Sonic Battle Virtual Training Guide

by Angnix

Updated to v1.06 on Dec 27, 2004

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Sonic Battle: Virtual Training Guide
Version 1.06: 8/18/04
By Angnix (Angela Petersen)
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Version History:
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Version 1.0: 3/13/04

Version 1.01: 3/15/04

Added more info under many sections

Added info about character's shot techniques

Version 1.02: 3/16/04

Corrected mistake in explanation of Virtual Training

Added a little more info under Basic Technique section

Version 1.03: 3/18/04

Added a little more info under Run Skill and Ground Trap

Added info about Ultimate Upper Attack

Version 1.04: 3/19/04

Changed recommendation about Guard Skill, Added more info in some sections pertaining to this

Version 1.05: 4/16/04

Now know all cards, added more info about certain cards not contained before.

Version 1.06: 8/18/04

New sections on my Action Replay gamesave on GameFAQs.com and the link between Sonic Battle and Sonic Advance 3.

A little extra note on Shadow's Chaos Magic.

Added info about possible affects of Fight Poses.

General updates in other areas.

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Updated Notes:
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Yeah, I have an AR now, I really didn't need it for this game of course, I wrote this guide long before I got the AR, but hopefully the Gamesave I have created on GameFAQs will help. It is set up with two Emerls based upon this guide and starts in Emerl's story at Tail's Lab, more info on this gamesave is found in section 6 of this guide, near the bottom. As before, this guide assumes basic familiarity with the game Sonic Battle and only one technique, many people have many other techniques to get though Virtual Training, this is just one of them, I just tried to make it easier for the average person.

Also at the end of this guide is another new section on the links between this game and Sonic Advance 3. Sonic Advance 3 may look superficially like Sonic Advance 1 and 2, but the truth is not only does Sonic Advance 3's music have more in common with this game than the other two Sonic Advance games, but also in story line if follows up on Sonic Battle in story... Read the bottom section only if you are familiar with this game's ending and you have either completely beaten Sonic Advance 3 also, or you will never get the game and you want to know the information contained in Sonic Advance 3 I feel that everyone that has played Sonic Battle to the end should know... and obviously I have fulfilled my earlier promise for a Sonic Advance 3 guide... that was one of the 5 winners of the June Contributor contest *brags*, hopefully I can live up to another promise on completing the guide when Sonic DS comes out in the future for Nintendo's upcoming DS system.

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1. What is Virtual Training?:

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In Emerl's story, when you go to Tails' Lab in Emerald Town, instead of Tails just wanting to do a 10 KO fight with you, he will ask you if you want to enter Virtual Training. Basically this is what happens in Virtual Training, on one of the battle maps you will face three characters. You will either see three of the regular characters in the game who are Sonic, Tails, Knuckles, Shadow, Rouge, Amy, Cream, "Chaos" Gamma, or Chaos or one or two of the characters will be replaced by an Emerl. If you see one Emerl, it will have the same moves and style (eye color might be different than if you were to use the character's style card on your Emerl) as one of the other two characters and if you see one character and two Emerls then both Emerls will have the same moves as that character. Now here is the catch to Virtual Training, not only are there three characters you have to worry about, but the CPU is set to hard, so that means they will readily attack you and they will block most of your attacks! Not only that but it just keeps getting worse. At first, you only have to KO them once, then you progress to the second battle. But in the second battle you have to KO them twice! It just keeps going like that, and on top of that, if the three characters KO you even once, you are thrown out of Virtual Training! So why bother with Virtual Training at all? Ultimate Skills Cards and later on a lot of regular cards! The first time you make it to 5 KOs, Virtual Training will end, and you will be rewarded with an Ultimate Skills Card! But then to get rewarded another Ultimate Skills Card, you then have to make it to 10 KOs, but starting with the 6 th battle you will also be rewarded regular cards! You will get three cards depending on what characters you just fought, if you fight one or two Emerls you will get a skill card as if you fought the character it was imitating. You will even be rewarded three cards if you are killed in the battle, but of course you are still booted out of VT. Occasionally just like in a regular battle you might be randomly rewarded a Rare card too. This pattern pretty much continues, except for the fact that when you reach 15 afterwards the KO count stays at 15 and Virtual Training never goes higher than 20, but you still get Ultimate Skills after you reach 20 again. Remember, ignore the fact there is a number by Emerl's face, if you die even once it is all over and you have to start all over again at 1! The next section is a list representation of Virtual Training.

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1.a. The General Layout of Virtual Training in List Form:

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First Time:
1-5 KO Battles, then VT ends, rewarded Ultimate Skill Card

After Beating 5:
1-5 KO Battles, rewarded regular skills cards for battles 6-10, then VT ends, rewarded Ultimate Skill Card

After Beating 10:
1-5 KO Battles, rewarded regular skills card for battles 6-15, then VT ends, rewarded Ultimate Skill Card

After Beating 15:
1-5 KO Battles, rewarded regular skills card for battles 6-20 but after 15 KO

