

Sonic Battle Character FAQ

by sonicam63

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Game: Sonic Battle
FAQ: Character FAQ
System: Game Boy Advance
Genre: Action
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1. Version History (VER1)
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Version 0.1: Just started FAQ

Version 0.35: Three characters completed

Version 0.95: Completed all the characters, but I must finish Cream's attacks, and some character combos. Just added the Emerl Skill Contributors.

Version 1.0: Finished all the skills and am still working on the combos/strategies section. The Emerl Skill Contributors is still active. Added "first debut" for each character.

Version 1.10: A lot of changes. I completely changed the Power/Speed display. It is now in numeric format. I put #/9 because the Ultimate/??? skills are the most powerful and maxed out Power/Speed so I will make 9 the max. I also made alot of spelling corrections. I also added a Frequently Asked Question portion of the FAQ. The Emerl Skill Contributor is still active.

Version 1.25: More changes to the format of the FAQ. It looks neater now. I added more Emerls for the Emerl Skill Contributors. I am still awaiting the ASCII art that I requested.

Version 1.30: Added more Emerls for the Emerl Skill Contributors. ASCII art is still coming. Changed format for headings.

Version 1.35: Centered headers, corrected some mistakes, added notes to Chaos Burst, and more Emerls for the Emerl Skill Contributors. Still awaiting the ASCII art.

Version 1.37: Only added one Emerl, still awaiting the ASCII art. Fixed some headings to make them look neater.

Version 1.38: Minor mistakes fixed.

Version 1.40: Well, I'm back updating my FAQ, and I've had many computer problems that needed to be resolved, but they were, so if anyone has tried to e-mail/IM me, you couldn't since the accounts don't work anymore. I now have YIM, MSN and a new e-mail account, so if you wish to e-mail/IM your Emerls or ask questions, please do so. Thanks and sorry for the inconviencance. :) Emerl Submissions are active again.

Version 1.41: Ioc Tran's Emerl added to Emerl Skill Contributor's section. Also, I seem to have to scroll Left/Right to view my FAQ on GameFAQs. I'll be sure to have that fixed soon. Also, I'll have to make a new topic for the Emerl Skill Contributors on the Sonic Battle Message Board soon.

Version 1.44: I started scrutizing my FAQ to find spelling/grammer errors. Not done yet, but I'm almost there. I have quite a few silly errors.

Version 1.46: More Emerls added to Emerl Skill Contributor's section. Sorry for all people waiting to get there Emerls added, I was too busy to update my FAQ. Keep sending them in though E-Mail. Also, my AIM is active

again, you may now send them in though AIM, yay!

Version 1.50: Tons of submissions by Red3. He has submitted numerous Skill Card Combinations and 2 new Emerls. All are worth while to see. :D Thanx Red3!

Version 1.52: Sorry for the delay everyone that submitted your Emerls. D: I've been caught up in some things and couldn't update the FAQ. Also, I've broken my Sonic Battle cart, so it'll be harder for me to interpret character attacks, so if you can, please put the character's name next to an attack that doesn't have the character's name in the attack. Thanx and keep sending in those Emerls. :D

Version 1.53: Added Twilight's 3 Emerls. They are modifications of one another and worth checking out.

Version 1.54: After about a two year hiatus, I've made an update. This time it's only Emerl submissions dating back from two years ago. I appologize to the submitters for the late update.

=====
2. Introduction to my FAQ (INT1)
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Welcome to my first FAQ on one of my favorite fighting games, Sonic Battle. This FAQ is going to be on the characters of Sonic Battle. It will contain their moves, combos you can pull off, their weaknesses, and my personal rating of the character. This FAQ is meant to enhance your battle skills with your favorite character or even give you an idea of a character to use and master.

If you wish to battle with Emerl (we all know he can be super-powerful or extremely weak), I will provide tips on what skills to equip to him. This FAQ will also have spoilers for secret characters. Well, I hope you enjoy my very first FAQ! :)

If you need to, use Ctrl + F and type in the set of letters in the Table of Contents to get to the designated area in the FAQ. Makes it a little easier to navigate, thanx alot Bass0r.

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3. Character Individuals
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3i. Sonic the Hedgehog (SON1)
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Sonic the Hedgehog's first debut: Sonic the Hedgehog (Genesis/Mega Drive)

Sonic is an all around fighter. He has many pros and cons on his battle tactics.

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3ia. Sonic's Pros

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Sonic is a very fast runner. His attacks have very nice speed giving good combo opportunities. All of his attacks have moderate strength. He is a character that you can just use easily and is a must for beginners. He really teaches how to use good combos.

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3ib. Sonic's Cons

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Sonic has a few bad points. His dash is terrible. He is a poor healer. His attacks have good speed, but are rather weak to deal real good damage, so you must utilize his good speed to pull off good combos, without that he will easily fall to a strong opponent like Shadow or Amy.

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3ic. Sonic's Moves and Statistics

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Here are all of Sonic's moves with there statistic rates. They are straight from the cards for Emerl and will help you in determining if Sonic is the fighter for you to master.

Sonic Run

Power: 1/9

Speed: 7/9

Comment: Sonic is a very fast character. He is not as fast as Shadow but has alot of control. Sonic's best battle trait.

Rating: 10/10

Sonic Dash

Power: 1/9

Speed: 3/9

Comment: Sonic has a poor dash which does not utilize his great speed. Sonic simply makes a small jump. Only real use would be to quickly sprint over a trap, but this is not recommended.

Rating: 2/10

Sonic Jump

Power: 1/9

Speed: 6/9

Comment: Sonic has a decent jump. Sonic's jump could help him get out of tight situations.

Rating: 8/10

Sonic Ballet

Power: 1/9

Speed: 4/9

Comment: Sonic's homing attack from Sonic Adventure/Sonic Adventure 2. The only thing different is that it doesn't do damage. This aids his jump to get out of a tight situation.

Rating: 7/10

Sonic Guard

Power: 4/9

Speed: 1/9

Comment: His guard is fine. Very good to use when starting a combo.

Rating: 7/10

Sonic Heal

Power: 1/9

Speed: 2/9

Comment: Horrible, just horrible. Unfortunately, he has the worst heal in the game. Don't even attempt to use it, unless you are for sure you are out of danger. Maybe use if you just KOed your opponent and you need a small boost of HP, but not recommended to be used in the midst of battle.

Rating: 1/10 (Yes, it is that bad)

Sonic Punch

Power: 2/9

Speed: 3/9

Comment: Good, it develops Sonic's combo.

Rating: 7/10

Sonic Kick

Power: 2/9

Speed: 3/9

Comment: Same as above. Continues his combo.

Rating: 7/10

Top Kick

Power: 2/9

Speed: 3/9

Comment: Like most of Sonic's basic attacks, they are a little weak, but fast enough to keep the combo going.

Rating: 7/10

Sonic Flare

Power: 4/9

Speed: 4/9

Comment: Good, it finishes Sonic's series of weak attacks and induces good damage and sends the enemy flying. Sonic's break dance attack leaves him very vulnerable to an attack. Be very careful.

Rating: 7/10

Sonic Up Draft

Power: 3/9

Speed: 4/9

Comment: I am not a fan of Upper attacks but this can also start a combo. As your opponent is about to descend, use a heavy attack and pursue them.

Rating: 6/10

Windmill

Power: 2/9

Speed: 3/9

Comment: Not a good attack. Not worth using since his dash is terrible.

Rating: 5/10

Sonic Rocket

Power: 2/9

Speed: 3/9

Comment: Not a good attack. It is just a basic Sonic attack with out ending

in a combo. Even after use you are vulnerable. It should be used if your enemy is in the air and it is the finishing blow.

Rating: 4/10

Sonic Eagle

Power: 5/9

Speed: 5/9

Comment: Good end in a pursuit attempt. Even if you miss and your opponent jumps up he/she will still be attacked. This is nearly identical to Rouge's Aim Attack.

Rating: 9/10

Sonic Wave

Power: 5/9

Speed: 5/9

Comment: Nice attack. He uses an in-place spin attack and creates a shockwave that is capable to attack the opponent 2 times. This is one of the best Ground Shot attacks.

Rating: 8/10

Sonic Storm

Power: 5/9

Speed: 5/9

Comment: This is one of the endings to Sonic's combo. More will be explained in Sonic's Combo's section. This is also a good standard Air Shot attack. Like Sonic Wave, it can attack twice.

Rating: 10/10

Sonic Drive

Power: 6/9

Speed: 5/9

Comment: Very strong! Only two of these attacks will KO an opponent. If you can time it right, this could be Sonic's strongest attack. This may be Sonic's best Power attack.

Rating: 10/10

Sonic Meteor

Power: 4/9

Speed: 8/9

Comment: Good attack. This is another alternate end to Sonic's combo. It can attack multiple times. This also requires timing to use efficiently.

Rating: 9/10

Sonic Cracker

Power: 4/9

Speed: 2/9

Comment: Useless. Ground traps aren't worth it. This could also be a substitute to Sonic's Upper Attack since it launches the enemy in the air, follow up with a Heavy Attack, but since it sucks, don't bother.

Rating: 1/10

Sonic Air Cracker

Power: 4/9

Speed: 2/9

Comment: Weak attack. Another alternative ending in Sonic's combo. Sonic Storm/Sonic Meteor would be a better choice.

Rating: 3/10

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3id. Sonic's Basic Combos and Strategies (SOCS)

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Sonic has a number of good combos to pull off to try to KO your opponent.

Sonic's ONE-COMBO KO: Set Ground to anything and Aerial to Power or Shot.

Start off with Sonic's basic attacks and finish off with a Heavy. Quickly pursue the enemy and use the Sonic Eagle and in the air use Sonic Storm/Sonic Meteor. Sonic Storm will attack the enemy twice dealing good damage, and Sonic Meteor will attack multiple times dealing weak damage. This series of attacks should instantly KO the enemy.

Rating: 9/10

Sonic's Upper Drive combo: Set Ground to Power and Aerial to anything.

Start off with Sonic's basic attacks and finish with an Upper attack. Quickly use Sonic Drive to toss a ring. As the enemy is descending press R, to attack with the Sonic Drive. This should either KO or have the enemy sustain great damage. Sonic Rocket or Heavy Attack should follow to KO. This requires good timing.

Rating: 8/10

Sonic's strategy submitted by brappy:

More of a fake-out technique than a combo. When your opponent charges up, use the Ground Power towards them. Right away use the dash (not dash attack) in the same direction. Press R. You come right back with the spindash

Sonic combos submitted by brappy:

After using the dash attack, you can use Sonic Meteor or Sonic Storm.

Lay a trap about 1 1/2 screens away from your opponent (the distance they get knocked with a heavy attack), then heavy attack them in that direction. If lined up perfectly, they'll land on the mine, bounce up, and you can aim attack. They won't be able to wall-bounce counter, so it's better. You can then use any follow-up you want. You have to be in just the right place, but this is more of an opportunity thing. Remember where you lay your mines, and when the opponent is in the right place, knock them into it. This also works with Knuckles, but not with anyone else that I know of for some reason.

Sonic the Hedgehog's overall rating: 7/10

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3ii. Miles "Tails" Prower (TAI1)

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Miles "Tails" Prower's first debut: Sonic the Hedgehog 2 (Genesis/Mega Drive)

Tails is highly underrated. His battle attacks are quite good if used correctly. He specializes in ranged attacks. He alone can instantly KO any enemy with good timing, patience and practice.

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3iia. Tails' Pros
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Tails can use very good attacks to pull off killer combos. His Energy Ball attacks are very strong with proper timing.

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3iib. Tails' Cons
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Tails big weakness is his strength. His attacks are very weak and makes it difficult to pull off the ONE-COMBO KO combo. To counter this, guard and heal when you get the chance.

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3iic. Tails' Moves and Statistics
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These are Tails' moves from the Emerl card data.

Tails Run

Power: 1/9

Speed: 6/9

Comment: Decent, Tails isn't very speedy but it isn't bad. He has moderate running.

Rating: 7/10

Tails Hop

Power: 1/9

Speed: 5/9

Comment: Much like Sonic Leap, but when using his dash attack, it can be quite good.

Rating: 6/10

Tails Jump

Power: 1/9

Speed: 3/9

Comment: Poor. His jump isn't very good.

Rating: 4/10

Tails Fly

Power: 1/9

Speed: 2/9

Comment: Regardless of stats it is quite good. This is very useful to escape from battle and try to heal. It can also help escape Gamma's detonation.

Rating: 9/10

Tails Guard

Power: 5/9

Speed: 1/9

Comment: Nice. It is better than Sonic's and can help Tails prepare his combo.

Rating: 8/10

Tails Heal

Power: 1/9

Speed: 5/9

Comment: Moderate. Much better than Sonic's. It increases his Ichikoro Gauge and his HP moderately. Not the best but it is helpful.

Rating: 7/10

IQ200 Attack

Power: 2/9

Speed: 2/9

Comment: Weak, but develops his combo. Speed isn't bad.

Rating: 6/10

IQ300 Attack

Power: 2/9

Speed: 2/9

Comment: Same as above.

Rating: 6/10

IQ400 Attack

Power: 2/9

Speed: 2/9

Comment: Same as above. Ends Tails' basic attack combo.

Rating: 6/10

Magic Hook

Power: 4/9

Speed: 3/9

Comment: Nice Heavy Attack. It has good range and can attack more than once. It starts Tails' ONE-COMBO KO combo.

Rating: 7/10

Magic Upper

Power: 3/9

Speed: 2/9

Comment: Slightly more ranged than Sonic's Upper Attack but slower. Not one of Tails' best attacks.

Rating: 6/10

Tails Cyclone

Power: 3/9

Speed: 2/9

Comment: Very good attack when using the E. Cyclone combo. It tosses the enemy in the air.

Rating: 10/10

Typhoon

Power: 2/9

Speed: 2/9

Comment: One of the cheapest attacks in the game. This can be used as Tails' Spin combo. If you want to KO your enemy quickly and not let him/her give a fight use this.

Rating: 9/10

Tails Dunk

Power: 4/9

Speed: 5/9

Comment: An OK Aim Attack. He launches his tails to send them down into the ground quickly. Needs to be used to continue the ONE-COMBO KO combo.

