

# Sonic Blast Man 2 FAQ/Walkthrough

by LethalRedArmy

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SONIC BLAST MAN II  
FAQ/WALKTHROUGH - VERSION 1.2  
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Game      : Sonic Blast Man II  
Genre     : 2D Action Beat-'Em-Up  
System    : Nintendo SNES  
Developer : Taito Corporation  
Publisher : Taito Corporation  
Version   : 18/03/1994 (JP)  
           : November 1994 (US)  
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1/ INTRODUCTION [INT]  
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Hi everybody. Welcome to my other FAQ.

Recently, I've played some old games. It brings back memories...Some of them didn't have any guides, so I decided to write one.

That's all. Let's play!

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## 2/ VERSION HISTORY [VER]

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- Version 0.1 (22/10/2012)  
FAQ started.
- Version 1.0 (24/10/2012)  
FAQ completed.
- Version 1.2 (25/10/2012)  
Some updates added.

#####

## 3/ COPYRIGHT [CPR]

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Well... It's not a big deal. Here are some little things:

- It's just a small guide. So, use or post it as you like without asking me.
- To use this FAQ for private purposes (copy it to your PC, PDA, send to your friends, print it, edit it...), just DO IT FREELY.
- Please don't plagiarize this FAQ, or use it for profit.

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## 4/ BASIC GUIDES [BGD]

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### A) Controls

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- Attack 1:  
Press Y. Tap continuously to perform combos.
- Attack 2:  
Press X. It's a powerful single attack.
- Jump:  
Press B.
- Jumping Attacks:  
Press Y (type 1) or X (type 2) while jumping.

- Roll:  
Press A. It's an important move for approaching enemy!
- Move:  
Press and hold Up/Down/Left/Right.
- Dash:  
Tap Left/Right twice and hold.
- Dashing Attacks:  
Press Y (type 1) or X (type 2) while dashing.
- Grab:  
Approach enemy then grab.
- Grabbing Attacks:  
Press Y (type 1) or X (type 2) while grabbing enemy.
- Active Special Attack Mode:  
Press L or R and the body will flash.
- Light Special Attack:  
Press L/R then Y. Costs 1 Blast Point.
- Heavy Special Attack:  
Press L/R then X. Costs 2 Blast Points. Knock all enemy down!

## B) Characters and Move Lists

~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~

=====  
SONIA (SNA)  
=====

She's the fastest character, also has the most powerful Special Attack! Just use her and you'll see!  
\* Rating: 4/5

- Quintuple Attack:  
Press Y Y Y Y Y
- Flame Crescent Kick:  
Press X
- Straight Kick:  
Dashing Attack type 1. You should combine it with Q. Attack afterward!
- Diving Flame Kick:  
Dashing Attack type 2. She'll jump back after performing. This one is good!
- Backward Throwings:  
Grab enemy then press Y (light, type 1) or X (heavy, type 2).
- Horizontal Flare Kick:  
Light Special Attack.
- Flare Burst:  
Heavy Special Attack. The most powerful attack in the game!

=====  
SONIC BLAST MAN (SBM)  
=====

The main character of this series. He has lots of type of attacks and skills! In other words, he's the best!  
\* Rating: 5/5

- Frenzy Punch:  
Press Y Y Y Y  
A series of punches! Impressive and effective against most of enemy!
- Knock-out Punch:  
Press Y Y Y, Up/Right + Y  
Finish with a powerful uppercut and a pulse wave! Can attack multi enemy! However, it's not effective against some enemy and bosses, so don't overuse.
- Grab and Throw:  
Press Y Y Y, Down/Left + Y

Grab and throw backward while punching.

- Direct Punch:

Press Y Y Y X

A combination of Attack 1 and Attack 2. Nothing special. Just ignore it.

- Linear Punch:

Press X

- Shoulder Attack:

Dashing Attack type 1. Short-ranged.You should combine it with combos above.

- Dashing Uppercut:

Dashing Attack type 2. Not so good.

- Backward Throwing:

Grab enemy and press Up/Down/Left/Right + Y.

- Jabbing:

Grab enemy and press Y Y Y.

- Knock-down:

Grab enemy and press X, or Y Y X.

- Spiral Flash:

Press Down, Down-Right, Right, Up-Right, Up, Y+B.

He will perform a flash uppercut! One of the most useful moves! It costs a bit health and hard to perform; however, it's great!

- Fireball:

Light Special Attack.

- 100 MT Blast:

FIGHT FOR FREEDOM! Heavy Special Attack.

=====

CAPTAIN CHOYEAR (CPT)

=====

Slow, short-ranged attacks, and weak! He's not as great as expected.

\* Rating: 3/5

- Triple Punch:

Press Y Y Y

- Vertical Jumping Punch:

Press X

Short-ranged! However, you should use this after Upward Throwing.

- Dashing Punch:

Dashing attack type 1. Short-ranged.

- Spread Thunderballs:

Dashing attack type 2.

- Throwings:

Grab enemy then press Right+Y (forward), Left+Y (backward) or Up+Y (upward).