count stays at 15, then VT ends, rewarded Ultimate Skill Card

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2. Combo Cards are Your Best Friend:
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The next logical question you should be asking is "Okay, so what is your technique in getting through Virtual Training?" The short answer, I use Combo Cards. If that is all I had to say on the subject, then this wouldn't be a very good FAQs, now would it? The next two logical questions you should have are "What are Combo Cards?" and "How do I get them?". If you go into Emerl's menu and stroll down the Ground Power Section, then you will see there are a lot of empty spaces down there, those are for the Combo Cards, and if you want to use them you have to select one of them, there is one for each character and then set Ground to Power before the Battle. Each character's Combo Card is based on the character's moves, and often has a Special Attack component to them. Combo Cards have two very special properties, they kill in one hit if the character is hit with the full force, and at least the first part of it can never be blocked even if the characters you use it against are blocking against Power special attacks. The catch is that if there is a Special Attack component to the Combo move at the end it can be blocked if your opponent is blocking the particular special attack it resembles. For example, the first part of Sonic's Combo is a series of kicks that can never be blocked and if an opponent is hit with all these kicks they will be KOed, but a the end there are two Special Attack components, Emerl will spin up and back which counts as a power move while at the same time will send out a Sonic Wave which is a shot, even though Sonic Combo is under the Ground Power section a character that is blocking against shots can block the shot coming from the Combo move. But, in Ichikoro terms, the Combos are a Ground Power move. The down side to Combo Cards includes the fact you are standing in one place for a good period of time and might be more open to attack and they are all 6 card skills requiring 30 skill points. Confusing, isn't it?
So after blabbing on and on about these Combo Cards, now to tell you how to get them! In Emerl's story, you first have to go to the Sonic Team building in Central City, it is near Central Highway where you fight Shadow. It will then say ". . .Accessing the Gizoid's forbidden data. Please input the "Password"". Honestly, it is unknown whether or not there is a way to get these passwords in the game itself, no one has figured this out, but the passwords have been discovered and if you input the right one you will be rewarded a Combo Card, here is the list of passwords and cards, the game will only give you one card:

alogK: Amy
EkiTa: Chaos
ZAhan: Cream
tSueT: E-102
yU3Da: Knuckles
AhnVo: Rouge
ArmIa: Shadow
75619: Sonic
OTrOl: Tails

People have tried to make sense of these codes, for example Shadow's is Maria scrambled up and Chaos' almost says Tikal, but no one has completely figured it out yet.

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3. My Virtual Training Emerl:
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New! Automatically download my Emerl... yep I got an Action Replay Gamesave on GameFAQs.com that has both a 500 pt. skill Emerl based on this guide and one that is the minimum 290 pt. Emerl that uses no rare cards. All the cards have been acquired for this gamesave, and of course you will have to go up to 20 to finish Virtual Training. If you look at my Battle Record... yeah I play alone and
only the story mode...I provided this gamesave as practice for people who have an
Action Replay, it is good in my opinion to apply these skills to your own game.

Before I describe the technique I use in more detail, I will first flat out list all the moves that I have set up for my Virtual Training Emerl, I will not discuss Fight Pose and Colors, I earlier stated that Fight Pose made no difference, but I received an e-mail from Zaping Dragon that they in fact do, I will discuss this more in the Fight Pose section. If you happen to have the Ultimate Skill for most moves swap it with what I suggest, but in some cases the Ultimate Skill is WORSE than one of the other non-rare skills, I will add a note DON'T USE ULTIMATE SKILL! Then in the next section after the list I will in detail describe why I choose that particular skill card for each area and what other cards and good and what other cards are bad in that area for Virtual Training. I will also tell you that when using my technique, always set Ground to Power and Ariel to Trap, so I will not list what I have selected in the other Special Attack fields either. Also for various reasons I will get into later, there are certain things that are good in almost any other circumstance besides Virtual Training, for example you usually want to use E-102 fight pose because then you explode if you are KOed, but in Virtual Training if you are KOed it is all over with anyway so it really doesn't matter. Also Attack, Strength and other Support are rare cards, so just set them to as high as you can get. I will also list what character's move it is if the character's name is not in the name of the card.

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3.a. My VT Emerl's Skills:
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Run Skill: Shadow Run
Dash Skill: Drive Mode/E-102 (DON'T USE ULTIMATE SKILL!)
Jump Skill: Cream Jump
Air Action: Cream Ballet
Grd Skill: Rouge Guard(DON'T USE ULTIMATE SKILL!)
Heal Skill: Recovery Mode/E-102

1st Attack: Girl Jab/Amy
2nd Attack: Girl Straight/Amy
3rd Attack: Girl Upper/Amy
Heav Attack: C. Nightmare/Shadow
Upper Attack: Sonic Up Draft
Dash Attack: Secret Spear/Rouge
Air Attack: Typhoon/Tails
Aim Attack: Shadow Eagle
Grnd Power: Sonic Combo (DON'T USE ULTIMATE SKILL!)
Air Trap: C. Air Cracker/Cream (C. Air Cracker better than Ultimate Skill)

Attack Support: As high as you can get but not necessary(mine is Attack Support 6/Sonic)
Strength Support: As high as you can get but not necessary(mine is Strength Support 8/Sonic)
Other Support: Preferably Low Gravity Lv. 1 or 2, stay away from High Gravity Lv. 1 and 2, but no necessary.

This particular skill set up without Attack, Strength or Other Support only takes 300 skills points! Attack, Strength, Other and any Ultimate Skills you may have helps! Don't have some of the non-rare skills though? Look below in my more detailed description for suitable replacements, a good VT Emerl could probably be put together for even less skills points!

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3.b. Detailed Description of Skills and Replacement Skills:

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Run Skill:

One of the major keys to my technique is to be fast! So Shadow's Run or better yet Ultimate Run is the way to go! Of course if you do not have Shadow's Run, then go for the fastest run you do have, Sonic of course is a good second choice, and I have been told that you can stop a lot easier if you have Sonic's run, which is true, but then you couldn't outrun Shadow unless you went into Drive Mode, and that is pretty darn important occasionally. Ultimate Run is ideal of course.

Dash Skill:

Drive Mode is better than anything, including Ultimate Dash Skill, which I happen to have! Drive Mode lasts quite a while and you can go faster than even Shadow's normal run with it, it can help you get away if you are being pursued and can be very useful. Plus it adds a sideways motion to any Dash Attack making it more useful, even Ultimate Dash Skill doesn't do that, but don't use Dash Attack very much at all, I will explain this later. Rouge Grind is pretty good to, but stay away from Chaos Dive, I have no clue why that thing gets 6 stars. Truthfully, Dash isn't the most important thing.