Rating: 8/10

Energy Ball

Power: 3/9

Speed: 4/9

Comment: Not a good attack if not used with good timing. If used incorrectly it will leave you very vulnerable. This attack attacks the enemy multiple times to send them up into the air. Need to start the Magic Energy combo.

Rating: 7/10

Air Energy Ball

Power: 3/9

Speed: 4/9

Comment: My favorite attack in the game and my favorite Tails attack. This ends the ONE-COMBO KO combo and E. Cyclone combo. It attacks multiple times and launches the enemy into the air.

Rating: 10/10

Flick

Power: 2/9

Speed: 2/9

Comment: Useless. Very hard to hit with and does not deal good damage to even be worth it. This also launches the enemy into the air.

Rating: 2/10

Air Flick

Power: 2/9

Speed: 2/9

Comment: Same as above, but it is easier to hit with. Still not a good attack.

Rating: 5/10

Chu! Bomb

Power: 2/9

Speed: 2/9

Comment: Nice, one of the best traps. It follows the enemy and it launches the enemy into the air.

Rating: 8/10

Air Chu! Bomb

Power: 2/9

Speed: 2/9

Comment: Another good trap. Same as above.

Rating: 8/10

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3iid. Tails' Basic Combos and Strategies (TACS)
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Tails has a number of good combos.

Tails' ONE-COMBO KO: Set Ground to Power and Aerial to Shot.

Start off with Tails' IQ attacks and end with the Magic Hook, pursue the enemy and use the Tails Dunk. Immediately use Air Energy Ball to keep the enemy in the air. Now to KO, you can constantly use the Air Energy Ball or use Tails Cyclone.

Rating: 9/10

Tails' E. Cyclone combo: Set Ground to Power and Aerial to Shot.

Use Air Energy Ball and dash away and dash back to use the Tails Cyclone, rinse and repeat. Constantly use it until your enemy is KOed. Try using this combo against a wall and dash into the wall and use Tails Cyclone. This will increase your minimize your foe's movement and escape.

Rating: 8/10

Tails Spin Combo: Set Ground to Trap and Aerial to Power.

This combo is just a basic Typhoon combo. The Chu/ bomb will help keep the enemy in the combo and Air Flick help with the Aerial attack. If you use Typhoon enough, you will be able to KO any group of enemies. This combo is very cheap. Don't use if you want to battle fairly.

Rating: 4/10

Miles "Tails" Prower overall rating: 9/10

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3iii. Knuckles the Echidna (KNU1)
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Knuckles the Echidna's first debut: Sonic the Hedgehog 3 (Genesis/Mega Drive)

Knuckles is all about power. His attacks are very slow and his speed is very low.

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3iiia. Knuckles' Pros
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Knuckles has good strength. His attacks are very powerful and they have good impact. He also has one of the best Traps and Aim Attacks.

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3iiib. Knuckles' Cons
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Knuckles has a lot of downsides. His is very slow. His standard attacks are terrible since he moves forward and they are very slow making it very difficult to pull off a combo.

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3iiic. Knuckles' Moves and Statistics
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Here are Knuckles' moves from the Emerl Data.

Knuckles Run
Power: 1/9

Speed: 3/9

Comment: Very slow. Don't rely on his run to get to the enemy.

Rating: 3/10

Knuckles Dash

Power: 1/9

Speed: 6/9

Comment: Quite good. Knuckles sprints forward quickly. You are unable to control Knuckles during the dash, nor able to stop him, but if you need to escape from battle to heal or race to the enemy, use his dash.

Rating: 7/10

Knuckles Jump

Power: 1/9

Speed: 2/9

Comment: Another poor skill of Knuckles. He jumps very low. He still jumps low like he did in the Genesis Sonic games. Would have been better if he had a Double Jump instead of Amy, but he does not.

Rating: 4/10

Grinder Attack

Power: 1/9

Speed: 2/9

Comment: Quite good. Knuckles does a glide from the original Sonic games, but with one difference, he can't grab walls. If you encounter an enemy, he/she will take minor damage. Only bad part of this that it doesn't give him any altitude.

Rating: 7/10

Knuckles Guard

Power: 6/9

Speed: 1/9

Comment: Nice. He has one of the best guards. You will need to utilize his guard to pull off one of his combos.

Rating: 8/10

Knuckles Heal

Power: 5/9

Speed: 4/9

Comment: Good heal. Knuckles' heal focuses on his Ichiokoro Gauge and less on his HP. It would be a good idea to charge the gauge and use one of his traps. More explained in Knuckles combo section.

Rating: 8/10

Knuckles Straight

Power: 2/9

Speed: 2/9

Comment: Terrible. The attack is so slow. This attack also pushes him forward as he attacks therefore decreasing accuracy.

Rating: 3/10

Knuckles Chop

Power: 2/9

Speed: 2/9

Comment: Same as above.

Rating: 3/10

Knuckles Upper

Power: 2/9

Speed: 2/9

Comment: Same as above. Starts his heavy attack.

Rating: 3/10

Megaton Hook

Power: 4/9

Speed: 3/9

Comment: Another slow move. It continues his combo.

Rating: 4/10

Enrage

Power: 3/9

Speed: 2/9

Comment: A slow move that launches the enemy into the air.

Rating: 4/10

Double Punch

Power: 2/9

Speed: 2/9

Comment: A moderate attack that requires timing. This attack has the same result as a Heavy Attack since it launches the enemy forward.

Rating: 5/10

Knuckles Air Hook

Power: 3/9

Speed: 2/9

Comment: Weak, slow and useless. This should be used to "finish-off" your opponent since Knuckles is very vulnerable as he lands.

Rating: 2/10

Meteor Punch

Power: 6/9

Speed: 5/9

Comment: Knuckles has a good Aim Attack. This attacks makes him go up higher after his pursue to ensure he attacks the enemy regardless of the enemy using an Aim Attack of his/her own.

Rating: 7/10

Rockfree Fall

Power: 6/9

Speed: 3/9

Comment: Quite powerful since it can hit multiple times. This attack is very slow and it makes Knuckles very vulnerable to an attack. This is best used out of danger and good against the wall since you can get two or more hits. Aim with the Control Pad to toss the rock in that direction.

Rating: 6/10

Meteor Crush

Power: 6/9

Speed: 3/9

Comment: A little better then his Ground Shot but it still makes him vulnerable to an aerial attack. Aim with the Control Pad to toss the rock in that direction.

Rating: 7/10

Deep Impact

Power: 7/9

Speed: 1/9

Comment: What a strong blow. One of the most powerful attacks in the game! Although it comes with a price. This attack is incredibly slow and hard to hit with. If moving/running while you use this attack you will move forward

and attack. If you stand still and attack you will only move forward slightly. Two of these attacks will KO your opponent.

Rating: 5/10

Major Eruption

Power: 5/9

Speed: 3/9

Comment: Nice attack. Knuckles goes into a spin ball and attacks as he burrows underground. Aim Knuckles while underground to try for a surprise attack.

Rating: 8/10

Mole Bomb

Power: 4/9

Speed: 2/9

Comment: Okay attack. Knuckles sets an invisible landmine into the ground. If you use a trap, use the Air Trap instead. This takes too long to execute.

Rating: 5/10

Air Mole Bomb

Power: 4/9

Speed: 2/9

Comment: Good attack. Knuckles tosses an invisible landmine into the ground.

Rating: 8/10

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3iiid. Knuckles' Basic Combos and Strategies (KNCS)
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Knuckles' ONE-COMBO KO: Set Ground to Power and Aerial to Shot.

Start off with Knuckles' basic B Attacks and finish with the Megaton Hook. Pursue the enemy and attack with the Meteor Punch. Now immediately use the Meteor Crush, hoping that it will hit multiple times. If that still doesn't KO the enemy, use a Deep Impact as the enemy gets back up or a Knuckles Air Hook on the way down.

Rating: 7/10

Deep KO: Set Ground to Power and Aerial to anything.

Go for a two hit KO. Use the Deep Impact move and pursue them and use the Aim Attack. Simple as that. If the enemy isn't KOed, then use a Knuckles Air Hook.

Rating: 8/10

What the hell was that KO: Set Ground/Aerial to Trap and set Ground/Aerial to anything.

Start off by filling up Knuckles' Ichikoro Gauge with his heal and toss a mine into the ground. His mine is invisible therefore it is impossible to see the mine glow (since it is an Ichikoro Attack). If possible, lure your enemy to that spot and they should be KOed (if Trap isn't defended).

Rating: 5/10

Knuckles the Echidna overall rating: 3/10

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3iv. Shadow the Hedgehog (SHA1)

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Shadow the Hedgehog's first debut: Sonic Adventure 2 (Dreamcast)

Shadow is the fastest character and also one of the strongest. He is very overused because of coolness, speed (faster than Sonic) and his power. If used correctly, he can be one of the best characters in the game.

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3iva. Shadow's Pros

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Excellent speed and power instantly makes him one of the best. He is most likely the top tier. His attacks have impressive Power and Speed, making it easy to KO your opponents quickly.

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3ivb. Shadow's Cons

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He is such a great character how can he have cons? Well he is great, not the best. He has a horrible healing ability, which makes him even more fragile than before, so be careful of power characters like Knuckles and Gamma. Another weakness is control. His run is so fast you may have difficulty controlling him or stopping him. His trap is poor as well.

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3ivc. Shadow's Moves and Statistics

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Shadow Run

Power: 1/9

Speed: 8/9

Comment: He is extremely fast! Faster than Sonic! Although he is very fast, it is harder for you to control him and stop Shadow in his tracks. Try to counter this by jumping.

Rating: 9/10

Shadow Dash

Power: 1/9

Speed: 9/9

Comment: Another remarkable move! His dash is very quick and has great distance. Not only that, but you are also invulnerable to traps since he turns invisible during the middle of the dash.

Rating: 9/10

Shadow Jump

Power: 1/9

Speed: 7/9

Comment: Good jump. He can jump almost as high as Cream. It is good to jump when you want Shadow to stop moving while running.

Rating: 8/10

Shadow Teleport

Power: 1/9

Speed: 5/9

Comment: One of Shadow's best moves. This allows Shadow to move across the field with ease. While in the air, press A to use this. You can keep using this move as long as you wish. Although, Shadow will start to descend. This move is similar to Sonic Ballet, but can be used more than once in the air. This a good move to escape from danger.

Rating: 10/10

Shadow Guard

Power: 3/9

Speed: 1/9

Comment: Not a good guard skill, but you will have to keep using this to pull off so good combos and protect Shadow's HP.

Rating: 6/10

Shadow Heal

Power: 1/9

Speed: 3/9

Comment: Poor, not even worth using. You'd think Chaos Control would help heal faster, but with out all Chaos Emeralds, I guess not.....

Rating: 3/10

Shadow Chop

Power: 3/9

Speed: 3/9

Comment: A very balanced out attack. It has good speed and strength. Nice to start a combo off with.

Rating: 8/10

Shadow Kick

Power: 3/9

Speed: 3/9

Comment: Same as above. Keep it going.

Rating: 8/10

Shadow Back Kick

Power: 3/9

Speed: 3/9

Comment: Same as above. This attack also knocks the enemy into the air. This effect makes it impossible to avoid (except for Rouge/Rouge Flight, Tails Cyclone, and other attacks that send you into the air for more altitude, thanks brappy.) Chaos Nightmare. Thanks for telling me about this Clockwork Dragon. I appreciate it. Starts Chaos Nightmare.

Rating: 10/10

Chaos Nightmare

Power: 5/9

Speed: 4/9

Comment: Awesome Heavy attack and most powerful. It isn't too fast but the three stage attacks should help with accuracy.

Rating: 8/10

Chaos Upper

Power: 4/9

Speed: 1/9

Comment: Poor, it is very slow and the damage isn't worth it.

Rating: 2/10

Shadow Slider

Power: 3/9

Speed: 3/9

Comment: An attack that many people on the boards hate. This attack needs good timing to pull off. It is hard to hit with but it is quite good nevertheless. If the enemy is hit, he/she is launched into the air.

Can make a nice combo. See Shadow Combos section.

Rating: 7/10

Shadow Rocket

Power: 2/9

Speed: 3/9

Comment: Weak, but if used correctly, it can be one of the best moves in the game. Shadow jumps higher into the air and descends down with a kick. This attack is a lot like Tails' Typhoon and Rouge's Agent Eagle, nothing but an annoyer attack.

Rating: 9/10

Shadow Eagle

Power: 7/9

Speed: 6/9

Comment: One of the best Aim Attacks in the game. The power is outstanding and so is the speed. This can be used as not only an Aim Attack (for damage), but also for defensive purposes. If used in a combo it is difficult to use a Special attack to finish off your opponent since he descends to the ground too fast. If defensive purposes, retaliate off the wall and immediately use the move. You won't attack the enemy that pursued you, but you won't have the chance to have a simultaneous Aim Attack strike, harming both at the same time and may KO you.

Rating: 8/10

Chaos Magic

Power: 5/9

Speed: 5/9

Comment: Good attack. You are able to aim the attack by using the Control Pad and holding the R Button. The longer you hold the R button the farther the attack goes. The farthest the attack goes is to the end of the screen (won't go farther then you can view). This attack make the enemy fly up into the air. You are very vulnerable to an attack since you cannot move while aiming. Watch your back!

Rating: 7/10

Air Chaos Magic

Power: 5/9

Speed: 5/9

Comment: Big difference between these two attacks. You cannot aim with this attack. It will appear a few steps in front of you. You are less vulnerable when using this, but defeats the purpose of the attack.

Rating: 6/10

Chaos Burst

Power: 3/9

Speed: 7/9

Comment: Great move. This attack can hit multiple times, more than Sonic Meteor. Two of these well timed attacks can KO an enemy.

Chaos Burst notes from XnxMK2:

You might have not noticed, but Chaos Burst has a special effect. If you hold

down R, Shadow will become invincible (And also invisible) and will move forward until the R button is held, then he uses Chaos Burst wherever he stops(releases the R Button).Note, this can only be used with Chaos Burst, not the air version.

