] RIGHT LEFT RIGHT Path =====

[x] Wave RIGHT LEFT RIGHT 1
Mantis x 2
Xeno
+ Xeno x 2

[x] Wave RIGHT LEFT RIGHT 2
Xeno x 2
Mantis
+ Mantis
+ Xeno
+ Mantis

[x] Wave RIGHT LEFT RIGHT 3
Mantis x 2
Xeno

[x] Wave RIGHT LEFT RIGHT 4
Xeno x 2
Mantis

[x] Wave RIGHT LEFT RIGHT 5
Mantis x 2
Xeno
+ Xeno
+ Mantis
+ Xeno
+ Mantis
+ Xeno

[x] RIGHT RIGHT Path =====

[x] Wave RIGHT RIGHT 1
Mantis x 2
Xeno
+ Xeno x 2

[x] Wave RIGHT RIGHT 2
Xeno x 2
Mantis
+ Mantis x 2
+ Xeno

[x] Wave RIGHT RIGHT 3
Mantis x 2
Xeno

[x] Wave RIGHT RIGHT 4
Xeno x 2
Mantis

[x] Wave RIGHT RIGHT 5
Mantis x 2
Xeno
+ Xeno
+ Mantis x 2
+ Xeno x 2

==[R0.]== Region Differences =====

There are a few differences between the Japanese and U.S. versions of Sonic Blast Man. Here they are:

- [x] On the title screen of the U.S. version, you have to wait until "PRESS START" blinks three times before you can advance. On the Japanese version you can do it immediately.
- [x] In the U.S. version, Sonic Blast Man says "Take that!" In the Japanese version, he says something in Japanese. I'm gonna guess it's something like "Fighting for freedom!" based on what he says in Sonic Blast Man 2.
- [x] In the Japanese version, Dereks are actually a nondescript white woman. Kenneths are a kung-fu girl. These were changed for the U.S. because Nintendo didn't want violence towards women on their console. And honestly, the U.S. sprites look better than the Japanese ones anyway.

==[P0.]== Cheat Codes =====

You really shouldn't use these. It's shameful to do so and robs you of a proper challenge. If you finish the game using cheats and you tell people that you "beat" this game, you're a liar. The only "cheat" that's acceptable to use is Very Hard Mode, which isn't a cheat at all. You can use the level select and boss rush cheats to practice and get better, but you're a coward for doing so and should be ashamed.

[x] Very Hard Mode
After the "PRESS START" text flashes four times on the title screen, hold L+R and press START. You should hear a woman's voice scream and under the options menu you can now select "VERY HARD" difficulty. However, I can't get this cheat to work for the life of me. I'm pretty sure it exists because I have seen screenshots online. Maybe you have to beat the game once before you can do this?

[x] Level Select / Boss Rush / Hit Stage
In the options menu, under the music test, select either the stage you want to skip to, BOSS, or HIT STAGE to go to a specific level, boss rush mode, or the Hit Stages, respectively. Then, hold SELECT and press L, R, R, L, START. When you play a stage, you can only play through it without playing the boss and at the end you will just go back to the options screen. For the Boss Rush mode, you will play all bosses in order. For Hit Stage, you can try out a Hit Stage (duh.)

==[L0.]== Legal Disclaimer =====

There is none. Feel free to copy and paste this FAQ wherever you want without even giving me credit. I'll just be happy that anybody else on earth is playing this sick game.

=====

This document is copyright reykjavix and hosted by VGM with permission.