Jump Skill:

Very important, but in some instances it is better not to jump... anyway, Ultimate is probably better but I don't have it so I can't say for sure, otherwise Cream's jump is the highest, with Shadow coming in for a close second. Especially avoid Rouge, Amy, Tails and Knuckles Jump Skills. Rouge Flight may seem cool at first, but is way too slow and is really not that good. Ultimate Jump is very good.

Air Action:

The best air action is Ultimate Air Action hands down, it is a little like Sonic Ballet, but you can use it an infinite number of times, you could fly forever if you wanted to. But of course most people don't have this so go with Cream Ballet because sometimes flight can come in really handy and you can use it to get to Rouge while she is still in the air. Tails Fly is my second choice and he does fly faster, but he doesn't stay in the air as long, ironically the opposite case from the game Sonic Advance 2! light Mode/E-102 will keep you in the air for quite a while, but it is really more of a long glide, you can't gain height which I consider useful. Grinder Attack/Knuckles is actually a damage inflicting attack, but the other characters will guard against it, don't use in VT. Don't even bother with Amy Dble Jump, Chaos Flight or Rouge Catch.

Grd Skill:

You may wonder why I recommend the worst guard skill of them all, Rouge Guard. Well, the thing is the only reason why you would use Grd Skill is to block attacks, and in VT the CPU is smart enough not to attack if you are guarding and it is not that helpful to guard unless it is a last ditch thing, or if you have good timing as a way to block E-102's explosions or Tail's Chu Chu Bombs. Also the different character's guard skills Power ratings indicate how long the guard lasts, and the longer the guard lasts, the longer it takes to start healing when

you press down the L button, and it is important to be able to heal fast, so a better guard skill slows healing down which is not good. But on the other hand if you have it set to Emerl's default, you totally lose the ability to guard at all so it is best to keep to a low guard skill like Rouge's or like I used to recommend none at all.

Heal Skill:
If you look at the Heal Cards, they vary in both Power and Speed, in this case, the Power stat indicates how fast the Ichikoro Bar fills, Speed how fast the HP bar fills while healing. I will tell you this right now, Ichikoro doesn't do you much good in VT, so look for the Speed stat when setting Heal Skill for VT, you want to recover from any damage as fast as possible. Ultimate is of course the best for both Speed and Power and sadly I do not own this card, but Recovery Mode/E-102 is the fastest of the non-rares. Chaos Heal comes in a close second, Cream and Amy are pretty good too, and Cream happens to be the best when it comes to Ichikoro, use her skill outside of VT. Rouge, Sonic and Shadow are the worst healers. If you have Ultimate Heal defiantly use it.

1st, 2nd and 3rd Attack:
I will cover this in one section since I pretty much have the same thing to say, I do not recommend using these skills much if at all in VT, but I do recommend they be set to Amy's. When it comes to Ultimate, I actually do have all three, and I would like to discuss the interesting effect of Ult. 2nd Attack. It looks the same as Rouge's Ground Power, Silent Size, and the characters will block it as if it was a Power attack. That can be rather unfortunate, but the weirdness comes in when you have your Ichikoro Bar full, it will kill them as if you used a Power Ichikoro attack on them, but the Ichikoro Bar will stay full! Of course of the other character happens to be blocking Power attacks they will block this too. This sounds wonderful, but kind of hard to pull of in reality and I don't use this weirdness in VT.

Heav Attack:
Chaos Nightmare/Shadow is very powerful and ultimate is okay too, but truthfully I don't use this much in Virtual Training, but I would stay away from the slower ones.

Uppr Attack:
Pretty much the same case as Heav Attack, don't use it much, I like Sonic Up Draft. Ultimate Uppr Attack is quite interesting because it is a Sonic Up Draft with an Amy Tornado coming out of it, another Ult. Skill with a Special Attack element, I finally got this skill as you can see.

Dash Attack:
Secret Spear is considered by some even better than Ultimate Dash Attack, but I actually like Ultimate Dash Attack so I ignore them. Only use Dash Attack if the characters have their backs turned to you or they will block it, I do use this sometimes but not very often. Stay away from the slower ones like Chaos Dolphin and Buster Drill/E-102.

Air Attack:
Typhoon/Tails is very nice, you can use Cream's Ballet or Tails Fly to reach Rouge before she hits the ground and attack, or you can sometimes attack characters beneath you, the characters cannot block while jumping or in the air, so this can come in very handy, plus you go up in the air a little after you attack so you can attack several times in a row while in the air. Agent Eagle/Rouge is good too, especially if you want a more downward directed attack and you can stay in the air a very long time, but not as powerful as Typhoon. Chao Circle/Cream is more powerful and works too but hard to aim, but all other Air Attacks you can only use once then you fall right to the ground making them not very useful at all. Ultimate is nice because you can use it more than once

before hitting the ground and you can knock Rouge out of the air with it.

Aim Attack:
I don't use this in VT at all, but I like Shadow Eagle.

Grnd Power:
The Combo attack is the heart and soul to easily getting through VT, I like Sonic's Combo because the backwards motion at the end helps you to get away from E-102 when he explodes when KOed, and the Shot has the potential of harming characters that are running toward you. Some people like Knuckle's Combo, and I understand why because that combo doesn't have a Special Attack component at all and can't be blocked, and going up in the air at the end does put you in danger of Rouge's Bat Crackers... but personally I have had better luck with Sonic's. Don't use other Ground Power moves including Ultimate.

Air Trap:
C. Air Cracker/Cream is awesome. Two of these is enough to kill anyone! Air Gift/Amy would be my second choice, and S. Air Cracker/Sonic and Air Mole Bomb/Knuckles third. You might think Air Chu2 Bomb is good because it follows characters around, but it is really weak. Air Trap is very important in this technique, make sure to totally stay away from Air R. Chaos/Shadow, Air B. Cracker/Rouge, Air Blinker/E-102, and Air C. Splash/Chaos which happens to be just too slow. Ultimate might have more range than C. Air Cracker, but does not do as much damage so defiantly use C. Air Cracker if you have it.

