Sonic Battle Challenge Mode Guide

by Bass0r   Updated to v1.6 on May 24, 2006

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                        Sonic Battle
                      Challenge Mode Guide
                    FAQ written by "Bass0r"
                   Contact: bass0_r@yahoo.com


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| Version History |
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22 January, 2004 - Started the guide.
27 January, 2004 - Completed everything up to the first stages for each
character.
1 February, 2004 - Completed stages 2, 3, 4 and 5. Challenge mode walkthrough
completed. Version 1.0 has been completed.

v1.1 Fixed a few minor errors, added first FAQ question.
v1.2 Introduced the "Secrets and Glitches" section.
v1.3 Fixed some more errors, updated the "Secrets and Glitches" section.
v1.4 Added the "how to unlock" section for the two "secret" characters (E-102
and Chaos).
v1.5 Changed e-mail contact details and added rules for contact.
v1.6 Allowed two more sites to host my FAQ; IGN and NeoSeeker.

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| Introduction |
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In this guide, you will find tips and lists that will help get you
through Sonic Battle's Challenge Mode.
Each character's challenge guide will contain information for each
stage, including enemy statistics, character tips, and map help.
Hopefully this will give you all the information you need to make
your way through with each character, through each stage.

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| About Challenge Mode |
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Challenge Mode is an arcade-like game, as opposed to the standard
Story Mode, which follows the character as he/she/they make their
way through various parts of an intertwining story. After you select
your character and level of difficulty, you will have to go through
5 stages, each with 1-3 enemies, in a KO battle. If you have played
Story Mode, you will recognise this from numerous battles, where each
character in the arena is against each other, all trying to reach 10
knock outs before the others. After each battle, you will receive
points from your battle, which will include bonus points for
certain points. These are:

Basic Points
- Battle time
(Explains itself - get a quicker time for more points)
- Special attack KO count
(Use more special attacks to get more points)
- Down count
(Get KO'ed less to get more points)
- Offensive hit %

(If more of your attacks land, you will get more points)

Bonus Points
- Battle under 60 sec
(If your battle is under one minute, you will get this bonus)
- All KO with S attack
(Use a special attack for all of your knock outs for this)
- No KO with S attack
(Do not knock anyone out with a special attack to get this)
- Zero down count
(Prevent getting knocked out to earn this bonus score)
- All attacks landed
(Make sure all your attacks land on an opponent to earn this)
- No damage
(Simply put, don't get hurt)
- Only one to KO
(Don't let anyone else get a score)

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| Controls & Basic Attacks |
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Here, you will find a list of all the standard moves and
controls, which are used for each character.

Controls

Up - Move up
Down - Move down
Left - Move left
Right - Move left
A button - Jump
B button - Attack
R shoulder button - Special attack
L shoulder button - Defend / Recover

Ground Attacks

B - Single hit
Forward+B - Heavy attack
Back+B - Upper Attack
R - Selected ground special attack
B,B - Double hit
B,B,B - Triple hit
B,B,B,B - Triple hit and heavy attack
B,B,B,Back+B - Triple hit and upper attack
Any direction x2 - Dash skill

After Heavy Attack

Forward - Pursuit
Forward,B - Aim Attack during pursuit

During Dash Skill

B - Dash Attack

Air Attacks

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B - Air attack
R - Selected air special attack
A - Air Skill (drop for Rouge)

Recovery skills

(After being hit with a heavy attack)
Press the opposite direction to which you are
headed, and if you hit a wall, your character
will bounce off it, into a short pursuit. From
there, you are able to launch an aim attack at
your opponent, if they are in range of your
attack.


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| Challenge Mode |
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| Sonic the Hedgehog |
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Sonic's Strategies
Being a fast mover, Sonic is good for beginners. His ground shot, air
shot and air power special attacks are useful in battle, as they don't
leave our blue hero unguarded, as opposed to his traps and group power,
which leave him open for a short while, in which your opponent can
prevent the actual attack from happening. Equipping his ground trap and
air power is a very useful combination, since they will both give you
time to set up your next attack (ground trap will launch your opponent
in the air, which will give you the time you need to set another ground
trap, and using the air power, you will have enough time to jump in the
air and hit your opponent once they land). Use these along with the
standard combination of attacks, and you should pass Sonic's challenge
easily.


