

Sonic Blast Man 2 Move List

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Sonic Blast Man II

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Version #: 1.0

Sections

1. Legend
2. System
3. Characters
 - 3.1 Sonia
 - 3.2 Sonic Blast Man
 - 3.3 Captain Choyear
4. Code
5. Conclusion
 - 5.1 What's Missing/Needed
 - 5.2 Credits

1. Legend

ub	u	uf	f - Forward	LA - Light Attack	+ - And
\		/	b - Back	HA - Heavy Attack	/ - Or
b--	--f		u - Up	J - Jump	, - Then
/		\	d - Down	R - Roll	
db	d	df		L/R Button - Special Mode	

2. System

Grapple	walk into enemy	
Dash Forward	f, f	
Roll	b+R/f+R/R	use the b+R/f+R versions to roll further
Special	d, u + LA+J	consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left
Pick Up Item	d + LA/HA	

3. Characters

* 3.1 Sonia *

Colors

Default - Red costume w/ Silver trim

Alternate - Gray costume w/ Lavender trim

Basic Moves

Bladed Chop	LA	
Flaming Drop Heel	HA	
High Kick	LA	Bladed Chop must hit the enemy for this to come out
Flaming Drop Heel	HA	
Stomach Kick	LA	High Kick must hit the enemy for this to come out
Flaming Drop Heel	HA	
Second High Kick	LA	Stomach Kick must hit the enemy for this to come out
Flaming Drop Heel	HA	
Wheel Flip	LA	Second High Kick must hit the enemy for this to come out
Flaming Drop Heel	HA	
Nitro Knee Drop	b+J/f+J/J, LA	
Flame Jump Kick	b+J/f+J/J, HA	
Roll	b+R/f+R/R	use the b+R/f+R versions to roll further
Power Side Kick	Dash Forward, LA	
Phoenix Drill	Dash Forward, HA	

Grapple Moves

Shoulder Slam	LA	
Cannonball Toss	HA	
Jump Escape	b+J/f+J/J	
Nitro Knee Drop	LA	
Flame Jump Kick	HA	
Roll Escape	b+R/f+R/R	b+R=short roll, R=medium roll, f+R=far roll

Special Moves

Scorching Top	d, u + LA+J (use b/f control maneuver slightly)	consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left
Activate Special Mode	L button / R button	can still walk and roll but all other actions

Flash Kick LA
 Inferno Bomber HA
 Deactivate Special Mode L button / R button

are not available when
 in this mode (ie
 jumping, grapples,
 etc.)
 consumes 1 special stock
 consumes 2 special stocks
 allows you to return to
 normal state and attack
 again

 * 3.2 Sonic Blast Man *

Colors

Default - Light Blue costume w/ Dark Blue trim
 Alternate - Gray costume w/ Brown trim

Basic Moves

Jab	LA	
Sonic Punch	HA	
Second Jab	LA	Jab must hit the enemy for this to come out
Sonic Punch	HA	
Stomach Punch	LA	Second Jab must hit the enemy for this to come out
Sonic Punch	HA	
Power Punch	LA	Stomach Punch must hit the enemy for this to come out
Wind Up Punch	f/u + LA	Stomach Punch must hit the enemy for this to come out
Shoulder Toss	b/d + LA	Stomach Punch must hit the enemy for this to come out
Sonic Punch	HA	
Diagonal Punch	b+J/f+J/J, LA	
Energy Jump Kick	b+J/f+J/J, HA	
Roll	b+R/f+R/R	use the b+R/f+R versions to roll further
Shoulder Charge	Dash Forward, LA	
Sonic Uppercut	Dash Forward, HA	

Grapple Moves

Crunch Punch	LA	if the first or second punch doesn't KO the enemy then the grapple will remain "locked" and you can choose to perform another punch
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(becomes a finishing
Jaw Punch) or one of
the other grapple moves
listed below

Shoulder Toss	b/f/d/u + LA	
Burying Fist	HA	
Jump Escape	b+J/f+J/J	
Diagonal Punch	LA	
Energy Jump Kick	HA	
Roll Escape	b+R/f+R/R	b+R=short roll, R=medium roll, f+R=far roll

Special Moves

Comet Flash	d, u + LA+J	consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left
Activate Special Mode	L button / R button	can still walk and roll but all other actions are not available when in this mode (ie jumping, grapples, etc.)
Sonic Blast	LA	consumes 1 special stock
Dynamite Punch	HA	consumes 2 special stocks
Deactivate Special Mode	L button / R button	allows you to return to normal state and attack again

* 3.3 Captain Choyear *

Colors

Default - Green costume
Alternate - Brown costume

Basic Moves

Backfist	LA	
Rising Jolt	HA / f + HA	
Energy Straight	LA	Backfist must hit the enemy for this to come out
Rising Jolt	HA / f + HA	
Energy Chop	LA	Energy Straight must hit the enemy for this to come out
Rising Jolt	HA / f + HA	
Energy Roll	b+J/f+J/J, LA	
Energy Dropkick	b+J/f+J/J, HA	

Roll	b+R/f+R/R	use the b+R/f+R versions to roll further
Smashing Arm	Dash Forward, LA	
Shockwave	Dash Forward, HA	
Grapple Moves		

Head Bash	LA	if the first or second punch doesn't KO the enemy then the grapple will remain "locked" and you can choose to press LA again (becomes a finishing Side Kick) or one of the other grapple moves listed below
Toss In Front	f + LA	
Toss Behind	b + LA	
Press Toss	u/d + LA	use Rising Jolt (HA / f + HA) after Press Toss to juggle enemy
Deadly Spike In Front	f + HA	
Deadly Spike Behind	b + HA	
Deadly Spike	u/d + HA	
Jump Escape	b+J/f+J/J	
Energy Roll	LA	
Energy Dropkick	HA	
Roll Escape	b+R/f+R/R	b+R=short roll, R=medium roll, f+R=far roll
Special Moves		

Blast Wave	d, u + LA+J	consumes part of your lifebar if move connects; cannot perform if you only have a sliver of life left
Activate Special Mode	L button / R button	can still walk and roll but all other actions are not available when in this mode (ie jumping, grapples, etc.)
Blast Cannon	LA	consumes 1 special stock
Electrocution	HA	consumes 2 special stocks
Deactivate Special Mode	L button / R button	allows you to return to normal state and attack again

Select The Same Character In 2 Player Mode:

When it is Player 2's turn to select their character, hold down both the L and R buttons. While still holding them down move the cursor and you will be able to highlight Player 1's character choice.

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5. Conclusion
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5.1 What's Missing/Needed

-Clean up and corrections

-If you have anything to add, any corrections I need to make, please email me at billy_kane_32@hotmail.com. Credit will be given for your contribution.

5.2 Credits

-ITL

-Taito Corporation

-Gamefaqs

-And me for writing this FAQ

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