Attack Spt:
Attack Support increases the power of your attacks. The higher the level, the levels go from the base level of 0 up to 9, the better. But be warned, the higher the attacks support, the quicker E-102 dies and you might be in more danger of being hit by his explosion. In fact some people suggest just the opposite, little or no attack support at all, different people, different styles. These are rare cards though so you might not even have them at all.

Strength Spt:
Similar to Attack Support but increases your defense instead, which means you get less damage from attacks. Very useful, can help you survive such things as E-102's explosions, but unfortunately they are rare cards.
Other Support:
Low Gravity Level 1 and 2 can be very helpful because it helps you get more air time, but stay away from High Gravity because honestly that's just plain dumb. Acceleration and Speed up is good to, Trounce support does not help you at all since you are not using Ichikoro.

Fight Pose?:

Thanks to ZappingDragon for pointing this out. Some say that Fight Pose has added effects, E-102's is obvious, the explosion, but it is suggested that the extra effects may do various things like raise defense and Ultimate might make the character more powerful, but these effects seem small to me.

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4. My Basic Technique:

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Okay, after going through the skills, now down to the technique details. First, I will outline the basic technique and philosophy behind it, then I will describe differences in what to do based upon what characters you are fighting, describe what to do in certain situations, and I will finish off this guide with a description of the battle arenas "maps" and how fighting in each one can be quite different. I will present these things in different sub-sections.

Main Strategy:
The main strategy boils down to this, keep moving, then use the Combo Card when the characters run toward you. If you stay in one area and try to fight them using regular attacks, they will most likely block your attacks, the only way to use regular attacks without them blocking you is if they happen to be up in the air or jumping or if you attack them from behind, which can be difficult with three characters on the screen at the same time. Then the three characters will give you a good pounding using their own attacks. But if you run around a lot, instead of attacking, they will most likely chase you and not attack. Keep running around, preferably right to left, you can use Drive Mode, until all three characters start to chase you and they are running after you stop until they have almost run right into you, if the characters are a little slow you might even want to run toward them a little, then hit the R button and drill them with the Combo. Also it can work if you just stand there and let the characters run at you sometimes. Make sure that none of the characters are behind you whenever you do the Combo, because instead of running into you, they will come in behind you and attack you while doing the combo, which is bad, but they cannot attack you while doing the combo if they run into you from the front, which is why you need them to chase you. When you do kill all three character sat once, you have time to just chill for a second or you can use that time to heal any damage quickly with your good healing set up. Sounds too easy, doesn't it? In fact the first KO is always easy because the three characters will start right off the bat going toward you and all you have to do is hit them with a Combo right them. Well, there are things that complicate this. . .

Character Not Running into the Combo:
Sometimes when you stop and use the Combo on one or two characters, one or two characters will not run into you as you had planned, instead they will stop and attack, then they might run into you half-way through the combo or part of the way through. More than one thing will happen. If they run up to you half way though the combo and partially get hit by it, they will not receive enough damage to die. Then more than likely they will get hit by the Shot attack at the end, this will either finish them off for you, which is good and why I like Sonic Combo, or they will block it and keep running toward you. This is where the traps comes in. Basically you just killed the other characters and you don't have to worry about them for a second, so what you do is just stand after they block the shot, then because they are blocking shots you know they are vulnerable to traps, so you jump over their head, drop your trap, then run the other direction. They will run into the trap and if it is something powerful like the C. Air Cracker, they will die from it. Why do this? You want the three characters to die as close to each other as possible if it is possible so they

come back on the screen at about the same time and you have them chasing you as little as possible before you hit them with the Combo. You want to finish the other characters off that is partially damaged with something faster than a Combo, because if you combo it, then the other two characters will come back on screen and start attacking you before your Combo is finished. Someone did bring up that if Gamma is not killed all the way and he is blocking traps, then it might be hard to kill him. In that situation if he is damaged enough, see the "glitch below" and he will just stand there, or you can try to use a combo some distance away so a second shot will hit him, or try to hit him with something like Typhoon. See, the greater amount of time they are on screen, the more likely they will try to attack or even worse if their Ichikoro Gauge is full they will try to Ichikoro you. I will tell you this, that particular setting means you block shot attacks, so you do not have to worry about this, in fact if you get hit by an Ichikoro attack you are blocking your gauge automatically is filled and you can Ichikoro them if you want, try to get hit by shot attack they throw at you. I will warn you, don't use Combo for Ichikoro because the Combo attack takes so long and you will end up killing them right away so you will be

still using it after they come back. Also if you use Ichikoro and they are blocking it, you might just give them Ichikoro early, this is why I don't like using Ichikoro in VT. Anyway, anytime you don't kill all three characters evenly, then the best thing you can do is run around back and forth a lot until the third character comes back. There is increased risk the other two characters will attack you when you do this, but I found that this is a lot better in most cases than starting to kill the characters unevenly which more than likely will lead to your demise. I will talk about exceptions to this later. And mostly you want to avoid having a character far away from you while doing a combo because they will run up to you and start attacking.

The Three Characters Don't Run at the Same Speed:
This topic probably should come later in the guide when I talk about individual characters, but is a major problem and does belong here. When all three characters are about the same speed, this can be easy to do, but if some characters are much slower than others, or in the case of Rouge slow to get on the battlefield but then fast, it might be hard to get all three chasing you to the point where you can easily Combo them. The best thing to do here, especially if is a slow character like Rouge who I consider slow because of her gliding decent, E-102 Gamma or Chaos paired up with really fast characters likeSonic and Shadow, you can get the fast characters to chase you so far away from
the slow characters you can Combo them to death before the slow characters can even catch up. You can even outrun the slow characters a lot and just KO them later, but watch out, they might Ichikoro. This usually isn't a big problem if it is fast characters paired with mid-level runners or if all three characters are slow, Sonic, Shadow, Amy, and Tails are pretty fast, Knuckles and Cream sort of fall in the middle but Knuckles is a little closer to the fast group and Cream to the slow, Chaos and E-102 Gamma are slow, Rouge is the oddball and is slow because of her decent but in the fast group when she is on the ground. I will talk about specific characters more later. If they are too much of a problem, then just use the "glitch" I describe a couple of paragraphs below.