Rating: 10/10

Air Chaos Burst

Power: 3/9

Speed: 7/9

Comment: Same as above. Instead, you attack from the air. Shadow does not attack in the air, he falls to the ground and attacks with Chaos Burst.

Rating: 10/10

Roaming Chaos

Power: 3/9

Speed: 2/9

Comment: Okay attack. This trap follows Shadow and if it encounters an enemy, the enemy is sent up in the air. This is very hard to hit with.

Rating: 2/10

Air Roaming Chaos

Power: 3/9

Speed: 2/9

Comment: Same as above. Not worth it.

Rating: 2/10

=====
3ivd. Shadow's Basic Combos and Strategies (SACS)
=====

Shadow's ONE-COMBO KO: Set Ground Power and Aerial to Shot.

Start off with Shadow's basic attacks and finish off with Chaos Nightmare. Now pursue the enemy and use the Shadow Eagle. If the enemy is not KOed jump and attack with Air Chaos Magic and follow up with a Chaos Burst for a guaranteed KO.

Rating: 9/10

Cheap Rocket KO: Set Ground/Aerial to anything and Defend with Shot.

This combo is simply the abuse of the Shadow Rocket. Constantly use this move to KO your opponent. You will be vulnerable to Aerial attacks, namely Aerial Shot moves so make sure you defend with Shot.

Rating: 5/10

Slider Nightmare KO: Set Ground to Power and Aerial to Shot.

Use the Shadow Slider to send the enemy into the air and quickly use Chaos Nightmare in place to attack your opponent, repeat to finish them off.

Rating: 6/10

Shadow the Hedgehog's Overall Rating: 9/10

=====
3v. Rouge the Bat (ROU1)
=====

Rouge the Bat's first debut: Sonic Adventure 2 (Dreamcast)

Rouge is one of the most difficult characters to use and master. Her attacks have little power and has slow airtime. She also has the most unique jump abilities in the game.

=====
3va. Rouge's Pros
=====

Rouge is a very unique character and has a few good points. She has the best Dash Attack in the game and one of the most cheapest Air Attacks. Her ability to fly makes quite different from the rest. She also has one of the best Traps in the game. She really shines in Power attacks.

=====
3vb. Rouge's Cons
=====

Rouge's attacks lack power making it difficult to KO opponents. Her Shot attacks are horrible, they lack power, speed and range making them useless. She is rather slow. Her flight makes her very difficult to control and hard to pull off a ONE-COMBO KO move.

=====
3vc. Rouge's Moves and Statistics
=====

Rouge Run
Power: 1/9
Speed: 5/9
Comment: Not very fast. Her speed is not her strong point.
Rating: 5/10

Rouge Grind
Power: 1/9
Speed: 4/9
Comment: A crap dash. This is like Knuckles Grind without doing damage.
Rating: 4/10

Rouge Flight
Power: 1/9
Speed: 5/9
Comment: This is Rouge's strong point. She jumps into the air and slowly descends. This helps her escape from danger. Good to use when avoiding Gamma's detonation.
Rating: 9/10

Rouge Catch
Power: 1/9
Speed: 4/9
Comment: Useless. This just grounds her. Use this when you do not wish to fly.

Rating: 3/10

Rouge Guard

Power: 1/9

Speed: 1/9

Comment: Weak guard. It is very quick so use good timing.

Rating: 3/10

Rouge Heal

Power: 1/9

Speed: 1/9

Comment: Another poor heal. Despite it's stats, this heal is better than Sonic's. This heals the Ichikoro gauge at the same rate as her HP gauge. Not very reliable, so use only when the enemy is KOed or at a safe distance. Never use in mid-battle.

Rating: 3/10

Rouge Kick

Power: 2/9

Speed: 3/9

Comment: A decent basic attack. This can easily start a good combo.

Rating: 7/10

Rouge Side Kick

Power: 2/9

Speed: 3/9

Comment: Same as above. Keeps her combo going.

Rating: 7/10

Rouge Sobat

Power: 2/9

Speed: 3/9

Comment: Same as above. Finishes her normal attacks.

Rating: 7/10

Charlie Kick

Power: 4/9

Speed: 4/9

Comment: Nice Heavy Attack. I think this is a little better than Sonic's Aim Attack since it makes her less vulnerable upon finishing.

Rating: 8/10

Secret Kick

Power: 3/9

Speed: 3/9

Comment: This attack has good speed but you need timing and angle to pull it off. Rouge does not have many good combos that support her Upper Attack.

Rating: 6/10

Secret Spear

Power: 2/9

Speed: 3/9

Comment: Best Dash Attack in the game. This attack hits the target multiple times to deliver good damage if a lot of kicks hit. This attack knocks the enemy back and giving you time to do a Charlie Kick. Her Dash Skill really does not go with her Dash Attack making the best Dash Attack only good on Emerl.

Rating: 10/10

Agent Eagle

Power: 2/9

Speed: 3/9

Comment: Known as the cheapest attack on the boards. This attacks the foe continuous times while constantly pressing B. You can juggle the enemy in the air preventing them from getting to the ground or moving. You can easily KO an opponent with this move alone. It gets harder to use since Rouge ascends up the enemy descends down as the attack is used constantly.

Rating: 8/10

Homing Cutter

Power: 4/9

Speed: 5/9

Comment: Identical to Sonic Eagle, but with less power. A decent Aim Attack. After the Aim Attack hits the enemy, Rouge enters Rouge Flight.

Rating: 8/10

Beauty Shot

Power: 4/9

Speed: 4/9

Comment: Weak, little ranged, and useless. This attack knocks back the opponent when used. The attack does little damage and has bad range. Not worth using.

Rating: 4/10

Air Beauty Shot

Power: 4/9

Speed: 4/9

Comment: Same as above except even harder to hit with. Attack isn't worth it.

Rating: 3/10

Silent Size

Power: 3/9

Speed: 6/9

Comment: Very good attack. This attack has great speed and power and sends opponents into the wall letting you pursue them. One of Rouge's best attacks.

Rating: 9/10

Spiral Dive

Power: 3/9

Speed: 4/9

Comment: Great attack. Rouge spins up and descends down on her enemies. This attack hits multiple times. Use timing. If you are high up in Rouge Flight, then this attack will stop before you reach the Ground. Not good to use when high up.

Rating: 9/10

Bat Cracker

Power: 3/9

Speed: 2/9

Comment: Nice trap. This trap is similar to Shadow's Roaming Chaos but, this Trap stays in the air and follows your opponent. To be very cheap, use this as your Ichikoro SP attack.

Rating: 9/10

Air Bat Cracker

Power: 3/9

Speed: 2/9

Comment: Same as Bat Cracker but used in air.

Rating: 9/10

=====
3vd. Rouge's Basic Combos and Strategies (ROCS)
=====

Rouge's ONE-COMBO KO: Set Ground to Trap and Aerial to Power.

Immediately use Bat Cracker, then uses Rouge's basic attacks and finish with the Charlie Kick. Pursue the enemy and use Homing Cutter.

The enemy will most likely get hit by the trap. Now use Spiral Dive to finish the enemy off.

Comment: This combo is a little hard to completely pull off but will KO any opponent if used correctly. It requires timing with the setting of the Bat Cracker.

Rating: 9/10

Cheap Agent KO: Set Ground to Power and Aerial to Trap.

Immediately jump and use Bat Cracker. Now, while in Rouge Flight, hover over an enemy and start to use Agent Eagle to get the enemy in the air. Now keep using Agent Eagle and eventually the Trap will hit the enemy, KOing the enemy or weakening him/her more. Now descend and jump again to use another Bat Cracker and repeat.

Comment: This combo is very cheap so use with caution. Timing is precise for this combo.

Rating: 7/10

Rouge's strategy submitted by brappy:

After 1st, 2nd, and 3rd attacks, use Ground Power instead of Heavy Attack. It's more powerful.

Rouge the Bat's Overall Rating: 6/10

=====
3via. Amy Rose (AMY1)
=====

Amy Rose's first debut: Sonic CD (Sega CD)

Amy is one of the best characters in the game, surprisingly. Her attacks are super fast making it very easy to create/keep a combo going.

=====
3vib. Amy's Pros
=====

Amy's attacks are very fast, fastest in the game. She has the best Heavy Attack and Aim Attack in the game. Combos are easy to start with her high speed basic attacks making her and Sonic good starting characters for a beginner.

=====
3vic. Amy's Cons
=====

Amy has a few cons. Her basic attacks are very fast, but lack power. Her Jump is horrible. Her Air Action is worse. Her traps (like many others) are useless and hard to use.

=====
3vid. Amy's Moves and Statistics
=====

Amy Run

Power: 1/9

Speed: 6/9

Comment: Very good run. Equal to Tails'.

Rating: 8/10

Amy Dash

Power: 1/9

Speed: 4/9

Comment: Moderate. She makes a quick burst of speed but ends very quickly.

Rating: 6/10

Amy Jump

Power: 1/9

Speed: 2/9

Comment: Very poor jumping skill. It is equal to Knuckles'.

Rating: 4/10

Amy Double Jump

Power: 1/9

Speed: 2/9

Comment: Another poor skill. She stops in mid-air and jumps again.

Rating: 3/10

Amy Guard

Power: 5/9

Speed: 1/9

Comment: Amy has a nice guard. It is equal to Tails' and lasts a good amount of time. Not too long making it impossible to heal.

Rating: 8/10

Amy Heal

Power: 1/9

Speed: 6/9

Comment: Good heal for HP, but bad heal for Ichikoro. Would be better than Tails' but her Ichikoro refill is identical to Sonic's.

Rating: 6/10

Girl Jab

Power: 2/9

Speed: 5/9

Comment: Amy's strong point. Amy jabs the opponent with very good speed making it hard to block it fast enough. This starts Amy's combo.

Rating: 10/10

Girl Straight

Power: 2/9

Speed: 5/9

Comment: Same as above. Continues Amy's basic attack combo.

Rating: 10/10

Girl Upper

Power: 2/9

Speed: 5/9

Comment: Same as above. Finishes Amy's basic attack combo.

Rating: 10/10

Girl Crush

Power: 4/9

Speed: 5/9

Comment: Best Heavy attack in the game. This attack has a lot of range and can hit the opponent easily. The Power and Speed make it very good.

Rating: 10/10

Girl Swing

Power: 3/9

Speed: 2/9

Comment: Wow, an attack with low speed, I am surprised. This attack isn't very good, is slow and hard to hit with.

Rating: 5/10

Girl Bomber

Power: 2/9

Speed: 5/9

Comment: Crap, this attack is horrible. It is very much like Knuckles' Double Punch and requires a lot of timing. This attack launches the enemy against the wall causing more damage. This attack is very slow despite its rating.

Rating: 2/10

Air Girl Crush

Power: 2/9

Speed: 4/9

Comment: Okay attack and has good range with the hammer.

Rating: 7/10

Girl Dunk

Power: 6/9

Speed: 5/9

Comment: Best Aim Attack in the game. The attack has very good range, speed and power.

Rating: 10/10

Pink Typhoon

Power: 4/9

Speed: 5/9

Comment: A weak attack. The Tornado effect launches the enemy into the air with little force. This attack can help perform a combo.

Rating: 7/10

Air Pink Typhoon

Power: 4/9

Speed: 5/9

Comment: Another weak attack. This is the same as above, but used in the air.

Rating: 7/10

Girl Tornado

Power: 4/9

Speed: 4/9

Comment: Very nice attack. This attack hits the target multiple times for nice damage.

Rating: 9/10

Air Girl Tornado

Power: 4/9

Speed: 4/9

Comment: Excellent attack. This is Amy's best Special move. This attack is best used after Amy's Aim Attack. More explained in Amy's Basic combos section.

Rating: 10/10

Gift

Power: 5/9

Speed: 2/9

Comment: Powerful but slow. This attack is horrible. This attack is very easy to evade or guard against unless you are hit into it. Stay away from this attack.

Rating: 1/10

Air Gift

Power: 5/9

Speed: 2/9

Comment: Better since you can drop it onto opponents but still a poor move. Not worth using.

Rating: 2/10

=====
3vid. Amy's Basic Combos and Strategies (AMCS)
=====

Amy's ONE-COMBO KO move: Set Ground to Shot and Aerial to Power.

Use Amy's basic attacks and finish with Girl Crush and pursue and use Girl Dunk. Now immediately in the use Air Girl Tornado to finish the opponent off, if that didn't do it, then drop to the ground and use a Pink Typhoon or a Heavy Attack.

Comment: This is a fast and standard KO method which works quite well. This is a guaranteed KO unless the enemy is guarding Power.

Rating: 9/10

Amy strategy submitted by brappy:

After Aim Attack, use Air Shot, then when they come up, use Air Attack.

This is more of a glitch, but I'll put it anyway. Put Power on Ground. Do the dash, and press R at the exact moment you press the control pad the second time. After the dash, continue holding that direction. If done correctly, you'll start the spin after the dash, and will go at about 1.5X the speed of the dash.

Amy Rose's Overall Rating: 9/10

=====
3vii. Cream the Rabbit (CRE1)
=====

Cream the Rabbit's first debut: Sonic Advance 2 (Game Boy Advance)

Cream is a very joyful rabbit. Her battle skill are moderate. She has the best heal in the game.

=====
3viia. Cream's Pros
=====

Cream has an excellent jump, best jump in the game. This goes very good with her flying ability. She also has a very superior healing ability. Her HP gets restored just as fast as her Ichikoro gauge. Also, her Air Trap is overpowered.

=====
3viib. Cream's Cons
=====

Cream has below average run, making her a slow character. Her guard is one of the worst in the game. Her basic attacks are a bit slow as well.

=====
3viic. Cream's Moves and Statistics
=====

Cream Run

Power: 1/9

Speed: 4/9

Comment: Not a good run. Cream skips as she walks making it a little difficult to control her. She is also quite slow.

Rating: 4/10

Cream Hop

Power: 1/9

Speed: 3/9

Comment: Much like Sonic Leap, it is not very useful. Cream hops up higher than Sonic making it easier to dash across Traps.

Rating: 6/10

Cream Jump

Power: 1/9

Speed: 8/9

Comment: Superb jump. This is the best in the game. She ascends high in to air and makes good use of her Air Trap and her Air Action.