- Heading and Kicking:

Grab enemy then press Y Y Y.

- Jump and Slam:

Grab enemy then press X, or Y Y X.

- Electric Arc Punch:

Light Special Attack. The only good attack of him.

- Thunder Strike:

Heavy Special Attack. However, this one is weak!

C) Tips and Tricks

~~~~~

- I forgot this one. Look at the top of the screen to get some parameters:

---

Score Points  
 [Portrait] Name  
 //// Life Bar //// < Blast Point >  
 \* Extra Life  
 ~~~~~

- The Extra Life will increase one after receiving 100.000 Score Points.
- The Blast Point is always 05 (default). It'll increase by getting the Blast Orbs throughout the game. When the character is revived after dying, the Blast Point will automatically reset to 05. Therefore, when the character is about to die or when you face bosses, just use all Blast Points!
- The differences between US and JP versions are not much. I will tell you in the walkthrough part later.
- Anything else? Let's kick some asses now!

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## 5/ ENEMY LIST [ENM]

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-----  
 MINIONS  
 -----

- Alien Troopers  
They're popular enemy. Easy to deal.
- Alien Elites  
They can be recognized by two factors: shoulders (angled) and steps (move inconsecutive).  
They're a bit dangerous with two attacks: dashing punch or jump & dive.
- Alien Shields  
They wield big shields, block most of your attacks, and smash you with their short sticks or shields. Attack them with combos or grabbings.
- Alien Fighters  
Big guys with martial-art suits. They're slow, but powerful. Approach them by rolling, then use combos. Sonia's Diving Flame Kick is the best choice!
- Alien Gunners  
They'll shoot you from the distance or perform heading attacks! Approach and beat them!
- Alien Exploders  
They're hunched robots and just move around. However, don't hit them because they will explode! Grab them first, then throw away to damage enemy and get some stuffs.
- Alien Jumpers  
One of the most irritating enemy! They wear clown suits, play the Hit & Run style and always jump! Therefore, it's not easy to beat them by combos unless you have a good timing. In this case, grabbing attacks are the best choice. Dashing Attacks are effective as well.
- Alien Grapplers  
Monkey-like creatures with big hands and legs. Slow but dangerous. They'll approach then grab or throw you.  
Don't ever try to grab them! Combos only!
- Alien Claws  
Another irritating enemy. Looks like dinosaurs, have some attacks as Alien Jumpers and always jump! See tips of Alien Jumper again.

- Alien Imposters

Your clones. Created by the projector in Stage 5. Immune with Heavy Special Attacks! Just beat them with normal attacks.

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BOSSSES

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\* Nunchaku Man \*

He has two attacks: Jumping Kick and Nunchaku Attack.  
Just use Jumping Attacks (type 2 is better), roll to approach then combos!

\* Bomber Man \*

He also has two attacks: Dashing Attack and Bomb Launching.  
Keep a short distance. Use Dashing Attacks and combos.

\* Living Armor and the Master \* (Only in JP version!)

The armor is invincible. The master is immune with Heavy Special Attacks!  
Ignore the armor. Focus on the master. Use jumping attacks or Spiral Flash.

\* Big Mutant \*

He also has two attacks: Rushing Attack and Jump & Slam.  
An irritating boss. Just roll to avoid his attacks. Try to approach and kick his ass! When his life become yellow, his body will turn red, and he will become more aggressive. Be careful and try your best.

\* T-Rex \*

It has 4 attacks:  
+ Fire Breath (near): Just back to avoid.  
+ Tail Whip (near): Same above.  
+ Bite & Throw (near): Only available if you're close and try to grab it.  
+ Fireball: It'll jump then spit fireball.  
Very easy to beat this dino! Keep a short distance to lure it use Fireball.  
When it jump, just roll forward to approach and rock with combos!

\* Floating Whip Master \*

She has two attacks: Whip Attack (near) and Whip Shoot (far).  
To beat her, use Jumping Attack type 2, or try to approach then combos.  
Spiral Flash of Sonic Blast Man is effective against her.

\* Transform Man \*

The second hardest boss in the game!

- Form 1 (Leopard Man):

He warps and shoot shadows toward. The Hit-and-Run style. Very irritating.  
Just roll to avoid and approach, then rock him with combos!

- Form 2 (Beast Man):

All he does are dashing attacks!  
Keep a safe distance. Wait for his attack, then use Attack 2. Require good timing! Otherwise, you can try combos or dashing attacks (not recommended).

- Form 3 (Super Man):

Now, he floats, move around and shoot fireballs.  
Just roll, approach him and attack! Don't overuse combos.

\* Heavy Blast Man \*

The hardest boss in the game, with lots of formidable attacks!  
+ Diving Kick: He'll jump, then launch a kick downward.  
+ Spiral Flare: He'll launch a spiral up-and-down uppercut, like Sonic Blast Man's Spiral Flash, but more dangerous!  
+ Fireballs: He'll shoot fireballs from the distance.