Character Purposely Avoiding Running into Your Combo:
Later on in VT, it gets bad after 10 and after 15 especially, the AI of the characters gets smarter, if you start a Combo and they are running toward you, then instead of running into you they will purposely avoid you, then they might even go behind you and start attacking you. You can avoid this by making sure they are really close to you before you hit them with the Combo, or if later in VT they are like a swarm of locusts or in certain situations with some characters, then you can exploit a trick that I will describe next.

Characters Just Standing There "Glitch":
Some say it is a "glitch" but it can come in really handy if three characters are too much for you to handle in certain circumstances, especially later on in VT, or in some instances with certain characters. Basically this is what happens, if you get a character that is severely damaged out of your immediate view, they will often not even start to heal, they will just stand there and do nothing unless you get pretty close to them again. The best way to do this is sometimes especially if you are dealing with a slow character, you will kill off the others first with the Combo, then they might get hit with the Shot at the end. If they are almost dead but not quite they just stand there. Another good way, especially if the character is slow, is to just throw one trap at them hoping they are not blocking it and run to the other side of the arena. Or if they almost got killed with the Combo then instead of throwing a trap just run the other way, don't jump up, you actually are more likely to be attacked when you jump, the only reason you jump normally is so you can use the trap which is an aerial attack. Anyway if you stay away from the character, you can get pretty close to them but I recommend leaving them at the other side of the arena, and fight the other two, you will find it much easier and after they are

dead you can go in and finish off the character you just left standing there. And if they do start to Heal, especially if they have a crappy Heal skill, just let them heal and stay away from them, it might give you a needed break from fighting that character, but still watch them because they will come after you again after they are finished healing. This technique does work best on slow characters, but can work on any character.

The Problem of Ichikoro:
In VT, if you are KOed, you are finished, which means if one of the characters successfully Ichikoros you, you are through, a major problem starting from about 5 KOs. You can tell if another character can Ichikoro you if they are flashing, if they are not, don't worry about it and if you get hit by a special attack you are rarely damaged very severely. First of all, in the setup I describe above you will automatically block all Shot attacks, and as I mentioned earlier if you are hit by an Ichikoro attack that you are blocking your own gauge goes to full. The only hitch is that just the act of getting hit by it will slow you down for a moment and the characters might use the opportunity to attack you, but pretty much all you have to worry about are Power and Trap attacks. The good thing is, most Power attacks are pretty easy to avoid, I will go into this in greater detail when I describe the individual characters more fully. Traps on the other hand vary greatly. They range from very easy to avoid to almost impossible to avoid and I will also explain more later in individual character descriptions. Usually, if you keep the characters chasing you up until the point you use Combo, they will not use Ichikoro. Also, I noticed that often if you are killed by Ichikoro, you are rewarded a rare card afterwards, I do not know if this is only a coincidence, or it is a true pattern.

If You Are Attacked:
If somehow the characters get you in a corner or something and all three start wailing on you, don't panic just yet. Your best bet is to try to run out of it, if you jump, you are just attacked more and are less likely to get out of it, but sometimes you can fly away. Don't start healing yet though, it is not safe, run around and have them chase you again and then Combo them. Heal as much as you can in the precious few seconds you have before the characters come back. Always heal during this break, unless you are just up against slow characters, but heal any damage you have as soon as you do get a break. Also you can try to use your guard skill to prevent characters from hitting you, but the problem is the CPU in VT is good at hitting you when you are not guarding, which is why I recommend not using guard skill much, but you can try if you want to. But sadly often if you let the characters beat on you that is the end of you, in fact I got up to 20 not long ago and the characters got a hold of me and did me in... it was really sad to get that far and not get a rare card at all.

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4.a. Individual Character Strategies:

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Each of the characters in Sonic Battle are quite different in attack and abilities, in this section I will describe each character and what special things you might have to look out for or do when you encounter each one, especially Rouge and E-102 who can both be extra annoying in VT. I decided to add on the Shot info despite the fact that using my strategy you don't have to avoid them.

Sonic:
Runs fast, heals bad, semi-powerful normal attacks, easy to use Combo on him, he almost never tries avoiding running into you later in VT, he doesn't give me too many problems. His trap attacks, Sonic Cracker and A. Sonic Cracker are

easy to avoid because they are stationary and visible. His Aerial Power, Sonic Meteor, is easy to avoid if you are moving around a lot. Sonic Drive on the other hand is a special case. It is a unique two step attack, he throws the Ring out, and then spin-dashes toward it, how high he spin-dashes depending on how soon he attacks after throwing the Ring. Never get either between Sonic and the Ring or let the Ring get between you and Sonic, the Ring disappears after a few seconds, then it is safe again. Sonic's Ground Shot, Sonic Wave, and Sonic's Air Shot, Sonic Storm have a very long range and are powerful, if you are not blocking against them try to outrun them instead of jumping.