Stage 1
   Enemies - Amy
   Level map - Emerald Beach

Stage 2
   Enemies - Knuckles
             Tails
   Level map - Tails' Lab

Stage 3
   Enemies - Cream
             Amy
             Rouge
   Level map - Amy's Room

Stage 4
   Enemies - Tails
             Knuckles
             Amy
   Level map - Chao Ruins
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Final Stage
   Enemies - Shadow
             E-102
             Chaos
   Level map - Battle Highway



*~~~~~~~~~~~~~~~~~~~~~~~~*
| Miles "Tails" Prower |
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Tails' Strategies
Tails, being the master of inventions that he is, has created something
for all his special attacks. Unfortunately, these aren't all too
helpful unless you have some space to use them. The most useful in
the midst of battle is the air flick, and the best to use when you see
an incoming enemy is the Energy Ball. If you learn how to use these
effectively (I suggest trying them in training mode, for controllable
conditions), they can be very deadly weapons. Tails' traps are useful
to attack an enemy from afar, as they home in on their opponent, and
strike when the enemy comes in contact with them. Tails' most effective
basic attacks are his air and aim attacks, since after using a heavy
attack, he can pursuit his enemy, use the heavy attack, and because his
air attack keeps him in the air, you can attack numerous times again,
before the opponent finally drops to the ground.

Stage 1
   Enemies - E-102
             Rouge
   Level map - Metal Depot

Stage 2
   Enemies - Knuckles
             Amy
   Level map - Club Rouge

Stage 3
   Enemies - Shadow
             Rouge
             E-102
   Level map - Club Rouge

Stage 4
   Enemies - Amy
             Knuckles
             Cream
   Level map - Library

Final Stage
   Enemies - Sonic
   Level map - Emerald Beach



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| Knuckles the Echidna |
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Knuckles' Strategies
If you're into force, Knuckles is your type of echidna. His two fastest
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special attacks are his air power and trap moves. The air power move
will first spin down and attack the opponent, then dig into the ground,
where you will then see a hole where Knuckles is. From there, you can
move for around 2 seconds (at normal speed), and will automatically
jump out in an uppercut-style attack. This will be helpful to launch
your ground attack, and if successfully completed, will cause a great
deal of damage, combined with any other attack you proceed with. His
downpoint is his triple hit and heavy attack combo, which can be followed
up with an aim attack, but not with another combo - the most you will be
able to do is a double-hit attack.

Stage 1
    Enemies - Rouge
    Level map - Club Rouge

Stage 2
    Enemies - Shadow
              E-102
    Level map - Battle Highway

Stage 3
    Enemies - Tails
              Amy
              Cream
    Level map - Tails' Lab

Stage 4
    Enemies - Chaos
              E-102
              Shadow
    Level map - Holy Summit

Final Stage
    Enemies - Tails
              Sonic
    Level map - Emerald Beach

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| Shadow the Hedgehog |
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Shadow's Strategies
Shadow, with his fast speed and Chaos Control attacks, is a very good
character to use, especially if you like speed over force. Most of his
attacks take precise timing and accuracy, which can be hard if your
opponent is moving faster than you're used to. Take time to practice
with Shadow, because his moves may seem hard to handle at first, but
once you feel you have mastered them, he should be easy to use. If
you're not completely confident with this character, it is recommended
that you avoid his air and ground shot attacks, as well as his air and
dash attacks (if you are able to land them accurately).

