



Sonic, The Blue Streak



Super Smash Brothers Brawl

Character Strategy Guide 7

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While Sonic was at one time Mario's most vicious rival with the fall of Sega as a console developer the dust has finally cleared. Nowadays we have Sonic appearing on all major consoles and even competing in sports games with his plumber adversary. Now the blue streak of thunder has joined in the Brawl and can attempt to take out Mario the old fashioned way, using fists and feet.

As you can expect Sonic is the fastest moving character in the game. When he starts to run boy does he really go, something that carries over into his jumping speed as well. He is a bit on the weaker side but more than makes up for it with his quickness and maneuverability. Considering this is his first time in a game like this he makes a rather good showing for himself, especially if he happens to get his grubby little hands on his Final Smash.

Game Appearances

<i>Sonic and the Secret Rings - Wii</i>	2007
<i>Sonic Rivals 2 – PSP</i>	2007
<i>Sonic the Hedgehog – Xbox 360 / PS3</i>	2006
<i>Sonic Rivals – PSP</i>	2006
<i>Sonic Advance 3 – GBA</i>	2004
<i>Sonic Advance 2 – GBA</i>	2003
<i>Sonic Advance – GBA</i>	2002
<i>Sonic Adventure 2 – Dreamcast</i>	2001
<i>Sonic Adventure – Dreamcast</i>	1999
<i>Sonic 3D Blast – Genesis</i>	1996
<i>Sonic and Knuckles – Genesis</i>	1994
<i>Sonic the Hedgehog 3 – Genesis</i>	1994
<i>Sonic CD – Sega CD</i>	1993
<i>Sonic the Hedgehog 2 – Genesis</i>	1992
<i>Sonic the Hedgehog – Genesis</i>	1991

Sonic's Moves

This is a comprehensive list of all the moves available to this character. They are broken up by the type of attack they are with the Smashes and Final Smash getting their own sections. A few notes before we begin:

- * Red Skills are range dependant – The closer you are, the more damage you do.
- * Blue Skills are range dependant – The farther away you are, the more damage you do.
- * Green Skills can be charged to do more damage.

Ground Attacks	Command	Dmg.	Description
Punch	Attack Button	2%	A single punch.
Punch and Kick Combo	Attack x3	7%	Punch twice before throwing a high kick.
Sonic Punches	Attack (held)	7%	Flail your fists at high speed before a combo.
Reverse Kick	Attack (while walking)	7%	A backwards heel kick done while walking.
Running Spin	Attack (while running)	4%	Run forward before dropping into a roll.
High Kicks	Up + Attack	10%	Two kicks upward to help juggle enemies.
Leg Kick	Down + Attack	6%	Kick at your opponents legs.
Ledge Attack	Attack (while hanging)	8%	Spin back up onto the ledge, hurting guarders.
Grapple and Knee	Grab / Attack button repeatedly for attacks	3%	Hold your enemies and knee them in the gut.
Toss Upward and Impale	Up + Grab	12%	Flip foes upward & impale them on his back.
Slam and Drill	Down + Grab	8%	Throw enemies to the ground & drill into them.
Sideways Throw	Left or Right + Grab	8-9%	Grab your foe and fling them away from you.

Airborne Attacks	Command	Dmg.	Description
Airborne Spin Attack	Attack Button	9-11%	Spin around in the air harming all nearby.
Spinning Kick	Up + Attack	3-9%	A multi-hit attack that keeps foes airborne.
Drive Kick	Down + Attack	8%	Dive down at foes with a hard kick.
Airborne Drill Attack	Toward Opponent + Attack	4-13%	Drill head first into foes for good damage.
Side Kick	Away from Opponent + Attack	13%	A backwards kick with little knockback.

Smash Attacks	Command	Dmg.	Description
Spin Smash	Up + Attack together	9-19%	Vacuum enemies in and damage them with a spin.
Area Spin	Down + Attack together	9-16%	Spin about, hurting all nearby enemies.
Charged-Up Fist	Left or Right + Attack together	14-19%	Wind up your fist and smash a foe.

Special Attacks	Command	Dmg.	Description
Homing Attack	Special Button	8%	Leap up, spin into a ball and home in on foes.
Spring Boost	Up + Special	0%	Leap off a spring for excellent recovery.
Spinning Charge	Down + Special	8-21%	Ball up, spin to charge and rush at foes.
Spin Dash	Left or Right + Special	5-7%	Ball up, charge and then leap and rush your foes.



Final Smash	Damage	Description
Super Sonic	0%	Transform into Super Sonic and fly about the area, damaging all foes greatly.



Combat Strategies

Sonic can be a bit hard to handle, especially for newcomers, due to his immense speed. If you've ever found Captain Falcon to be hard to control Sonic is worse than that. Stay away from using him until you're more than ready to put up with his difficult controls and lack of traction. On the plus side he is fairly strong for his speed and can do some incredible damage quite rapidly.

- Sonic is fast. FAST. Using this you can keep away from the computer pretty much whenever you choose simply by running in the opposite direction. However due to his immense speed he has problems with precision platforming. Using him in any level of the Subspace Emissary or any other level where you must time some careful jumps is akin to suicide.

- Conversely Sonic has some of the greatest ability to move around a level and confound your foes. If you find yourself needing to move around quickly and simple running isn't cutting it for you then remember his up special is a great recovery move that gets him lots of vertical height and allows horizontal movement. Judicious use of this can save you from getting knocked off of a ledge or even just from being hit by a Final Smash.

- Sonic happens to have one of the best Final Smashes in the game. When he goes into Super Sonic mode he does incredible damage simply by touching foes, flies about too fast to be hit by almost any attack and all he needs is to touch an airborne foe once or twice to blow them out of the stage regardless of damage percentage. It is possible to take a foe from 0% damage to off the stage in three hits, one while he's on the ground to send him sky high and then juggle him by touching him twice in the air.

- One of Sonic's major deficiencies is the fact that he has very little in the ways of range on his attacks. Almost all of his moves involve him using his body as a weapon by literally rolling into a ball and ramming into your opponents. Because of this you have to be careful of enemies with good reach especially if they have a weapon, like Ike, Marth and Link. They can usually knock Sonic out of his special attacks with a weak smash or a weapon based special leaving you on the defensive and fighting to even land a hit.

- Sonic doesn't really have simple combos like most of the other characters in Brawl. His upward and downward throw involve little in the ways of vertical movement meaning that you will have to use his Up Smash if you want the enemies to be knocked up into the air. However even this doesn't work all the time since your enemies will sometimes be knocked to the side when it's done hitting them and not upward as you might hope. The end result of this is that you will have to rely on enemies to go into the air to start an aerial combo or stick to ground combos.

- Speaking of ground combos, Sonic doesn't have the greatest need of them once you look at his abilities. He excels more at hit and run tactics, whacking foes with a single hard strike or grab and then pulling away to stop retaliation. Looking at his side smash it does 14% damage at its weakest level which is incredibly impressive for a speedster character. Run in, flick the second analog to the left or right to throw it off and then pursue them, hitting them while they're on the floor. It's an easy 20% damage or so for a simple little combo you can run away after doing.

- Just about any of Sonic's down attacks are good for chasing off those who are trying to juggle you. Between this and his ability to spring away you should never find yourself being trapped by a juggler since escape is about as simple as it comes for the blue hedgehog.



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