Tails:
Runs pretty fast, moderate heal skill, pretty powerful normal attacks, and can fly, he is pretty much a mid-range character, not hard to use a Combo on him, but will try to duck Combos later in VT, try to use Combos on him when he is close to you. You do want to stay away from him while flying because he might try to use his Air Attack, Typhoon on you. His Power attacks, Flick and Air Flick, are pretty easy to outrun. But there is a severe problem when it comes to his Traps, Chu2 and Air Chu2 Bombs. Just for a little random info, these are based upon an old Sega game about "Chu Chus" which I don't know much about, but if you look closely the bombs look like mice, chu is Japanese for mouse, just think of Pikachu, on second thought, since this is not a Pokemon game I will get back on track. Anyway they are not very powerful traps, but they follow you around and are fast and hard to shake, and since Combos require you to stand in one place for quite a while, they can get you pretty easily. The only advice is this, hope Tails doesn't use this attack, if he does, try to block it if at all possible, if the arena has platforms like Metal Depot, change your strategy to flying between platforms to attack, if the arena is a long one with a lot of platforms that can hamper its movement, especially Metal Depot, you might be able to outrun it, if the arena is Holy Summit, lure the bomb into one of the holes, or you can try to stay in the air as long as possible and Typhoon everyone. The little Chus usually get me though. As you can see, the arena can make a big difference, I will talk about this later when I talk about each arena. Tail's Shots, Energy Ball and Air E. Ball, are pretty slow and don't have that much power, not a big problem if you are not guarding against them.

Knuckles:
Kind of slow runner, good healer, powerful normal attacks and can glide, Knuckles actually doesn't give me too many problems unless he somehow starts pounding on me, try to avoid this. When he glides, try to stay away from his fists, but they do little damage and it is okay if they hit you. His gliding is most annoying if later in VT he uses it to avoid your Combo. His Ground Power, Deep Impact, is powerful but very slow and very easy to run away from. His Air Power, Major Eruption however can be a little annoying because he digs into the ground and tries to come up again right underneath you. You can outrun this, or a safer way is to start flying and avoid him all together. His Traps, Mole and Air Mole Bomb are kind of bad, they dig into the ground and you can't see them! So you have to watch Knuckles, if you see him plant one of these mines, then of course stay away from the immediate area where he planted it. If he goes off screen and comes back not flashing, he might have planted a Mole Bomb so stay away from that area. Knuckles Ground Shot, Rock Free Fall, and his Air Shot, Meteor Crush, are horribly powerful if you are hit by them and not guarding against them, but they are very slow attacks and easy to outrun just because they are slow, run away a good distance though because they are pretty long range, but never try to jump to get away from them.

Shadow:
The fastest runner, bad healer, powerful normal attacks, Shadow is usually no problem, but you can only really outrun him in Drive Mode. The plus side, early in VT you can start using Combos when he is still kind of far from you and he will run right into you, but later on he starts avoiding them, but his speed

means it is easy to get him near you. And his Heavy Attack C. Nightmare is pretty wicked, try to avoid it. His Ground Power, Chaos Burst is quite interesting, he can disappear and move to one side or another and then attack, just run or fly when you see this. Air Chaos Burst is just directed downward and is easier to avoid. His traps are quite interesting too, Roaming Chaos and Air Roaming Chaos actually float in the air a little and move, but they follow Shadow around not you, and they move slow, so all you have to do to avoid them is to get Shadow to chase you away so that Roaming Chaos doesn't have time to catch up to Shadow before he is KOed, when Shadow is completely eliminated, Roaming Chaos will just stop moving and from then on easy to avoid. Shadow's Shots, Chaos Magic and A. Chaos Magic, are powerful but have the shortest range of any shot attack, they don't move at all so are easy to avoid if you are not guarding against them. By the way Zaping Dragon pointed out Chaos Magic can be "aimed" by holding down the R button for longer periods of time, but the CPU never seems to aim Chaos Magic, it always appears right next to Shadow and this does not apply here.

Rouge:
A very special case, I think she is in fact even more dangerous than E-102 sometimes. Her jump is in fact sort of a fly move, she very slowly descends from the ground every time she jumps and when she appears again in the arenaafter she is KOed, but when she does get on the ground, she runs pretty fast.
Also she likes to jump up and avoid Air C. Crackers and when you use one on her it sends her back into the air, but if on the ground she will not usually try to avoid Combos. If you are fighting one or two Rouges against other characters, then it is best to Combo the other characters while she is still in the air, she is slow enough at getting to the ground that this will work, or you can just harm her and let her stand there until you are ready to deal with her alone. If she is running on the ground, then treat her as if she was a normal character. If you are fighting just Rouge alone, then it is safe to use your fly skill and fly up to her and then Typhoon her to death before she even has a chance to hit the ground. This is great because she can't block or use any attacks in the air except for Agent Eagle, which you can easily avoid by not being directly underneath her. If you are fighting Rouge with Rouge Emerls, it is then best to let them all land then attack with a Combo. Her Ground Power, Silent Size, and her Air Power, Spiral Dive are pretty easy to avoid, but have gotten me before too. But her ground and air Trap, Bat Cracker and Air Bat Cracker are a different story. They hover above you in the air. This is very bad because after performing Sonic's Combo you go up in the air and almost always hit them, plus it makes jumping and flying nearly impossible. Your best bet is to attack her before she has the chance to use this attack or if she did, then you have to resort to trying to use normal attacks, remember if using normal attacks do it when their backs are facing you and also this is a good time to use Drive Mode then either the Secret Spear or Ultimate Dash Attack, actually pretty easy to pull off if you cleverly turn around very quickly in Drive Mode and do the attack while most of their backs are still turned. This is your only hope. Her Shots, Beauty Shot and A. Beauty Shot have about mid power, speed and range, pretty easy to avoid if she does not use it right next to you.

Amy:
Runs pretty fast, heals moderately well, pretty powerful and fast normal attacks, she doesn't give me problems, but don't let her start hitting you. Her Power attacks, G. Tornado and Air G. Tornado, are powerful if you get caught in them but easy to outrun. Her Traps, Gift and Air Gift don't move anywhere and are easy to avoid. Her Shots, Pink Typhoon and Air Pink Typhoon are wickedly powerful and fast if you are not guarding against them, but they do not move thankfully, but they are "tall" so do not try to jump out of them.