Stage 1
    Enemies - Knuckles
              Tails
    Level map - Chao Ruins

Stage 2

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   Enemies - Sonic
   Level map - Emerald Beach


Stage 3
   Enemies - Rouge
            E-102
   Level map - Metal Depot


Stage 4
   Enemies - Amy
            Cream
            Chaos
   Level map - Amy's Room


Final Stage
   Enemies - Sonic
            Tails
            Knuckles
   Level map - Chao Ruins




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| Rouge the Bat |
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Rouge's Strategies
Rouge is very good with aerial attacks, and is useful when trying to
escape ground-based battles. Her triple hit attack is a flurry of kicks,
which is quick enough to keep the enemy where you need them for a
follow-up heavy or upper attack. Her air power attack is the best of
special attacks, and you can also follow it up with (or use before)
a trap of either sort, since they both act in the same way, although
if you want to use the corkscrew kick, it is obvious that the trap
will need to be your ground special.


Stage 1
   Enemies - Shadow
   Level map - Battle Highway


Stage 2
   Enemies - E-102
   Level map - Metal Depot


Stage 3
   Enemies - Amy
            Tails
   Level map - Tails' Lab


Stage 4
   Enemies - Sonic
            Tails
            Knuckles
   Level map - Emerald Beach


Final Stage
   Enemies - Shadow
            E-102
            Chaos
   Level map - Holy Summit
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*~~~~~~~~~~*
| Amy Rose |
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Amy's Strategies
Amy is a very fast attacker, and her strength is quite decent, which
makes her quite a good fighter. Her downside is her heavy (unless
followed by a pursuit), upper and special attacks, which leave her
vulnerable for a brief while after she has completed the attack,
which can cause quite a struggle if your opponent surprisingly
decides to use dash attacks against you. If you want to avoid that
from happening, try and stay away from attacks that spin, unless you
plan on using a successful heavy attack, followed by a pursuit, which
will work perfectly to get around the vulnerability situation. Her best
special attack tactics are the use the ground power when opponents
charge, and the air trap for escapes.

Stage 1
   Enemies - Tails
   Level map - Tails' Lab

Stage 2
   Enemies - Rouge
            Cream
   Level map - Library

Stage 3
   Enemies - E-102
            Chaos
   Level map - Metal Depot

Stage 4
   Enemies - Knuckles
            Tails
            Cream
   Level map - Chao Ruins

Final Stage
   Enemies - Sonic
   Level map - Emerald Beach



*~~~~~~~~~~~~~~~~~~~*
| Cream the Rabbit |
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Cream's Strategies
Using a Chao as a weapon may seem strange to most, but to Cream, it's
very versatile. The worst problems for her are her air shot, which
takes quite a bit of practice to get perfect, and her ground trap,
due to the time it takes to set, which makes her vulnerable for some
time, making it hard to actually set the trap successfully. Use her
air action to its best, since not only does it take you a good distance
away from trouble, but will also lift you higher into the air, making
it hard for opponents to reach when you are at the peak of the action.
For chargin opponents, use the ground shot. For escaping, use the air
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power. For fun, use the air trap, or use it if you want to easily pass the stage - it does a great amount of damage. If you are very confident with Cream, you should try using her ground trap and air shot together, which should only be for the more intermediate players, as it takes time and precision to work the two in the same battle.

Stage 1
    Enemies - Sonic
              Shadow
    Level map - Emerald Beach

Stage 2
    Enemies - Rouge
              Amy
    Level map - Club Rouge

Stage 3
    Enemies - Knuckles
              Tails
    Level map - Tails' Lab

Stage 4
    Enemies - Sonic
              Rouge
              Amy
    Level map - Amy's Room

Final Stage
    Enemies - E-102
              Chaos
    Level map - Holy Summit

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| E-102r |
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Unlocking E-102r
In Sonic's chapter of Story Mode, you will encounter E-102 at Holy Summit. Battle him, and after you win, a message will appear, saying you can now use E-102 in Challenge Mode.

E-102's Strategies
Very strong, yet slow. If you don't like using slow characters, E-102 won't be the best choice for you. If you like power, and know how to use it wisely, E-102 is near-perfect for you to use. Use the dash skill to get away (and it can be used for longer than others), and then charge back in to do damage with the Buster Drill, E-102's dash attack. Try equipping a ground shot with air traps, and you'll do fine, as long as you have enough time to charge the shot up to a decent level. If you're a combo person, and don't use special attacks all too much, then I would recommend dashing as far away as possible, and wait for your opponent to run after you. Start attacking about one character length away from your opponent, or you'll probably end up being attacked first. If you want to do some great combo attacks, try a triple-hit, followed by an upper attack, which then leads to a triple-hit/heavy attack. His upper attack does a good amount of damage, since it hits about 3-5 times, depending on the opponent's position during the attack.