Rating: 10/10

Cream Ballet

Power: 1/9

Speed: 2/9

Comment: Nice move. This really help get out danger. Cream jumps then ascends even higher as she flies across the battlefield. It is a little slow

to start up but still it helps when escaping Gamma's detonation.

Rating: 8/10

Chao Knight

Power: 2/9

Speed: 1/9

Comment: OK guard. She puts up Cheese as a shield to resist attacks. Her guard is quick to have good timing with it. This guard goes well with her heal.

Rating: 6/10

Cream Heal

Power: 5/9

Speed: 7/9

Comment: Excellent heal, the best in the game. She recovers HP at a nice speed rate and recovers Ichikoro at the same rate. This helps keep the fragile bunny alive.

Rating: 10/10

Chao Arch

Power: 2/9

Speed: 3/9

Comment: A moderately slow attack. This starts Cream's combo.

Rating: 7/10

Chao Winder

Power: 2/9

Speed: 3/9

Comment: Same as above. Continues Cream's combo.

Rating: 7/10

Chao Salom

Power: 2/9

Speed: 3/9

Comment: Same as above. Finishes Cream's basic attacks.

Rating: 7/10

Chao Tornado

Power: 4/9

Speed: 4/9

Comment: A moderate Heavy Attack. It has good range to hit it's opponent.

Rating: 7/10

Chao Upper

Power: 3/9

Speed: 3/9

Comment: Moderate attack. It launches the enemy in the air.

Rating: 5/10

Chao Dash

Power: 2/9

Speed: 3/9

Comment: Nice Dash Attack. This attack makes your opponent get knocked forward and allows you to follow up with a Heavy Attack.

Rating: 7/10

Chao Circle

Power: 5/9

Speed: 3/9

Comment: Think of this attack as a weaker Typhoon. You will still descend as

you constantly use the attack, but slowly. Harder to maintain than Typhoon.
Rating: 7/10

Chao Dunk

Power: 4/9

Speed: 5/9

Comment: This Aim Attack is a little hard to hit with. Make sure you time the attack right, or else you will miss.

Rating: 7/10

Chao Cannon

Power: 4/9

Speed: 5/9

Comment: Good attack. This attack sends Cheese in an electrified body charge. It knocks then enemy to the ground.

Rating: 7/10

Air Chao Cannon

Power: 4/9

Speed: 5/9

Comment: Same as above. Better and more accurate in the air.

Rating: 8/10

Chao Rush

Power: 4/9

Speed: 3/9

Comment: Nice attack. Then enemy gets thrown as if hit by a Heavy Attack.

Rating: 9/10

Chao Revolution

Power: 4/9

Speed: 4/9

Comment: Same as above.

Rating: 9/10

Cream Cracker

Power: 4/9

Speed: 2/9

Comment: This is also a mysterious attack. It is just like it's Aerial counterpart. I had to test this out. Although, the Air Trap is more accurate and faster to use. Use that instead.

Rating: 6/10

Cream Air Cracker

Power: 4/9

Speed: 2/9

Comment: This is a mysterious attack that does not do its set damage. This attack is extremely powerful. It can take out an opponent in only two hits.

Rating: 10/10

=====
3viid. Cream's Basic combos and strategies (CRCS)
=====

Cream's ONE-COMBO KO: Set Ground to Power and Aerial to Trap.

Start off with Cream's basic attacks and finish off with Chao Tornado. Now pursue your opponent and use Chao Dunk. Now immediately use Cream Air Cracker

which should defeat your opponent. If not follow up with Chao Rush.
Comment: This combo will mainly focus on the Cream Air Cracker at the end of the Chao Dunk move since it will do impressive damage. If the Cracker blast doesn't connect then, then use Chao Rush to finish you Opponent off.
Rating: 8/10

Cream's strategy submitted by brappy:

Like the others-after Aim attack, use Air Power. If there is a wall behind you they'll be sent into it, and you're playing a human, they won't expect that, so you can run over and use the attack of your choice before they land.

More Coming Soon!

Cream the Rabbit's Overall Rating: 7/10

=====
3viii. E-102 Gamma (GAM1)
=====

E-102 Gamma's first debut: Sonic Adventure (Dreamcast)

Gamma is a very powerful robot. His attacks do impressive damage, but are very slow. He also has a unique death action. Upon KOing Gamma, he detonates causing damage to anyone around him.

Requirements to unlock Gamma: Defeat Gamma in Sonic's Story.

=====
3viiia. E-102 Gamma's Pros
=====

Power. Just power. He is very powerful. He can even KO you after his death. Time his attacks to make him an impressive fighter. He also has one of the best healing abilities in the game. He heals his HP very quickly, but not his Ichikoro.

=====
3viiib. E-102 Gamma's Cons
=====

So slow. His run is one of the poorest runs of the characters. His attacks lack so much speed. They are very powerful but almost impossible to hit with if your opponent guards well. Also, his ground attack requires him to deal damage to him self. Not a good trait.

=====
3viiic. E-102 Gamma's Moves and Statistics
=====

Power: 1/9

Speed: 2/9

Comment: A very poor run. Well, he can't even run, just look at the skill's name. He walks making him very slow and an easy target.

Rating: 1/10

Drive Mode

Power: 1/9

Speed: 8/9

Comment: Excellent. This is his fastest move. He zooms as he is in his dash. You can control him as he is in this mode, unlike most dashes.

Rating: 10/10

Boost Jump

Power: 1/9

Speed: 6/9

Comment: Not very fast despite it's rating. He jumps in to the air slowly gaining height.

Rating: 6/10

Flight Mode

Power: 1/9

Speed: 2/9

Comment: More speedy then his normal jump. This add to his jump to be able to fly while gradually losing altitude. No the best action.

Rating: 7/10

Guard Mode

Power: 7/9

Speed: 1/9

Comment: This guard is too strong. It lasts too long, and makes it hard to begin healing. This guard is very good for blocking attacks but hard to heal.

Rating: 7/10

Recovery Mode

Power: 1/9

Speed: 9/9

Comment: Very nice heal. He will heal his HP to max in no time. Good to use after you using Meltdown/Air Meltdown. This doesn't restore the Ichikoro gauge very well.

Rating: 9/10

Solid Knuckle

Power: 5/9

Speed: 1/9

Comment: This is the most powerful basic attack in the game. Due to it's strength. Speed is sacrificed. Without efficient speed this attack is almost useless on an opponent who is good at guarding. This is to worst basic attack. This also starts Gamma's combo.

Rating: 2/10

Electric Stab

Power: 5/9

Speed: 1/9

Comment: Same as above. This continues Gamma's combo.

Rating: 2/10

Paralyze Cut

Power: 5/9

Speed: 1/9

Comment: This attack is different than the other two. This attack is still slow but has an added effect. This attack harms the opponent multiple times causing more damage. This attack is better than the other two. This also finishes Gamma's basic attack combo.

Rating: 5/10

Electric Shock

Power: 5/9

Speed: 2/9

Comment: Very slow Heavy Attack. This takes time to unleash, but has good easier to hit with when he does unleash the move.

Rating: 5/10

Upper Electric Shock

Power: 6/9

Speed: 2/9

Comment: This is the best Upper Attack in the game. This is still a little slow but when it hits, it attacks the enemy multiple times, to deal good damage.

Rating: 8/10

Buster Drill

Power: 5/9

Speed: 1/9

Comment: Moderate Dash Attack. This attack isn't slow despite it's rating, and is easy to hit with while in the dash. The damage isn't impressive.

Rating: 6/10

Air Electric Shock

Power: 4/9

Speed: 2/9

Comment: Weak attack. Not even worth using.

Rating: 2/10

Air Knuckle

Power: 5/9

Speed: 5/9

Comment: Nice Aim Attack and is easy to hit with. This is similar to Knuckles' Aim Attack.

Rating: 8/10

Devastator

Power: 8/9

Speed: 2/9

Comment: This is a variable attack. This attack is chargeable. Hold the R button to charge the attack. The damage depends on how long you charge the attack. The speed of the shot will increase dramatically when charged. The Power stat is showing how powerful the attack will be if fully charged. Two fully charged shots will KO an opponent. This attack has great power and has good impact upon hitting, but you are very vulnerable to attacks. This is similar to Shadow's Chaos Magic, but with more power.

Rating: 8/10

Air Devastator

Power: 8/9

Speed: 2/9

Comment: This attack is the same as Devastator, but used in the air. You are also less vulnerable in the air, but it is harder to attack the enemy. When Gamma lands on the ground with a charging shot, it will cancel the charge.

Rating: 8/10

Meltdown

Power: 8/9

Speed: 1/9

Comment: Strange attack. This sacrifices Gamma's HP leaving him with 1 HP. One extra attack will KO Gamma, guaranteed. This attack is the same as when Gamma is KOed and detonates himself. The HP loss is best countered with Gamma's heal. It restores HP at a very fast rate. You can use Meltdown as many times as you wish, since it never KOs him and always leaves him with 1 HP.

Rating: 7/10

Air Meltdown

Power: 8/9

Speed: 1/9

Comment: Exact same attack as Meltdown, except used in the air.

Rating: 7/10

Blinker

Power: 4/9

Speed: 2/9

Comment: This is a poor trap. This is very hard to hit with and the damage isn't good. The speed is even worse. Like all traps, it launches the enemy into the air.

Rating: 2/10

Air Blinker

Power: 4/9

Speed: 2/9

Comment: Same as above.

Rating: 2/10

=====
3viiid. E-102 Gamma's Basic Combos and Strategies (GACS)
=====

Gamma's ONE-COMBO KO: Set Ground to Power and Aerial to Shot.

Immediately press R to activate Meltdown and quickly find your opponent and begin Gamma's basic attacks and end with Electric Shock. Pursue your enemy and use Iron Knuckle. While in the air charge the Devastator as much as you can attack release R when you enemy has bounced up from the hitting the ground. If this didn't KO the enemy, the Meltdown explosion will. Quickly, use restore you HP with Recovery Mode.

Comment: This combo can be very difficult to pull off since it is hard to land Gamma's basic attacks due to the lack of speed. If you are running out time with the Meltdown counter, just keep trying to use Electric Shock instead.

Rating: 7/10

Gamma's strategy submitted by brappy:

This is very tricky but really cool. Use either Meltdown, and at the 5th or 6th beep (I forgot) immediately use the combo into an Aim Attack. If timed right, when they bounce back up, you explode, usually killing them. You can then heal.

More Coming Soon!

E-102 Gamma's Overall Rating: 6/10

=====
3ix. Chaos 0 (CHA1)
=====

Chaos 0's first debut: Sonic Adventure (Dreamcast)

Chaos 0 is another powerful fighter. His attacks lack strength compared to Gamma but they have better speed. He is a very slow character and is very easy to hit.

Requirements to unlock Chaos 0: Defeat Chaos 0 in Emerl's Story.

=====
3ixa. Chaos 0's Pros
=====

Chaos has the fastest basic attacks besides Amy. He has a nice healing skill, and a dash that makes him invincible. He also has a unique Trap.

=====
3ixb. Chaos 0's Cons
=====

Soooooooo slow..... Chaos is very slow and runs like a dinosaur. He has the poorest run out of the characters. His jump moves are poor as well. Overall, his mobility is very poor.

=====
3ixc. Chaos 0's Moves and Statistics
=====

Chaos Run

Power: 1/9

Speed: 1/9

Comment: Wow, Chaos Run is not the right name for this skill.... At least the game.

Rating: 1/10

Chaos Dive

Power: 1/9

Speed: 2/9

Comment: This is an interesting Dash skill. Chaos transforms his body into it's liquid state and moves along the ground. He is invincible while in this form. This should be used more than his walk....err run.

Rating: 9/10

Chaos Jump

Power: 1/9

Speed: 4/9

Comment: Not a good jump. Chaos descends fast as he lands.

Rating: 4/10

Chaos Flight

Power: 1/9

Speed: 1/9

Comment: Crap, just crap. This will give Chaos just a little more height.

Rating: 1/10

Chaos Guard

Power: 8/9

Speed: 1/9

Comment: Very strong guard, this is the strongest in the game. This is good for a slow character since they become less of a target if known how to guard properly, but healing time is also sacrificed.

Rating: 7/10

Chaos Heal

Power: 1/9

Speed: 8/9

Comment: Nice healing skill. This restores Chaos' HP very quickly to keep him alive. Although, this restores Ichikoro, like Sonic's heal, very slowly. Not recommended of Ichikoro restoration.

Rating: 8/10

Stretch Chaos

Power: 4/9

Speed: 1/9

Comment: Nice basic attack. Despite it's rating, it is quite speedy. This begins Chaos' combo.

Rating: 9/10

Elastic Chaos

Power: 4/9

Speed: 1/9

Comment: Same as above, but even faster. This continues Chaos' combo.

Rating: 10/10

Flexible Chaos

Power: 4/9

Speed: 1/9

Comment: Same as Stretch Chaos. Finishes Chaos' basic combo.

Rating: 9/10

Chaos Double Stab

Power: 5/9

Speed: 2/9

Comment: This Heavy attack has very good range, but is still hard to hit with. Chaos must have a good distance between him and his opponent in order for it to hit.

Rating: 7/10

Upper Chaos

Power: 3/9

Speed: 2/9

Comment: Not very good. This attack is also ranged but the damage and speed isn't worth it.

Rating: 4/10

Chaos Dolphin

Power: 3/9

Speed: 2/9

Comment: Nice attack. This attack is used to trip you opponent into air.

Rating: 8/10

Chaos Rocket

Power: 3/9

Speed: 2/9

Comment: Bad attack. Not worth using.

Rating: 2/10

Chaos Impact

Power: 6/9

Speed: 5/9

Comment: Nice Aim Attack. Chaos moves up higher when attacking to prevent collisions with the enemy. This attack is very accurate.

Rating: 9/10

Chaos Shot

Power: 5/9

Speed: 3/9

Comment: Nice trip move. Chaos tosses a water ball at the enemy and launches the enemy into the air.

Rating: 7/10

Air Chaos Shot

Power: 5/9

Speed: 3/9

Comment: Same as above but used in the air. Use on aerial enemies like when, Shadow is about to use Shadow Rocket.