Cream:
Runs pretty slow, heals very well and has the best heal Ichikoro-wise, the best jumper, and moderately powerful normal attacks, usually not a problem. Her Ground Power, Chao Rush and Air Power C. Revolution are both very powerful, but usually can be avoided by running and not letting her catch up to you. Her Traps, C. Cracker and Air C. Cracker are Omochaos and the second most damaging of all the mines, but are visible and don't move and usually pretty easy to avoid, but there is one problem, usually Emerl's traps are colored differently but in this case they are not and I also highly recommend using these Crackers, so if you are not paying attention to where you put your Omochao, you might think one that Cream put down was one of your own and run right into it! But when Cream uses the ground trap, she pounds the Omochao into the ground but the air ones float a little above the ground, since you are always using the aerial ones, if you see one sticking out of the ground it is not yours but Cream's! Her Shots, Chao Cannon and Air Chao Cannon, are not that powerful and sort of mid-range, but Air Chao Cannon is actually a lot easer to avoid than Chao Cannon because Air Chao Cannon doesn't even go toward the ground.

E-102:
Another very special case and the main reason why I use Sonic Combo. He is a very slow runner, heals the best HP wise, and has pretty powerful but slow normal attacks, but how he gets you is when you KO him, he explodes with a force so powerful that you usually die if you do not have very high Strength Support. This is a problem with using most Combos because especially if you have high Attack Support he might explode before you have a chance to get away. But this is where Sonic Combo comes in. If you hit him with full force Sonic Combo, then at the end of the combo you naturally jump backwards a safe distance away from him. If you partially hit him, the shot will either push him away and he will die far away, or if he blocks the shot jump up, throw a cracker and run. In fact if you know he is blocking either power or shots, then try to kill him with crackers. Do not kill him if you are backed up to a wall, you might not be able to get away in time. It is best to fight him alone, other characters complicate things, so try to just injure him so he stands alone and take care of the other characters first, or injure the other characters so you can take care of him first. If you are facing him and one or two E-102 Emerls, you can be in huge danger because if they die at the same time and you are caught in both explosions you will certainly die, so be extra careful. Also if you have high strength support and just battling him alone, the explosions will not kill you and because he is slow you will have time to heal before you kill him again. Another strategy if you have good timing is to guard at just the right moment to shield you from the blast. His Ground and Air Power, Meltdown and Air Meltdown are kamikaze! Very deadly but he kills himself in the process, I don't think I ever seen him do this, not a problem. And his Traps, Blinker and Air Blinker are even more powerful than Cream's, but they only go a short distance and disappear, very easy to avoid. His Shots, Devastator and Air Devastator, are quite unique, they can be charged up, the longer it charges, the more powerful and further the shot, but it is slow so you can get to a safe distance before it fires for safety if you are not blocking it.

Chaos:
Chaos is special, it does not appear in VT often at all, but when it does it gets its own special music. Slowest of them all, Very good healer, Horribly powerful and kind of far-reaching normal attacks. Because Chaos is so slow, you usually have to run to it to attack it and if it is far away it is safe to attack other characters with Combos and ignore it. Do not let Chaos hit you with any attacks, if Chaos pulls of a 1st, 2nd, and 3rd attack combo on you you are dead. Its Ground and Air Power, Chaos Crush and A. Chaos Crush are horribly powerful attacks but very slow and very easy to avoid, but do not run under Chaos if he is jumping in the air. His Traps, Chaos Splash and A. Chaos Splash, are powerful, but visible and easy to avoid, basically watch out for puddles.

He also sets these traps horribly slow, even the air one which is why I said to avoid using them earlier. Its Shots, Chaos Shot and Air Chaos Shot, are powerful and have an arching motion and a pretty good range, but the slowness of Chaos will help you avoid it if you are not blocking them and the arching does too, run away, it is kind of a slow shot.

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5. Arenas "Maps":

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There are 10 different fighting arenas that randomly appear in VT. Depending on which one you end up in your fighting strategy can be kind of different. They are Emerald Beach, Tails' Lab, Chao Ruins, Battle Highway, Club Rouge, Amy's Room, Library, Metal Depot, and Holy Summit and Colosseum. Each one is sort of themed after each character, Sonic, Tails, Knuckles, Shadow, Rouge, Amy, Cream, E-102, Chaos and Emerl respectively, but that has nothing to do with what characters might appear in them during VT. Also don't ask me why Cream is associated with a library. Anyway, they vary in size and how many platforms and walls they have, and the overall visibility, sometimes platforms and walls just plain block your view in certain areas with can be bad. I will describe them below and comment on how they could affect VT.

Emerald Beach:
A nice beach scene. A large area, with some random platforms toward the middle, nice if you want to either run or exploit the platforms, since it is large is a good area for injuring characters and making them stand still.

Tails' Lab:
Very laby and scientific. A small battle area with platforms at the upper left and lower right corners, kind of hard to avoid traps here because of the small space, but you have very good visibility.

Chao Ruins:
Basically Chao Ruins. A largish area, has several platforms that can make running through it a little more difficult and hard to see the other side of the platforms, I recommend staying toward the bottom of the screen.

Battle Highway:
Highway with platforms. A large area, but the walls and platforms make it hard to see in some areas, try to stay in the open areas; I consider this one of the most annoying areas actually.

Club Rouge:
Pinball themed. A mid-sized area with four walls and a platform in the middle, stay from behind the walls where you can't see things like traps.

Amy's Room:
Surprisingly more pictures of Amy than Sonic. A pretty large area, but all the platforms hamper running and can reduce visibility, best to stay near the bottom of the screen.

Library:
Looks more like a Museum than a Library to me with the giant dino skeleton floor design. Anyway, small area with platforms in the corners, basically Tail's Lab with two extra platforms, good visibility.

Metal Depot:
Very metallic. Very long horizontally but not very wide, spaces staggered by platforms going up and down. There are only a few spots where it is easy to

run, but the hugeness makes it easy to avoid traps, injuring characters so they just stand there, and all the platforms actually do a good job of slowing down characters and even traps, so many high places makes it pretty easy to avoid Chu2 bombs.