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Stage 1
    Enemies - Sonic
              Shadow
    Level map - Battle Highway

Stage 2
    Enemies - Rouge
              Knuckles
    Level map - Club Rouge

Stage 3
    Enemies - Chaos
    Level map - Holy Summit

Stage 4
    Enemies - Rouge
              Shadow
              Knuckles
    Level map - Club Rouge

Final Stage
    Enemies - Tails
              Cream
              Amy
    Level map - Tails' Lab



*~~~~~~~*
| Chaos |
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Unlocking Chaos
In Emerl's chapter of Story Mode, you can encounter Chaos. After
defeating him, you will get a message stating that you may now use
him in Challenge Mode.

Chaos' Strategies
Slow yet powerful, Chaos can be quite versatile, although it seems
the opposite from someone simply viewing the actions of this character.
His dash attack is about as slow as his walk, but during this long time
that he uses his dash skill, he cannot be hit. The upside to this is,
when you have used a heavy attack on your opponent, and have not followed
it up with a pursuit, you may use the dash skill to wait for your
opponent to run back, and hit them from underneath with Chaos' dash
attack. When using him in Challenge Mode, try his trap attack (preferably
ground, due to his small jump) for some multiple hits, which also
launch the opponent in the air, allowing you to prepare for a
triple-hit combo, along with a heavy attack, or an upper attack, if
you wish to do some juggling.

Stage 1
    Enemies - Shadow
    Level map - Battle Highway

Stage 2
    Enemies - Knuckles
    Level map - Chao Ruins
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Stage 3
   Enemies - E-102
             Tails
             Rouge
   Level map - Metal Depot

Stage 4
   Enemies - Amy
             Cream
   Level map - Amy's Room

Final Stage
   Enemies - Sonic
   Level map - Emerald Beach




*~~~~~~~*
| Emerl |
*~~~~~~~*

Emerl's Strategies
Emerl, as people who have played Story Mode would know, uses the moves
of other characters, as long as you have the right skill cards. Emerl
will only use the moves he has attached in Story Mode, so if you do not
have any attached, he will use his standard attacks. His standard attacks
aren't very powerful, so it is recommended that you play Story Mode,
gather some skill cards, and attach the ones you desire.

Stage 1
   Enemies - Sonic
             Tails
             Knuckles
   Level map - Colosseum

Stage 2
   Enemies - Shadow
             Rouge
             E-102
   Level map - Colosseum

Stage 3
   Enemies - Amy
             Tails
             Cream
   Level map - Colosseum

Stage 4
   Enemies - Chaos
   Level map - Colosseum

Final Stage
   Enemies - Emerl
             Emerl
             Emerl
   Level map - Colosseum


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| Frequently Asked Questions |
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Q: Do you get anything from Challenge Mode?
A: No, there are no special prizes given from completing this. Think of it as
a time trial mode, but instead of a time, you get a score to beat.

If you have a question, please contact me at my e-mail address
<bass0_r@yahoo.com>.


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| Secrets and Glitches |
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- Auto-Win - Credit to ColDes for the find
Finish Amy's chapter in Story Mode, and then go to Challenge Mode and
select any character, with any difficulty. At any time during the battle,
when you use a special attack of any sort (R-button attack), you will
automatically win. This will give you a majority of the bonus scores, but if
used at certain times, you will miss others (such as KO bonus, etc). You do
not have to start the battle with a special attack, and you can launch it at
anytime you desire. This will help you finish the respective characters'
challenge quickly, and possibly get a much higher score (very likely). After
doing this for the first time, you may do it as much as you want.
<Additional information found by Bass0r>

If you have any secrets/glitches about Challenge Mode that you would like to
submit to this section, please contact me <bass0_r@yahoo.com>.
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