Rating: 9/10

Chaos Crush

Power: 4/9

Speed: 3/9

Comment: This attack is unleashes Chaos' arm along the ground. This attack is very ranged and will attack multiple times. He attacks thrice. Chaos is very vulnerable in the back so be careful since you cannot move during the attack.

Rating: 7/10

Air Chaos Crush

Power: 4/9

Speed: 3/9

Comment: This attack is quick. Chaos extends his arms into the ground and makes your enemy get thrown against the wall, however, you cannot pursue them.

Rating: 7/10

Chaos Splash

Power: 2/9

Speed: 2/9

Comment: Chaos goes into Chaos Dive for a second and makes a puddle of water. When stepped on it unleashes water tentacles that attack the enemy multiple times.

Rating: 6/10

Air Chaos Splash

Power: 2/9

Speed: 2/9

Comment: Same as above but used in the air.

Rating: 6/10

=====
3ixd. Chaos' Basic Combos and Strategies (CHCS)
=====

Chaos strategy submitted by brappy:

After Aim Attack, use the Air Power. Basic, but effective

More to come!

Chaos 0's Overall Rating: 6/10

=====
3x. Emerl (EME1)
=====

Emerl's first debut: Sonic Battle (Game Boy Advance)

Emerl is a robot of impressive power. It can take a skill it show in battle and use it as it's own. Emerl's power depends on the skill attached to Emerl. These skills are known as Skill Cards. You can collect these Skill Cards in battle. As you fight more opponents at a time the more skills you can get increase. Emerl can be the strongest fighter in the game and can also be the weakest fighter in the game. This section will contain examples of Skill Card combinations and an example Emerl(my very own).

=====
3xa. Skill Cards
=====

There are 308 Skill cards your Emerl can use. There are Common skill cards; which include Sonic's, Tails', Knuckles', Shadow's, Rouge's, Amy's, Cream's, E-102 Gamma's, Chaos' and Emerl's normal battle skills. These perfectly simulate the skills used but the corresponding character. These skills can be Runs, Dashes, Jumps, Air Actions, Guards, Healing, Basic attacks, Air Attacks, Heavy Attacks, Aim Attacks, Ground Shot/Power/Trap attacks, Aerial Shot/Power/Trap attacks and Character fighting stances.

There are also Rare cards which are won in battle randomly. Rare cards can be; Normal Rares, Ultimate Rares and ??? Rares. Normal Rares include; Attack Support, Strength Support, Other Support, and Color Cards. Ultimate Rares are cards that are an ultimate version of that move or attack. Ultimate Attacks, usually resemble a stronger version of Sonic's attacks. ??? Rares are cards that are attacks that are a stronger version of that attack group.

=====
3xb. Skill Card Combinations (EMCS)
=====

There are many good skill card combos which help Emerl use the move more efficiently than the characters themselves.

Fast Spear

Requirements: Drive Mode (Gamma) and Secret Spear (Rouge)

Comment: This is one of my favorite skill card combos. This uses the speed of Gamma's dash and the consecutive power of Rouge's dash attack combined.

Quick Heal

Requirements: Rouge Guard/Guard Skill and Cream Heal (Ichikoro)/Recovery Mode (HP)

Comment: This combo uses a quick guard with a strong heal. If you want to boost in Ichikoro, use Cream Heal, if you want a boost in HP, use Recovery Mode (Gamma).

Really touching the clouds

Requirements: Ultimate Jump/Cream Jump and Amy Double Jump

Comment: This combo actually uses Amy Double Jump for good. It makes you fly into the air, to really touch the clouds (read Ultimate Jump description).

Contributed by: Once I find who said this on the Sonic Battle Message Board, I will credit him/her. Until then, I won't take full credit of this.

Space Jump

Requirements: Ultimate Jump/Cream Jump, Amy Double Jump and Low Gravity LV. 2 (Rouge)

Comment: This jump is the same as before instead you will descend very slowly.

Jab-Water-Jab

Requirements: Girl Jab, Elastic Chaos and Girl Upper

Comment: This is the fastest basic combo Emerl can use.

Skill Card Combos sent in by Red3:

Moving Windmill

Requirements: Drive Mode (Gamma) and Ultimate Dash Attack

Comment: It's just an Ultimate Dash Attack that you can move toward opponent.

Difficulty: Easy

Power: Medium

Speed: Fast

Chop Water Kick

Requirements: Shadow Chop, Elastic Chaos and Shadow Back Kick

Comment: Same as Jab Water Jab but it's a tad slower but a bit more powerful.

Difficulty: Easy

Power: Medium

Speed: Fast

Dropping Spear

Requirements: Tails Hop and Secret Spear (Rouge)

Power: Low/Med

Speed: Med

Comment: At the top of the dash use Secret Spear then the spear will fall semi-slow down to the ground and won't stop spinning until it does reach the ground.

Dolphin Jump/Thief's Escape

Requirements: Rouge Flight, Rouge Grind and Chaos Dolphin

Power: Low

Speed: Fast

Comment: First use Rouge Grind then use Chaos Dolphin then don't

touch the D-Pad and you'll float above ground (like avoiding trip lines), for a second and land close to the other side of the field (Rouge Flight needed to float).

Extra Grind Push

Requirements: Rouge Grind and Girl Bomber (Amy)

Power:Low

Speed:Low

Comment: During Rouge Grind use Girl Bomber and this will make the grind reach a bit farther and make you avoid someones attack if they can get to you before you land.

Power Combo

Requirements: Ultimate 1st Attack, Elastic Chaos, Ult 3rd Att adn Any heal

Power:High

Speed:High

Comment: The most powerful and maybe most speedy combo in the game, if you heal to full 1-hit KO gauge this move will defeat anyone with the 3rd attack and without a full 1-hit KO gauge its still super powerful and fast! (3rd combo can be blocked because its considered a Ground Power and CPU's guard from this if you beat them with the 3rd combo)

Red3's Angel Emerl Combos/Skill Card Combos:

Dash Flight

Requirements: Rouge Grind and Ultimate Dash Attack (Emerl Dash Att and Windmill work too)

Comment: During the grind use one of the three and you will rise 3 or 4X the dash height.

Difficulty: Easy for fly, Hard for Attack

Power: Med

Speed: Fast

Flight Return

Requirements: Rouge Flight and Shadow Rocket

Comment: Allows you to land without Rouge Air Action

Difficulty: Easy to use and Med for attack to hit

Power: Low

Speed: Fast

Mega Flight/Big Air

Requirements: Rouge Flight and Ultimate Air Action

Comment: Allows you to fly as long as you want without attacking unless you land or use an Air Attack.

Difficulty: Easy

Power: None

Speed: Fast

Red3's "Master of Chao" Combos/Skill Card Combos:

Chao 3 combo?

Requirments: Chao Arch (Cream), Elastic Chaos, Chao Salom (Cream), and Chaos Double Stab

Power:Med/High

Speed:Fast

Comment: This combo makes it as if the Chaos Double Stab is the third part of the combo, the Elastic Chaos attack is barly noticable in this combo.

Red3's Eku-Eku Hammer Emerl's Combos/Skill Card Combos:

Eku-Eku Hammer Emerl

Requirements: Amy's "Hammer" skills, Knuckles Color 1, Emerl Color 2.

Comment: With this color set, Emerl's "Hammer" attacks will almost look like Amy's original Piku-Piku Hammer.

Contributed by: Red3

Chaos Spear

Requirements: Chaos Dive, Secret Spear (Rouge) and Attack Support 9 (Shadow)

Power: High

Speed: Slow

Comment: Utilizes the invincibility effect of Chaos Dive and the destructive power Secret Spear with Attack Support 9 to KO the enemy instantly upon hitting them with all of Secret Spear's hits

Thank you so much Red3!

My Emerl: GameBoy Pocket Emerl

Run Skill : Shadow Run

Dash Skill : Drive Mode (Gamma)

Jump Skill : Ultimate Jump Skill

Air Action : Shadow Teleport

Guard Skill : Rouge Guard

Heal Skill : Cream Heal

1st Attack : Girl Jab (Amy)

2nd Attack : Ultimate 2nd Attack

3rd Attack : Girl Upper (Amy)

Heavy Attack : Ultimate Heavy Attack

Upper Attack : Sonic Up Draft

Dash Attack : Secret Spear (Rouge)

Air Attack : Typhoon (Tails)

Aim Attack : Girl Dunk (Amy)

Ground Shot : Chaos Shot

Air Shot : Air Energy Ball (Tails)

Ground Power : Chaos Burst (Shadow)

Air Power : Air Girl Tornado (Amy)

Ground Trap : Ground Trap (Emerl)

Air Trap : Cream Air Cracker

Fight Pose : Shadow Style

Attack Support : Attack Support 9 (Gamma)

Strength Support : Strength Support 9 (Shadow)

Other Support : Acceleration Up Lv. 2 (Sonic)

Color 1 : Rouge Color 1

Color 2 : Rouge Color 2

Color 3 : E-102 Color 3

Skill Points used: 480/500

=====
4. Emerl Skill Contributors (CON1)
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Here is where YOU contribute your Emerl and I will post it in my FAQ for all to see! You my give me your Emerl via AIM, MSN, YIM or E-Mail, or post it on my topic "The Emerl Skill Contributors" on the Sonic Battle Message board. Please use the format I used in my Emerl.

LilZero's Emerl: Phantom Emerl

Run Skill : Ultimate Run Skill
Dash Skill : Shadow Dash
Jump Skill : Ultimate Jump Skill
Air Action : Ultimate Air Action
Guard Skill : Rouge Guard
Heal Skill : Ultimate Heal Skill
1st Attack : Ultimate 1st Attack
2nd Attack : Ultimate 2nd Attack
3rd Attack : Ultimate 3rd Attack
Heavy Attack : Ultimate Heavy Attack
Upper Attack : Ultimate Upper Attack
Dash Attack : Dash Attack (Emerl)
Air Attack : Shadow Rocket
Aim Attack : Girl Dunk (Amy)
Ground Shot : Ultimate Ground Shot
Air Shot : Air Shot (Emerl)
Ground Power : Ground Power (Emerl)
Air Power : ??? (Cream)
Ground Trap : Ground Trap (Emerl)
Air Trap : Air Trap (Emerl)
Fight Pose : Shadow Style
Attack Support : Attack Support 9 (Gamma)
Strength Support : Strength Support 8 (Sonic)
Other Support : Low Gravity Lv. 2 (Rouge)
Color 1 : Rouge Color 1
Color 2 : Shadow Color 2
Color 3 : Tails Color 3

Skill Points used: 435/500

eeeeevil's Emerl

Run Skill : Ultimate Run Skill
Dash Skill : Chaos Dive
Jump Skill : Ultimate Jump Skill
Air Action : Rouge Catch
Guard Skill : Chao Knight(Cream)
Heal Skill : Ultimate Heal Skill
1st Attack : Ultimate 1st Attack
2nd Attack : IQ 300 Attack (Tails)
3rd Attack : Girl Upper (Amy)
Heavy Attack : Ultimate Heavy Attack
Upper Attack : Ultimate Upper Attack
Dash Attack : Secret Spear (Rouge)
Air Attack : Shadow Rocket
Aim Attack : Shadow Eagle
Ground Shot : Ultimate Ground Shot
Air Shot : Air Pink Typhoon (Amy)
Ground Power : Chaos Burst (Shadow)
Air Power : Ultimate Air Power
Ground Trap : Gift (Amy)
Air Trap : Cream Air Cracker
Fight Pose : Knuckles Style
Attack Support : Attack Support 9 (Gamma)
Strength Support : Strength Support 9 (Shadow)

Other Support : Speed Up Lv 2 (Shadow)

Color 1 : Knuckles Color 1

Color 2 : E-102 Color 2

Color 3 : Shadow Color 3

Skill Points Used: 500/500

Clockwork Dragon's Emerl

Run Skill : Shadow Run

Dash Skill : Chaos Dive

Jump Skill : Cream Jump

Air Action : Ultimate Air Action

Guard Skill : Guard Skill (Emerl)

Heal Skill : Recovery Mode (Gamma)

1st Attack : Girl Jab (Amy)

2nd Attack : Flexible Chaos

3rd Attack : Girl Upper (Amy)

Heavy Attack : Charlie Kick (Rouge)

Upper Attack : Sonic Up Draft

Dash Attack : Secret Spear (Rouge)

Air Attack : Typhoon (Tails)

Aim Attack : Shadow Eagle

Ground Shot : Sonic Wave

Air Shot : Air Pink Typhoon (Amy)

Ground Power : Chao Rush (Cream)

Air Power : Air Chaos Burst (Shadow)

Ground Trap : Chu¹ Bomb (Tails)

Air Trap : Air Cream Cracker

Fight Pose : Ultimate Fight Pose

Attack Support : Attack Support 0 (Emerl)

Strength Support : Strength Support 8 (Sonic)

Other Support : No Support (Emerl)

Colour 1 : Shadow Colour 1

Colour 2 : Rouge Colour 2

Colour 3 : Emerl Colour 3

Skill Points Used: 455/500

pikachu936's Emerl

Run Skill : Shadow Run

Dash Skill : Drive Mode (Gamma)

Jump Skill : Ultimate Jump Skill

Air Action : Ultimate Air Action

Guard Skill : Rouge Guard

Heal Skill : Cream Heal

1st Attack : Shadow Chop

2nd Attack : Chaos Upper

3rd Attack : Girl Upper (Amy)

Heavy Attack : Girl Crush (Amy)

Upper Attack : Chaos

Dash Attack : Secret Spear (Rouge)

Air Attack : Chao Upper (Cream)

Aim Attack : Shadow Eagle

Ground Shot : Ultimate Ground Shot

Air Shot : Air Shot (Emerl)

Ground Power : Sonic Combo

Air Power : Air Power (Emerl)
Ground Trap : Ground Trap (Emerl)
Air Trap : Cream Air Cracker
Fight Pose : E-102 Style
Attack Support : Attack Support 8 (Knuckles)
Strength Support : Strength Support 6 (Amy)
Other Support : Acceleration Up Lv 2 (Sonic)
Color 1 : Chaos Color 1
Color 2 : Amy Color 2
Color 3 : Chaos Color 3

Skill Points Used: 445/500

E101mk2's Emerl

Run Skill : Ultimate Run Skill
Dash Skill : Drive mode (Gamma)
Jump Skill : Ultimate Jump Skill
Air Action : Ultimate Air Action
Guard Skill : Guard Skill (Emerl)
Heal Skill : Ultimate Heal Skill
1st Attack : Girl Jab (Amy)
2nd Attack : Elastic Chaos
3rd Attack : Girl Upper (Amy)
Heavy Attack : Sonic Flare
Upper Attack : Sonic Up Draft
Dash Attack : Secret Spear (Rouge)
Air Attack : Typhoon (Tails)
Aim Attack : Shadow Eagle
Ground Shot : Ultimate Ground Shot
Air Shot : Ultimate Air Shot
Ground Power : Silent Size
Air Power : ??? (Shadow)
Ground Trap : Blinker (Gamma)
Air Trap : Cream Air Cracker
Fight Pose : Fight Pose (Emerl)
Attack Support : Attack Support 9 (Gamma)
Strength Support : Strength Support 9 (Shadow)
Other Support : Speed Up Lv 2 (Shadow)
Color 1 : Emerl Color 1
Color 2 : Emerl Color 2
Color 3 : Emerl Color 3

Skill Points Used: 500/500

E101mk2's Emerl Combos:

OHKO Combo 1 (Chaos Included): Upper Attack your opponent and then 1, 2, 3, Heavy, Aim Attack them. End of Story.
Credited to: E101mk2

OHKO Combo 2 (Not Chaos): Equip Ground Power and use Silent Size on the Enemy.
Follow up with a Aim attack. OVERKILL!!!
Credited to: E101mk2

The Typhoonist: Jump and use Typhoon. When you're close to ground, use the Ultimate Air Action to gain height. By doing this, you can Typhoon without ever touching the ground.