+ Shadow Dash: This move cause no damage, but can avoid your attacks!  
First, never use jumping attacks!  
When he attacks, just roll to avoid and approach, then rock him with combos!

\* Yafu \*

The final boss, also the easiest one!  
He'll stay in his cab, and shoot floating balls around.  
Just roll under his cab, stay at the shadow, then use normal attacks.  
One more thing: he is immune with Heavy Special Attacks! In this case, just use Light Special Attacks of Sonia and Captain. Sonic Blast Man's Fireball can't cause damage to him.

#####

6/ WALKTHROUGH [WTR]

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STAGE 1: OUTSIDE THE ENTRANCE TO THE MAIN DEFENSE CENTER (ST1)  
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- Go and kics some asses. At the end, you'll meet a Fighter.
- Next scene. Continue to rock and reach to the end. Go to the lower-right, try to destroy 3 plant pots to get Pork - refill HP.
- Next scene, you'll face the boss: Nunchaku Man.

-----  
STAGE 2: INTERCEPT THE TRANSPORT PLANE AND RESCUE THE PILOT! (ST2)  
-----

- Now, you will land on the top of the airplane. In the background, you'll see a flying object. He's the boss - Bomber Man.  
Continue. New enemy appear: Exploder. Be careful. Keep going until you enter inside the plane.
- Beat 1 Fighter first. Afterward, just go and clear the way.
- Reach to the end until the boss appear: Bomber Man.

-----  
STAGE 3: PROTECT "S" PORT FROM THE ALIEN HORDE! (ST3)  
-----

- Lots Exploders appear in this stage. Keep going. New enemy appear: Jumpers! Reach to the end, meet one Jumper and one Fighter. Beat them.
- Next scene. Clear 4 Troopers first. Reach to the end. You will meet a boss here: Nunchaku Man clone (US ver) or Living Armor and the Master (JP ver).
- Next scene. Lots of enemy appear, especially Jumpers, Gunners and Fighters. Let's rock and roll!
- After clearing them all, you'll meet the boss: Big Mutant.

-----  
STAGE 4: BREACH THE BARRIERS AND SHUT DOWN THE SECRET JUNGLE BASE (ST4)  
-----

- Go. Lots of enemy appear, especially Grapplers!  
Keep going and meet some Shields.  
Reach to the end. A Shield wil awake a new enemy: Claws!
- Next scene. Beat some Shields first. Keep going and hit switches. You'll face lots of enemy, especially Claws.

- Now, ready for the battle with two bosses: T-Rex and Floating Whip Master!

-----  
STAGE 5: NO MORE MR. NICE GUY! I'LL SHOW YOU WHO'S THE TOUGHEST! (ST5)  
-----

[ Stage 5.1 ]

- Just go and clear all enemy.
- Jump down to the next screen. You'll see a floating projector. It can create your clones infinity! Destroy it ASAP by using jumping attacks!
- Keep going. Reach to the end. You'll face the Bomber Man clone.
- Now, prepare for the battle with Transform Man! Remember, he has three forms!

[ Stage 5.2 ]

Now, you'll face with lots of strong enemy.

- First, some Claws and Fighters.
- Next, Bomber Man clone.
- Last, T-Rex clone. This one is easy.

Afterward, enter the final battle with Heavy Blast Man and Yafu!

CONGRATULATIONS! YOU'VE FINISHED THE GAME!

#####

7/ CHEATS AND CODES [CCD]

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Cheats

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On the selection screen, hold L+R on controller 2 to select the same character as Player 1.

Codes

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Can be used for both JP and US version!  
However, it's not fair for overusing them!

P1 Infinity Life  
7E0DA548

P1 Extra Life x 99  
7E0DA999

P1 Blast Points x 99  
7E0DAD99

P1 Max Score  
7E0DB199  
7E0DB299  
7E0DB399  
7E0DB499

P2 Infinity Life  
7E0DA748



P2 Extra Life x 99  
7E0DAB99

P2 Blast Points x 99  
7E0DAF99

P2 Max Score  
7E0DB699  
7E0DB799  
7E0DB899  
7E0DB999

One-Hit-KO! (for both players)  
7E138F00  
7E139100  
7E139300  
7E139500

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8/ CONTACT ME [CTM]

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Real name : Pham Hong Quan  
Nick name : LethalRedArmy

If you want to contact me, please check one of these links below to get my e-mail:

< <http://www.gamefaqs.com/users/LethalRedArmy/contributions> >  
< <https://www.neoseeker.com/members/LethalRedArmy/> >

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9/ SPECIAL THANKS [TKS]

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- \* Taito Corporation - for making this game.
- \* GameFAQs - for accepting and posting my FAQ.
- \* All the webmasters who posted my FAQs - for accepting my guides as well.
- \* Notepad ++ (<http://notepad-plus-plus.org/>)  
An useful software for me to compose FAQs.
- \* SNES 007 Wiki (<http://wikiwiki.jp/snes007/>) - for codes.
- \* And you - for reading my FAQ.

[ THE END ]