Holy Summit:
Burr, cold! This largest area is unique because instead of platforms it has two holes, one larger than the other. A good place to run, but try not to go in the holes very much because if characters are attacking you it is hard to jump out. But these holes have a unique advantage, they are hard from some characters to jump out and that sometimes can be taken advantage of, and you can even lead one of those annoying Chu2 Bombs into the hole by having it chase you then flying over the hole, then it can't get out, but remember to stay out of the hole once you put it in there!

Colosseum:
Just red and green lines basically. A small area, but the platforms are see-through and outlined in red lines, so that means you have perfect visibility, which is a really good thing.

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6. My Gamesave on GameFAQs.com:

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I recently go a hold of an Action Replay and using it I have created and submitted a Sonic Battle Gamesave that can be downloaded off GameFAQs.com in the Game Saves section of the Sonic Battle area of course. I have provided it already set up to use the techniques in this guide and it is saved at Emerl's story and at Tail's Lab. Of course I have beaten Virtual Training up to 20 more than once, but well all the cards are on that save so it really isn't critical you get up to 20 again. Okay so I did use one code so the skills list is 100%, before that it was at 84% and I had all non-rares and a good portion of the rares.

There are three Emerls already in the three memory spaces. The first one is maxed out at 500 pts and uses what I consider the best cards for my strategy. The second one is the minimal Emerl that uses no rare cards at all. The third one has nothing to do with my FAQs, it is the "Angnix" Emerl and is just for fun, not really a good fighter. Anyway hope this Gamesave is useful.

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7. About the Connection between Sonic Battle and Sonic Advance 3:

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Spoilers for both Sonic Battle and Sonic Advance 3

Poor Emerl... he had to self-destruct in order to save the world. But did he really? Sonic said he just disappeared... Sonic Advance 3 highly suggests that Emerl survived...

Sonic Advance 3's manual gives little indication of the fundamental link these two games share... a brief mention of Eggman perfecting the "Ultimate Fighting Robot" Play the game and soon you will encounter the mysterious fighting robot. Usually called G-mel, he looks like Emerl but is black and has a yellow horn with two side prongs and a jet booster on his back. His moves in my opinion remind me of Mecha Sonic in the game Sonic and Knuckles, with maybe a little bit of Silver Knuckles from Sonic Advance thrown in. Anyway just playing the games

main story you don't really find out anything about him. But if you have not notice the music similarities I will list later already, then the Extra Zone and Extra Ending will defiantly remind you of this game, and make you wonder... Also listen to the music, the Final Zone and Extra Zone music is very fitting and remixed from Sonic Battle of course especially with Emerl's story! The Final Zone is a remix of Holy Summit, over with the Death Egg appears, and the Extra Zone is a remix of the tune that plays just before the battle with Ultimate Emerl... here it is:

In Sonic Advance 3, Eggman has a device that uses the power of the Chaos Emeralds and Chaos Control to split the world into 7 pieces to reign chaos throughout the world. But there is a way to fix this if Sonic and friends can make it to the Master Emerald and reverse what happened. But Eggman assisted by his robot G-mel tries to stop them. Anyway Sonic makes it to the Master Emerald, and defeats G-mel and Eggman, but G-mel senses that Sonic has the Chaos Emeralds. He goes nuts and takes the Chaos Emerald from Sonic and transforms into this giant cube thing. The "Super G-mel Cube" Then uses its hooks and throws Eggman down, then takes off into the sky. Sonic looks up wondering what to do, but then the Chaos Emeralds come back and he uses them to transform into Super Sonic. Eggman follows him. In a team effort, Super Sonic and Eggman defeat G-mel and he crashes to earth in his original form, of course the Master Emerald by now was used to restore the earth to what it once was. Anyway this is where the ending really is Sonic Battle-like, the battered G-mel is discovered on a beach by Cream and her mother Vanilla. They take him to Tails who repairs him in his workshop. The end of the game is a couple of shots of Cream playing with G-mel...

So what does this mean? Either Tails decided to repair a robot that looked like Emerl to make him like Emerl, or G-mel was Emerl, found and rebuild/reprogrammed by Eggman into something evil... you decide on what is true...

Anyway here is the list of the most obvious music remixes from the game Sonic Battle that are in Sonic Advance 3, first listed is the music selection found in the BGM section of the Sonic Battle Sound Test and underneath all the remixed versions of that tune found in Sonic Advance 3 Sound Test, there is even one in the Sound Test not found in the main game. Also note that many other tunes in Sonic Advance 3 have Sonic Battle-like musical elements, in fact most of the music in this game is at least Sonic Battle-like except the stuff that is clearly from Sonic Advance 1 and 2, I just can't pin them down to a particular tune in Sonic Battle. Both games also contain remixes of Sonic 1's Green Hill Zone.

BGM 9 (Emerald Coast):
9 (Zone 1 Map)
18 (Zone 1 Act 1)
19 (Zone 1 Act 2)
20 (Zone 1 Act 3)

BGM 20 (Phi Battle, Collosium Map)
8 (Start Demo)
49 (Ex-Demo 1)

BGM 25 (Emerl Related Story Music)
Note: This tune is a mixture of BGM 20, Collosium Map and BGM 30 Emerl Skills with an extra tune added also. The Extra Zone of Sonic Advance 3 is very much based upon it and has pretty much the same exact tune. This tune plays sometimes during the story, one example is in Sonic's story after Emerl learns his first moves from Sonic.)
45 (Ex-Boss)
46 (Ex-Boss-Pinch)

BGM 30 (Emerl Skills)
6 (Options)

BGM 35 (Holy Summit)
16 (Final Zone Map)
43 (Final-Boss)
44 (Final-Boss-Pinch)
47 (Intact Music 2)

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8. Questions?:
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Got Questions? E-mail me at angnix@gmail.com I will answer them if they are not stupid. And as I noted before, I will only answer questions relating to the FAQS, do not e-mail me and try to start a personal relationship or something, I will not respond to such e-mails.

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