Credited to: Knux Chao

The Typhoonist 2: Equip Air Pink Typhoon and Rouge Catch. Jump and use Air Pink Typhoon and use Rouge Catch and immediately use Air Pink Typhoon again. Lather, rinse, and repeat. You can do an infinite amount of jump attacks with this.

Credited to: Clockwork Dragon

Air Hike: Equip Chuí Bomb, Rouge Catch, and Cream/Ultimate Jump. Use just like The Typhoonist 2, but you have to be quicker as Chuí Bomb doesn't give you much air.

Credited to: Clockwork Dragon

Angnix's Emerl

Run Skill : Shadow Run
Dash Skill : Drive Mode (Gamma)
Jump Skill : Cream Jump
Air Action : Cream Ballet
Guard Skill : Rouge Guard
Heal Skill : Recovery Mode (Gamma)
1st Attack : Girl Jab (Amy)
2nd Attack : Girl Straight (Amy)
3rd Attack : Girl Upper (Amy)
Heavy Attack : Chaos Nightmare (Shadow)
Upper Attack : Sonic Up Draft
Dash Attack : Secret Spear (Rouge)
Air Attack : Typhoon (Tails)
Aim Attack : Shadow Eagle
Ground Shot : Ground Shot (Emerl)
Air Shot : Air Shot (Emerl)
Ground Power : Sonic Combo
Air Power : Air Power (Emerl)
Ground Trap : Ground Trap (Emerl)
Air Trap : Cream Air Cracker
Fight Pose : Fight Pose (Emerl)
Attack Support : Attack Support 6 (Sonic)
Strength Support : Strength Support 8 (Sonic)
Other Support : Low Gravity Lv. 2 (Rouge)
Color 1 : Emerl Color 1
Color 2 : Emerl Color 2
Color 3 : Emerl Color 3

Skill Points: 405/500

brappy's Emerl(1): Flight Emerl

Run Skill : Shadow Run/Ultimate Run Skill
Dash Skill : Rouge Grind
Jump Skill : Rouge Flight
Air Action : Rouge Catch
Guard Skill : Rouge Guard/Guard Skill (Emerl)
Heal Skill : Recovery Mode/Ultimate Heal Skill
1st Attack : Rouge Kick
2nd Attack : Sonic Kick
3rd Attack : IQ400 Attack (Tails)
Heavy Attack : Charlie Kick (Rouge)
Upper Attack : Sonic Up Draft

Dash Attack : Tails Cyclone
Air Attack : Typhoon (Tails)
Aim Attack : Tails Dunk
Ground Shot : Sonic Wave
Air Shot : Air Pink Tornado (Amy)
Ground Power : Sonic Drive/Ultimate Ground Power
Air Power : ??? (Tails)
Ground Trap : Mole Bomb (Knuckles)
Air Trap : Air Chuí Bomb (Tails)
Fight Pose : Fight Pose (Emerl)
Attack Support : Attack Support 0 (Emerl)
Strength Support : Strength Support 0 (Emerl)
Other Support : Speed Up Lv. 2 (Shadow)
Color 1 : Sonic Color 1
Color 2 : Chaos Color 2
Color 3 : Tails Color 3

Skill Points Used: 425(390)/500

The Parenthesis is the Skill point usage is for brappy's alternative moves.

Strategies-It's all about air attacks and combos. Use Rouge Catch so you can do more than 1 air special. If you don't know that trick, it's like this: Air special-Rouge Catch-Air special-Rouge Catch-etc. Use it with Amy Air Shot for a kill. Tails Air Trap-needs timing but you can do it. With Tails ???, use it instead of Typhoon when equipped. Use it to knock them into the air, then use it to attack. Heavy-Aim-Typhoon/Tails ??? to death. If you need to heal, get on the ground, and the run combined with Speed Up will get you across the level fast. Then the quick Guard combined with the strong heal will get you up and running again in no time.

brappy's Emerl(2): Ultimate Rushdown

I like to have 'theme' Emerls, and have moves that go together and not just because it's powerful, as shown by my flight one.

Here is another: Ultimate Rushdown.

Run Skill : Shadow Run
Dash Skill : Cream Hop
Jump Skill : Cream Jump
Air Action : Amy Double Jump
Guard Skill : Sonic Guard
Heal Skill : Cream Heal
1st Attack : Rouge Kick
2nd Attack : Sonic Kick
3rd Attack : IQ400 Attack (Tails)
Heavy Attack : Charlie Kick (Rouge)
Upper Attack : Sonic Up Draft
Dash Attack : Secret Spear (Rouge)
Air Attack : Shadow Rocket
Aim Attack : Tails Dunk
Ground Shot : Sonic Wave
Air Shot : Sonic Storm
Ground Power : Silent Size (Rouge)
Air Power : Spiral Kick (Rouge)
Ground Trap : Mole Bomb (Knuckles)
Air Trap : Air Chuí Bomb (Tails)
Fight Pose : Fight Pose (Emerl)

Attack Support : Attack Support 0 (Emerl)
Strength Support : Strength Support 0 (Emerl)
Other Support : High Gravity lv.1 (Gamma)
Color 1: Sonic Color 1
Color 2 : Chaos Color 2
Color 3 : Tails Color 3

Skill Points Used: 365/500

brappy's Ultimate Rundown Emerl's Strategies:

The main strategy is to not let your opponent get any room. Keep on them, and don't let off until you win. Every skill serves this purpose.

Run Skill: The fastest.

Dash Skill/Attack: Run up to them, and use this. You have little control when running, so this is short-range to make it easier to aim.

Jump Skill: The highest, so it cancels out High Gravity.

Air Action: So you can jump even higher, and is used in one of the combos.

Guard Skill: Quick so you can heal, but not too quick so you can't guard.

Heal Skill: Doing 'rushdown' makes you get hit, so this is the fastest.

Attacks: Looks cool and is quick.

Heavy Attack: The fastest.

Upper Attack: The fastest.

Air Attack: Gets you to the ground faster.

Aim Attack: Quick, and puts you higher so you have a better chance of attacking.

Ground Shot: Long range.

Air Shot: Very quick.

Ground Power: Power and quickness.

Air Power: If you're jumping sideways at high speeds, this drops you down straight, hopefully onto your opponent.

Ground Trap: Invisible, so you can try to lure your opponent onto it then when they're blinded start a combo.

Air Trap: Forces your opponent to keep moving, so you can plan an ambush with one of your other specials.

Other Support: Lets you drop down quick and attack.

brappy's Ultimate Rundown Emerl's Combos:

There's only a couple that I know, because most of your attacks should be normal attacks so you can keep the pressure on.

The basic combo-use the dash-attack over and over for an easy win.

The next 2 serve the same purpose, but the 2nd is more intimidating and hard so use that against humans. Use the first against computers.

Combo, heavy attack, aim attack, wait until they drop, then dash attack them to death.

Combo, heavy attack, aim attack, while still in air double jump in the opposite direction of the wall, and at the peak of the jump, use the air shot at them. They will fly under you. Land while going toward them, then dash attack them to death.

Light the Hedgehog's Emerl: Shadow ver.2

Run Skill : Ultimate Run Skill
Dash Skill : Shadow Dash
Jump Skill : Ultimate Jump Skill
Air Action : Shadow Teleport
Guard Skill : Rouge Guard
Heal Skill : Ultimate Heal Skill
1st Attack : Shadow Chop
2nd Attack : Shadow Kick
3rd Attack : Shadow Back Kick
Heavy Attack : Chaos Nightmare
Upper Attack : Chaos Upper
Dash Attack : Shadow Slider
Air Attack : Shadow Rocket
Aim Attack : Shadow Eagle
Ground Shot : Chaos Magic
Air Shot : Air Chaos Magic
Ground Power : Shadow Combo
Air Power : ??? (Shadow)
Ground Trap : Ultimate Ground Trap
Air Trap : Ultimate Air Trap
Fight Pose : Sonic Style
Attack Support : Attack Support 9 (Gamma)
Strength Support : Strength Support 9 (Shadow)
Other Support : Acceleration Up Lv.2 (Sonic)
Color 1 : Knuckles Color 1
Color 2 : Rouge Color 2
Color 3 : Shadow Color 3

Skill Points Used: 530/999

mrsonic33(gs)'s Emerl

Run Skill : Sonic Run
Dash Skill : Dash Skill (Emerl)
Jump Skill : Jump Skill (Emerl)
Air Action : Sonic Ballet
Guard Skill : Shadow Guard
Heal Skill : Heal Skill (Emerl)
1st Attack : IQ200 Attack (Tails)
2nd Attack : 2nd Attack (Emerl)
3rd Attack : Girl Upper (Amy)
Heavy Attack : Megaton Hook (Knuckles)
Upper Attack : Upper Attack (Emerl)
Dash Attack : Dash Attack (Emerl)
Air Attack : Knuckles Air Hook
Aim Attack : Aim Attack (Emerl)
Ground Shot : Ground Shot (Emerl)
Air Shot: Air Shot (Emerl)
Ground Power : Ground Power (Emerl)
Air Power : Air Power (Emerl)
Ground Trap : Ground Trap (Emerl)
Air Trap : Air Trap (Emerl)
Fight Pose : Emerl Style
Attack Support : Attack Support 0 (Emerl)
Strength Support : Strength Support 0 (Emerl)
Other Support : No Support (Emerl)
Color 1 : Gamma Color 1
Color 2 : Emerl Color 2

Color 3 : Emerl Color 3

Skill Points Used: 115/500

Grrrrrand7's Emerl's: Fight/Flight Emerl

Run Skill : Shadow Run
Dash Skill : Drive Mode (Gamma)
Jump Skill : Rouge Flight
Air Action : Shadow Teleport
Guard Skill : Guard Skill (Emerl)
Heal Skill : Cream Heal
1st Attack : Girl Jab (Amy)
2nd Attack : Girl Straight (Amy)
3rd Attack : Girl Upper (Amy)
Heavy Attack : Chaos Nightmare (Shadow)
Upper Attack : Sonic Updraft
Dash Attack : Secret Spear (Rouge)
Air Attack : Shadow Rocket
Aim Attack : Shadow Eagle
Ground Shot : Chaos Magic (Shadow)
Air Shot : Air Energy Ball (Tails)
Ground Power : Sonic Drive
Air Power : Air Chaos Burst (Shadow)
Ground Trap : Cream Cracker
Air Trap : Cream Air Cracker
Fight Pose : E-102 Style
Attack Support : (doesn't matter)
Strength Support : (doesn't matter)
Other Support : Low Gravity Lv 2
Color 1 : (doesn't matter)
Color 2 : (doesn't matter)
Color 3 : (doesn't matter)

Skill Points Used: 425/500 (not counting colors or attack/strength supports)

Grrrrrand7's Fight/Flight Emerl's strategies:

Not great for winning but it's fun to use. Fly very quickly and indefinitely, use Shadow's air attack to land quickly and start fighting.

Dash Mode + Secret Spear = pain.

XnxMK2's Emerl

Run Skill : Ultimate Run Skill
Dash Skill : Shadow Dash
Jump Skill : Cream Jump
Air Action : Shadow Teleport
Guard Skill : Chaos Guard
Heal Skill : Ultimate Heal Skill
1st Attack : Ultimate 1st Attack
2nd Attack : Ultimate 2nd Attack
3rd Attack : Shadow Back Kick
Heavy Attack : Chaos Nightmare (Shadow)
Upper Attack : Upper Chaos
Dash Attack : Shadow Slider
Air Attack : Chao Circle (Cream)

Aim Attack : Shadow Eagle
Ground Shot : Ground Shot (Emerl)
Air Shot : Air Shot (Emerl)
Ground Power : Ultimate Ground Power
Air Power : Sonic Meteor
Ground Trap : Ground Trap (Emerl)
Air Trap : Air Trap (Emerl)
Fight pose : Ultimate Fight Pose
Attack Support : Attack Support 6 (Sonic)
Strength Support : Strength Support 6 (Amy)
Other Support : Acceleration Up Lv1 (Cream)
Color 1 : Chaos Color 1
Color 2 : E-102 Color 2
Color 3 : Amy Color 3

Skill Points Used: 455/500

yojerk's Emerl: thejerk

Run Skill : Shadow Run
Dash Skill : Drive Mode
Jump Skill : Cream Jump
Air Action : Shadow Teleport
Guard Skill : Chaos Guard
Heal Skill : Cream Heal
1st Attack : Girl Jab (Amy)
2nd Attack : Girl Straight (Amy)
3rd Attack : Girl Upper (Amy)
Heavy Attack : Chaos Nightmare (Shadow)
Upper Attack : Sonic Up Draft
Dash Attack : Secret Spear (Rouge)
Air Attack : Air Girl Crush (Amy)
Aim Attack : Shadow Eagle
Ground Shot : Chaos Magic (Shadow)
Air Shot : Air Chaos Magic (Shadow)
Ground Power : Shadow Combo or Sonic Drive (when I don't cheat)
Air Power : Sonic Meteor
Ground Trap : Mole Bomb (Knuckles)
Air Trap : Air Chu' Bomb (Tails)
Fight Pose : Shadow Style or Gamma Style
Attack Support : Attack Support 6 (Sonic)
Strength Support : Strength Support 2 (Gamma)
Other Support : High Gravity Lv. 2 (Chaos)
Color 1 : Shadow Color 1
Color 2 : Rouge Color 2
Color 3 : Knuckles Color 3

Skill Points Used: 460(460)/500

Hello Light's Emerl

Run Skill : Shadow Run
Dash Skill : Drive Mode (Gamma)
Jump Skill : Rouge Flight
Air Action : Rouge Catch
Guard Skill : Chaos Guard
Heal Skill : Cream Heal
1st Attack : Girl Jab (Amy)

2nd Attack : Shadow Kick
3rd Attack : Paralyze Cut (Gamma)
Heavy Attack : Chaos Nightmare (Shadow)
Upper Attack : Sonic Up Draft
Dash Attack : Secret Spear (Rouge)
Air Attack : Shadow Rocket
Aim Attack : Shadow Eagle
Ground Shot : Energy Ball (Tails)
Air Shot : Air Shot (Emerl)
Ground Power : Ultimate Ground Power
Air Power : ??? (Shadow)
Ground Trap : Ultimate Ground Trap
Air Trap : Air Chu! (Tails)
Fight Pose : Shadow Style
Attack Support : Attack Support 9 (Gamma)
Strength Support : Strength Support 8 (Sonic)
Other Support : No Support (Emerl)
Color 1 : E-102 Color 1
Color 2 : Amy Color 2
Color 3 : Knuckles Color 3

Skill Points Used: 500/500

Hello Light's Emerl's strategies:

Instead of starting the combo with your first attack, start it with upper attack. Use 1, 2, 3, Heavy, then Pursuit, when they land. Guaranteed KO. Sometimes you just need to use Heavy, then Pursuit.

somewhat117's Emerl: Metal Sonic v.1

Run Skill : Shadow Run
Dash Skill : Shadow Dash
Jump Skill : Ultimate Jump Skill
Air Action : Shadow Teleport (Shadow)
Guard Skill : Guard Skill (Emerl)
Heal Skill : Recovery Mode (Gamma)
1st Attack : Girl Jab (Amy)
2nd Attack: Shadow Kick
3rd Attack : Girl Upper (Amy)
Heavy Attack : Chaos Nightmare (Shadow)
Upper Attack : Ultimate Upper Attack
Dash Attack : Dash Attack (Emerl)
Air Attack : Chao Circle (Cream)
Aim Attack : Girl Dunk (Amy)
Ground Shot : Ultimate Ground Shot
Air Shot : Ultimate Air Shot
Ground Power : Knuckles Combo
Air Power : ??? (Cream)
Ground Trap : ??? (Chaos)
Air Trap : Air Bat Cracker (Rouge)
Fight Pose : E-102 Style
Attack Support : Attack Support 6 (Sonic)
Strength Support : Strength Support 8 (Sonic)
Other Support : No Support (Emerl)
Color 1 : Sonic Color 1
Color 2 : Chaos Color 2
Color 3 : Cream Color 3

Skill Points Used: 500/500

IceGuar's Emerl: Gizoid

Run Skill : Shadow Run
Dash Skill : Shadow Dash
Jump Skill : Shadow Jump
Air Action : Shadow Teleport
Guard Skill : Sonic Guard
Heal Skill : Cream Heal
1st Attack : Sonic Punch
2nd Attack : Sonic Kick
3rd Attack : Top Kick (Sonic)
Heavy Attack : Chaos Nightmare (Shadow)
Upper Attack : Chaos Upper (Shadow)
Dash Attack : Shadow Slider
Air Attack : Ultimate Air Attack
Aim Attack : Sonic Eagle
Ground Shot : Ultimate Ground Shot
Air Shot : Sonic Storm
Ground Power : Sonic Combo
Air Power : Air Chaos Burst (Shadow)
Ground Trap : Sonic Cracker
Air Trap : Sonic Air Cracker
Fight Pose : Ultimate Fight Pose
Attack Support : Attack Support 7 (Chaos)
Strength Support : Strength Support 3 (Knuckles)
Other Support : Acceleration Up Lv.2 (Sonic)
Colour 1 : Sonic Colour 1
Colour 2 : Shadow Colour 2
Colour 3 : Sonic Colour 3

Skill Points: 500/500

Ioc Tran's Emerl

Run Skill : Ultimate Run Skill
Dash Skill : Chaos Dive
Jump Skill : Cream Jump
Air Action : Sonic Ballet
Guard Skill : Guard Skill (Emerl)
Heal Skill : Recovery Mode (Gamma)
1st Attack : Shadow Chop
2nd Attack : Shadow Kick
3rd Attack : Paralyze Cut (Gamma)
Heavy Attack : Chaos Nightmare (Shadow)
Upper Attack : Ultimate Upper Attack
Dash Attack : Secret Spear (Rouge)
Air Attack : Ultimate Air Attack
Aim Attack : Shadow Eagle
Ground Shot : Sonic Wave
Air Shot : Air Choas Magic (Shadow)
Ground Power : Sonic Combo
Air Power : Chao Revolution (Cream)
Ground Trap : Sonic Cracker
Air Trap : Air Chu2 Bomb (Tails)
Fight Pose : E-102 Style
Attack Support : Attack Support 0 (Emerl)

Strength Support : Strength Support 0 (Emerl)
Other Support : No Support (Emerl)
Color 1 : Knuckle Color 1
Color 2 : Shadow Color 2
Color 3 : Tails Color 3

Skill Points Used: 500/500

Ultimatewhiplash (gs)'s Emerl: Shemerl (Shadow Emerl)/Shadowbot/Shadowmerl

Run Skill : Ultimate Run Skill
Dash Skill : Drive mode (Gamma)
Jump Skill : Shadow Jump (Rouge Flight during Virtual Training)
Air Action : Shadow Teleport
Guard Skill : Rouge Guard
Heal Skill : Recovery Mode (Gamma)
1st Attack : Shadow Chop
2nd Attack : Ultimate 2nd Attack
3rd Attack : Shadow Back Kick
Heavy Attack : Chaos Nightmare (Shadow)
Upper Attack : Sonic Updraft
Dash Attack : Ultimate Dash Attack
Air Attack : Shadow Rocket (Typhoon during Virtual Training)
Aim Attack : Shadow Eagle
Ground Shot : Sonic Wave
Air Shot : Meteor Crush (Knuckles)
Ground Power : Chaos Burst (Shadow)
Air Power : ??? (Gamma)
Ground Trap : Mole Bomb (Knuckles)
Air Trap : Ultimate Air Trap
Fight Pose : Shadow Style
Attack Support : Attack Support 0 (Emerl)
Strength Support : Strength Support 4 (Cream)
Other Support : No support (Emerl)
Color 1 : Knuckles Color 1
Color 2 : Rouge Color 2
Color 3 : E-102 Color 3 (Eventually Tails Color 3)

Skill Points Used: 485(495)/500

MetroidMewtwo's Elemental Warrior/Element Ninja Emerl

Run Skill : Rouge Run
Dash Skill : Knuckles Dash
Jump Skill : Ultimate Jump Skill
Air Action : Grinder Attack (Knuckles)
Guard Skill : Rouge Guard
Heal Skill : Recovery Mode (Gamma)
1st Attack : Shadow Chop
2nd Attack : Knuckles Chop
3rd Attack : Rouge Sobat
Heavy Attack : Charlie Kick (Rouge)
Upper Attack : Enrage (Knuckles)
Dash Attack : Secret Spear (Rouge)
Air Attack : Agent Eagle (Rouge)
Aim Attack : Meteor Punch (Knuckles)
Ground Shot : Chaos Shot
Air Shot : ??? (Knuckles)

Ground Power : Chaos Burst (Shadow)
Air Power : ??? (Cream)
Ground Trap : Roaming Chaos (Shadow)
Air Trap : Air Chaos Splash
Fighting Pose : Shadow Style
Attack Support : Attack Support 3 (Shadow)
Strength Support : Strength Support 3 (Knuckles)
Other Support : Speed Up LV 2 (Shadow)
Color 1 : Shadow Color 1
Color 2 : Gamma Color 2
Color 3 : Gamma Color 3

Skill Points Used: 450/500

Red3's Emerl(1): Angel Emerl

Run Skill : Rouge Run
Dash Skill : Rouge Grind
Jump Skill : Rouge Flight
Air Action : Ultimate Air Action
Guard Skill : Chaos Guard
Heal Skill : Ultimate Heal Skill
1st Attack : Chao Arch (Cream)
2nd Attack : Chao Winder (Cream)
3rd Attack : Chao Salom (Cream)
Heavy Attack : Chaos Nightmare (Shadow)
Upper Attack : Sonic Updraft
Dash Attack : Ultimate Dash Attack
Air Attack : Shadow Rocket
Aim Attack : Shadow Eagle
Ground Shot : Sonic Wave
Air Shot : ??? (Knuckles) or Meteor Crush (Knuckles)
Ground Power : Silent Size (Rouge)
Air Power : ??? (Rouge) or Spiral Dive (Rouge)
Ground Trap : Gift (Amy)
Air Trap : Air Gift (Amy)
Fight Pose : Tails Style
Attack Support : Attack Support 9 (Gamma)
Strength Support : Strength Support 9 (Shadow)
Other Support : Low Gravity 2 (Rouge)
Color 1 : Rouge Color 1
Color 2 : Shadow Color 2
Color 3 : Amy Color 3

Skill Points Used: 500/500 (480/500 without ??? skills and normal skills replacing them)

Angel Emerl Combos: See Skill Card Combinations section.

Red3's Emerl(2): "Master of the Chao"

Run Skill : Chaos Run
Dash Skill : Chaos Dive
Jump Skill : Chaos Jump
Air Action : Chaos Flight
Guard Skill : Chaos Guard
Heal Skill : Ultimite heal skill
1st Attack : Chao Arch (Cream)

2nd Attack : Elastic Chaos
3rd Attack : Chao Salom (Cream)
Heavy Attack : Chaos Double Stab
Upper Attack : Chao Upper (Cream)
Dash Attack : Chaos Dolphin
Air Attack : Chao Circle (Cream)
Aim Attack : Chao Dunk (Cream)
Ground Shot : Chao Cannon (Cream)
Air Shot : Air Chaos Shot (Chaos)
Ground Power : Chaos Crush
Air Power : ??? (Cream) or Chao Revolution (Cream)
Ground Trap : ??? (Chaos) or Chaos Splash
Air Trap : Air Chaos Splash
Fight Pose : Chaos Style
Attack Support : Attack support 9 (Gamma)
Strength Support : Strength support 9 (Shadow)
Other Support : Speed up Lv.2 (Shadow)
Color 1 : Chaos Color 1
Color 2 : Chaos Color 2
Color 3 : Cream color 3

Skill Points: 455/500 with both ???, 450/500 with one ???,
or 445/500 with no ???

"Master of the Chao" Combos: See Skill Card Combinations section

Red3's Emerl(3): Eku-Eku Hammer Emerl

Run Skill : Sonic Run
Dash Skill : Chaos Dive
Jump Skill : Sonic Jump
Air Action : Ultimite Air Action
Guard Skill : Emerl Guard
Heal Skill : Ultimite Heal Skill
1st Attack : Girl Jab (Amy)
2nd Attack : Elastic Chaos
3rd Attack : Girl Upper (Amy)
Heavy Attack : Girl Crush (Amy)
Upper Attack : Girl Swing (Amy)
Dash Attack : Secret Spear (Rouge)
Air Attack : Air Girl Crush (Amy)
Aim Attack : Girl Dunk (Amy)
Ground Shot : Pink Typhoon (Amy)
Air Shot : Air Pink Typhoon (Amy)
Ground Power : Girl Tornado (Amy)
Air Power : Air Girl Tornado (Amy)
Ground Trap : ???(Amy)/Gift (Amy)
Air Trap : Air Gift (Amy)
Fight Pose : Ultimite Fighting Stance
Attack Support : Attack support 9 (Gamma)
Strength Support : Strength support 9 (Shadow)
Other Support : Speed up Lv.2 (Shadow)
Color 1 : Knuckles Color 1
Color 2 : Emerl Color 2
Color 3 : Color 3 (Any color)

Skill Points: 500/500 with ??? or 485/500 with no ???

Eku-Eku Emerl Combos: See Skill Card Combinations section

shadextheshadow's Emerl: Shadow Darkmerl

Run Skill : Shadow Run
Dash Skill : Shadow Dash
Jump Skill : Shadow Jump
Air Action : Shadow Teleport
Guard Skill : Shadow Guard
Heal Skill : Cream Heal
1st Atttack : Shadow Chop
2nd Attack : Shadow Kick
3rd Attack : Shadow Big Kick
Heavy Attack : Chaos Nightmare (Shadow)
Upper Attack : Chaos Upper (Shadow)
Dash Attack : Shadow Slider
Air Attack : Ultimate Air Attack
Aim Attack : Shadow Eagle
Ground Shot : Chaos Magic (Shadow)
Air Shot : Meteor Crush (Knuckles)
Ground Power : Shadow Combo
Air Power : Air Chaos Crush
Ground Trap : Roaming Chaos (Shadow)
Air Trap : Air Chaos Splash
Fight Pose : Shadow Style
Attack Support : Attack Support 0 (Emerl)
Strength Support : Strength Support 3 (Knuckles)
Other Support : Acceleration Up Level 2 (Sonic)
Color 1 : Knuckles Color 1
Color 2 : Shadow Color 2
Color 3 : Rouge Color 3

Skill Points: 485/500

shadextheshadow's Emerl:Fighter Shadex

Run Skill : Shadow Run
Dash Skill : Shadow Dash
Jump Skill : Cream Jump
Air Action : Shadow Teleport
Guard Skill : Chaos Guard
Heal Skill : Recovery Mode
1st Atttack : Ultimate 1st Attack
2nd Attack : Electric Stab
3rd Attack : Shadow Big Kick
Heavy Attack : Chaos Nightmare
Upper Attack : Sonic Up Draft
Dash Attack : Buster Drill
Air Attack : Ultimate Air Attack
Aim Attack : Shadow Eagle
Ground Shot : Sonic Wave
Air Shot : Air Pink Typhoon
Ground Power : Girl Tornado (Amy)
Air Power : Major Eruption
Ground Trap : ??? (Amy)
Air Trap : Cream Air Cracker
Fight Pose : Amy Style
Attack Support : Attack Support 5 (Amy)
Strength Support : Strength Support 5 (Tails)

Other Support : Acceleration Up Level 2 (Sonic)

Color 1 : Sonic Color 1

Color 2 : Shadow Color 2

Color 3 : Cream Color 3

Skill Points: 500/500

Kouichi's Emerl: Elemental Combat Air and Ground Emerl

Run Skill : Sonic Run

Dash Skill : Knuckles Dash

Jump Skill : Boost Jump (Gamma)

Air Action : Ulimite Air Action

Guard Skill : Guard Mode (Emerl)

Heal Skill : Tails Heal

1st Attack : Strench Chaos

2nd Attack : Girl Straight (Amy)

3rd Attack : Shadow Back Kick

Heavy Attack : Chaos Nightmare (Shadow)

Upper Attack : Enrage (Knuckles)

Dash Attack : Chaos Dolphin

Air Attack : Typhoon (Tails)

Aim Attack : Sonic Eagle

Ground Shot : Chao Cannon (Cream)

Air Shot : ??? (Knuckles)

Ground Power : Shadow Combo

Air Power : ??? (Tails)

Ground Trap : ??? (Chaos)

Air Trap : Chao Air Cracker (Cream)

Fight Pose : Shadow Style

Attack Support : Attack Support 9 (Gamma)

Strengh Support : Strengh Support 9 (Shadow)

Other Support : No Support (Emerl)

Colour 1 : Rouge Colour 1

Colour 2 : Knuckles Colour 2

Colour 3 : Chaos Colour 3

500 / 500

470 / 500 without one ???

440 / 500 without two ???

410 / 500 without three ???

c cheung's Emerl: Elemental Chaos Lion Warrior Emerl

Run Skill : Amy Run

Dash Skill : Tails Hop

Jump Skill : Cream Jump

Air Action : Ultimate Air Action

Guard Skill : Knuckles Guard

Heal Skill : Cream Heal

1st Attack : Shadow Chop

2nd Attack : Elastic Chaos

3rd Attack : Shadow Back Kick

Heavy Attack : Chaos Double Stab

Upper Attack : Secret Kick (Rouge)

Dash Attack : Double Punch (Knuckles)

Air Attack : Air Electric Shock (Gamma)

Aim Attack : Chaos Impact

Ground Shot : Chaos Shot
Air Shot : ??? (Knuckles)
Ground Power : Rouge Combo
Air Power : ??? (Shadow)
Ground Trap : ??? (Chaos)
Air Trap : Cream Air Cracker
Fight Pose : Knuckles Style
Attack Support : Attack Support 7 (Chaos)
Strength Support : Strength Support 9 (Shadow)
Other Support : High Gravity Level 2 (Chaos)
Colour 1 : Chaos Colour 1
Colour 2 : Amy Colour 2
Colour 3 : Shadow Colour 3

Skill Points : 490/500

Twilight's "CHRISTIAN" Emerl: Magic Mode

Run Skill : Ultimate Run Skill
Dash Skill : Ultimate Dash Skill
Jump Skill : Ultimate Jump Skill
Air Action : Shadow Teleport
Guard Skill : Ultimate Guard Skill
Heal Skill : Ultimate Heal Skill
1st Attack : 1st Attack (Emerl)
2nd Attack : 2nd Attack (Emerl)
3rd Attack : 3rd Attack (Emerl)
Heavy Attack : Chaos Nightmare
Upper Attack : Chaos Upper
Dash Attack : Shadow Slider
Air Attack : Air Attack (Emerl)
Aim Attack : Aim Attack (Emerl)
Ground Shot : Chaos Magic
Air Shot : Air Chaos Magic
Ground Power : Chaos Burst (Shadow)
Air Power : ??? (Shadow)
Ground Trap : Roaming Chaos (Shadow)
Air Trap : Air Roaming Chaos (Shadow)
Fight Pose : Shadow Style
Attack Support : Attack Support 9 (Gamma)
Strength Support : Strength Support 9 (Shadow)
Other Support : Trounce Support (Knuckles)
Color 1 : Sonic Color 1
Color 2 : Chaos Color 2
Color 3 : Cream Color 3

Skill Points: 445/500

Strategies : Well, I use different special attacks because the opponent might have put defend on something else so don't use the same special attack(Example: you used energy ball(tails' attack) dont use it again use flick or something)

Twilight's "CHRISTIAN" Emerl: Attack Mode

Run Skill : Knuckles Run
Dash Skill : Knuckles Dash
Jump Skill : Sonic Jump

Air Action : Sonic Ballet
Guard Skill : Knuckles Guard
Heal Skill : Knuckles Heal
1st Attack : Ultimate 1st Attack
2nd Attack : Ultimate 2nd Attack
3rd Attack : Ultimate 3rd Attack
Heavy Attack : Ultimate Heavy Attack
Upper Attack : Ultimate Upper Attack
Dash Attack : Enrage (Knuckles)
Air Attack : Knuckles Air Hook
Aim Attack : Meteor Punch (Knuckles)
Ground Shot : Ultimate Ground Shot
Air Shot : ??? (Knuckles)
Ground Power : Deep Impact (Knuckles)
Air Power : Major Eruption (Knuckles)
Ground Trap : Mole Bomb (Knuckles)
Air Trap : Air Mole Bomb (Knuckles)
Fight Pose : Knuckles Style
Attack Support : Attack Support 9 (Gamma)
Strength Support : Strength Support 2 (Gamma)
Other Support : Acceleration Lv 1 (Cream)
Color 1 : Rouge Color 1
Color 2 : Amy Color 2
Color 3 : Tails Color 3

Skill Points: 500/500

Strategies : Well, I use different special attacks because the opponent might have put defend on something else after you kill him/her so don't use the same special attack(Example: you used energy ball(tails' attack) dont use it again use flick or something)

Twilight's "CHRISTIAN" Emerl: Demon Mode

Run Skill : Sonic Run
Dash Skill : Chaos Dive
Jump Skill : Ultimate Jump Skill
Air Action : Ultimate Air Action
Guard Skill : Chaos Guard
Heal Skill : Chaos Heal
1st Attack : Stretch Chaos
2nd Attack : Elastic Chaos
3rd Attack : Flexible Chaos
Heavy Attack : Chaos Double Stab
Upper Attack : Upper Chaos
Dash Attack : Chaos Dolphin
Air Attack : Chaos Rocket
Aim Attack : Chaos Impact
Ground Shot : Chaos Shot
Air Shot : Air Chaos Shot
Ground Power : Choas Combo
Air Power : Air Chaos Crush
Ground Trap : ??? (Chaos)
Air Trap : Ultimate Air Trap
Fight Pose : Chaos Style
Attack Support : Attack Support 8 (Knuckles)
Strength Support : Strength Support 9 (Shadow)
Other Support : No Support (Emerl)

Color 1 : Chaos Color 1
Color 2 : Chaos Color 2
Color 3 : Chaos Color 3

Skill Points: 485/500

Strategies : Well, I use different special attacks because the opponent might have put defend on something else after you kill him/her so don't use the same special attack(Example: you used energy ball(tails' attack) dont use it again use flick or something)

carlos eduardo's Emerl: Pink Avenger: The Noob's Terror (TNT)

Run skill: Ultimate Run Skill
Dash skill: Dash Skill (Emerl)
Jump skill: Ultimate Jump Skill
Air action: Shadow Teleport
Guard skill: Guard Skill (Emerl)
Heal skill: Ultimate Heal Skill
1st attack: Girl Jab
2nd attack: Elastic Chaos
3rd attack: Girl Upper
Heavy attack: Sonic Flare
Uppr attack: Upper Electric Shock
Dash attack: Ultimate Dash Attack
Air attack: Shadow Rocket
Aim attack: Ultimate Aim Attack
Ground shot: Ultimate Ground Shot
Air shot: Air Chaos Shot
Grnd power: Ultimate Ground Power
Air power: Ultimate Air Power
Grnd trap: Bat Cracker
Air trap: Air Chuí Bomb
Fight pose: Fight Pose (Emerl)
Attack spt: Attack Support 9
Strength spt: Strength Support 9
Other spt: Speed Up Level 1
Color 1: Amy Color 1
Color 2: Shadow Color 2
Color 3: Rouge Color 3

judge fidler's Emerl: Gemerl

Run Skill: Shadow Run
Dash Skill: Shadow Dash
Jump Skill: Cream Jump
Air Skills: Grinder Attack
Guard Skill: Shadow Guard
Heal Skill: Ult. Heal Skill
1st Attack: Shadow Chop
2nd Attack: IQ300 Attack
3rd Attack: Paralyze Cut
Heavy Attack: Magic Hook
Upper Attack: Ult. Upper Attack
Dash Attack: Secret Spear
Air Attack: Typhoon
Aim Attack: Shadow Eagle

Ground Shot: Chaos Magic
Air Shot: Ult. Air Shot
Ground Power: Ult. Ground Power
Air Power: Ult. Sonic Air (???)
Ground Trap: Gift
Air Trap: Air Gift
Fight Pose: Fight Pose
Attack Support: Attack Support 9
Strenght Support: Strength Support 9
Other Support: Speed Up lv. 2
Color 1: Tails Color 1
Color 2: Rouge Color 2
Color 3: Knuckles Color 3

Ron_Madlll's Emerl: Oh My Gosh Amy

Run skill : Amy Run
Dash skill : Amy Dash
Jump skill : Cream Jump
Air Action : Cream Ballet
Guard skill : Amy Guard
Heal skill : Cream Heal
1st Attack : Girl Jab (Amy)
2nd Attack : Girl Straight (Amy)
3rd Attack : Chao Salom / Girl Upper (Cream / Amy)
Heavy Attack : Girl Crush (Amy)
Upper Attack : Chao Upper (Cream)
Dash Attack : Chao Dash (Cream)
Air Attack : Chao Circle (Cream)
Aim Attack : Girl Dunk (Amy)
Ground Shot : Chao Cannon (Cream)
Air Shot : Air Pink Typhoon (Amy)
Ground Power : Chao Rush (Cream)
Air Power : C. Revolution (Cream)
Ground Trap : Gift (Amy) (THIS SUCKS)
Air Trap : C. Air Cracker (Cream)
Fight Pose : Cream Style
Attack Support : Attack Support 1 (Rouge)*
Strength Support : Strength Support 6 (Amy)
Other Support : No Support (Emerl)
Colour 1 : Cream Colour 1
Colour 2 : Amy Colour 2
Colour 3 : Shadow Colour 3*

* I couldn't find any Cream or Amy Skills

More to Come Soon! Keep sending the Emerls in!

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5. Frequently Asked Questions (FAQ1)
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This section is for all frequently asked questions. If you have a question then e-mail me and I will most likely post it.

Q. Where is the walk-through? I want to know where how to get the next Chaos Emerald.

A. This is a Character FAQ. This isn't a guide for the overall story mode game. This question is best answered in jamescom1's FAQ/walkthrough.

Q. Can I post my Emerl?

A. Yes, you can. Go to the topic "The Emerl Skill Contributors" on the Sonic Battle Message Board. You can also e-mail or AIM me your Emerl.

Q. But my Emerl sucks, can it still be posted?

A. Yes, I won't discriminate against Emerls that aren't that good. When you get more skills, modify your Emerl and e-mail/AIM/post your Emerl and I will update it for you.

Q. What the hell, that isn't the Emerl I posted!

A. Damn, calm down. Just tell me and I will modify it as soon as possible.

Q. When will your guide be finished?

A. Until I have the time to think of more combos for the other characters. Also, the Emerl Skill Contributors kind of makes it never ending.

Q. This guide is too hard to navigate. Can you help make it easier to navigate?

A. Look at the "Introduction to my FAQ" section. It tells you how to navigate easier. Thanx again, Bass0r!

Q. Your FAQ sucks, I won't read it anymore.

A. Then don't. This is my first FAQ so give me a break, I worked pretty damn hard on this FAQ.

Q. I found a few errors in your FAQ, can I contact you to fix them?

A. Sure, just e-mail/AIM me and tell me there is problem and I will try to fix it. I would really appreciate it.

Q. I really liked your FAQ. Will you make anymore?

A. Thanx alot for the complement! I will most likely make more FAQs in the near future.

Here is a real question sent to me by e-mail from BooyaBear.

Q: Dude! I love your FAQ! I hope you make more! Anyway, how many Emerl's can you submit? I have like 3.

A: Hi, thank you very much for the compliment. To answer your question, you can submit at a maximum of 3 Emerls. Please use the format that I used with my Emerl or the one you can copy and paste in my topic on the Sonic Battle message board, "The Emerl Skill Contributors".

This is the end of my FAQ and there will be upcoming updates with missing Comments and Rating of attacks, Emerl Skill Contributor and more character combos. I hope you enjoyed my first FAQ!

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I would like to thank everyone who contributes their Emerl, Angnix for helping with FAQ maintenance (didn't know what program to use for the FAQ :P), Bass0r for a great FAQ critique, brappy for your strategies, LilZero and brappy who are my AIM friends, XnxMK2 for reminding me to add the Chaos Burst special effect, Red3 for sending in great Skill Card Combos, CJayC for this excellent website, and the readers of course!

Also, please note the following:

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