FAQ challenges

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The King of Fighters XI PS2 Challenge Mode FAQ

King of Fighters XI
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Playstation 2 (J) Challenge Mode FAQ v. 1.02
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Transcribed by Alexis Rivera

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[INT]----------INTRODUCTION----------

Hello. This is an FAQ based EXCLUSIVELY on the new King of Fighters XI, and its new PS2-exclusive mode, Challenge Mode. There are a LOT of incentives to finishing challenge mode, but I bet that you, the casual import player, have NO clue what the challenges say in all that Japanese! No worries, as this guide has been written *just* for YOU!

Just so we get ONE thing perfectly clear. I am not the author of this guide. I was asked to transcribe the guide and submit it. That is all. The author of this is Perfect Stranger from Orochinagi forums. He knows a LOT more Japanese than I do, and for that he kicks ass.

In order to view this guide properly, though, make sure you see the following string of numbers.

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This guide has been formatted to a 70-character width. You should be able to see 7 zeroes (all marked for clarity).

THIS GUIDE IS EXCLUSIVELY FOR PEOPLE WITH MODERATE KNOWLEDGE OF BASIC GAMEPLAY FOR KOF XI. In no way is this guide a substitute for an in-depth guide, as there are no other aspects of KOF XI covered. While basic notation is written here, the user of this guide should know general fighting game terms, especially related to KOF (SC = Super Cancel, DM, SDM, LDM, etc.).

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Whew... Sorry, but I know that if I don't place it here, you WON'T
read it!  So we got the legal stuff covered... OK, let's get cracking!


[RVN]----------------------REVISION INFO-----------------------------

To find the latest version of this guide, go here:

http://db.gamefaqs.com/console/ps2/file/king_of_fighters_xi_challenge.
                (address continues here)------->   txt
http://faqs.ign.com/articles/713/713936p1.html


v. 1.02 7/5/2006    Added a note on Challenge 34, corrected the
            legal section of the FAQ.
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v. 1.01 6/23/2006    Corrected some spelling errors.  Corrected
            bonuses for Challenges 25 and 35.  Added links
            to updated FAQs.

v. 1.00 6/22/2006    First build, will most likely be the last
            version.  Added data for all challenges, as
            well as prizes for those which apply.  Added
            unlockable items section.


[WCH]-----------------WHAT IS CHALLENGE MODE?------------------------

Challenge Mode is a new mode introduced to the home port of the arcade
game The King of Fighters XI.  The arcade port was released on June
22, 2006 and only in Japan (so far).

It consists of 40 challenges, each with their unique situations and
clear conditions.  Some challenges have an unlockable character as an
incentive for clearing the challenge, while others will test your
skill just for fun, and some will just show you the basics of the game
engine.

There's one big incentive for clearing challenge mode.  Well, if you
do, the game will automatically unlock EVERYTHING, from endings to
artwork to characters that you'd normally unlock in Endless Mode (yet
another new mode not discussed here).  So aim to clear the challenges
and you'll get everything!


[LCH]-------------------LIST OF CHALLENGES--------------------------

Following the next example, all 40 challenges will be listed, as well
as any unlocked characters that will... well, be unlocked.


[ECH]--------------------EXAMPLE CHALLENGE--------------------------

Task: Beat the opponent with an eye-poke.

Special conditions:  You have one hand tied behind your back, so you
             only have one hand available.

Character(s) used: Choice of 1 character

Character(s) faced: Ash Crimson

Advice:  Watch out for his hands, as he may place his hand on his
     nose to block your eye poke attempt.

Reward:  An undeserved sense of accomplishment.
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I think it's self-explanatory at this point.

NOTE:  From this point on, all information, notes and words are from
Perfect Stranger in the Orochinagi forums, with his consent.


[C01]----------------------CHALLENGE 1-------------------------------

Task: Beat opponent with only normal moves. Command moves are not
      normal moves.

Special Conditions: You can *only* do normal moves.

Character(s) used: Choice of 3 characters

Character(s) faced: Random, 1 character

Advice: None, really. I mean, characters like Ralf have great normals
    (you can just spam C all day), but you really shouldn't have a
    problem with this.

Reward: None


[C02]----------------------CHALLENGE 2-------------------------------

Task: Beat opponent with only special moves or Supers. Command moves
      are not special moves.

Special Conditions: You can *only* do special moves/supers.

Character(s) used: Choice of 3 characters.

Character(s) faced: Random, 1 character

Advice: Again, none really. Just pick who you're comfortable with.

Reward: None


[C03]----------------------CHALLENGE 3-------------------------------

Task: Roll recover 10 times.

Special Conditions: You won't die from loss of health.

Character(s) used: Choice of 1 character.

Character(s) faced: Random, 1 character.
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Advice: None, really. Both forward roll recovers and normal (backward)
    roll recovers count.

Reward: None.


[C04]----------------------CHALLENGE 4-------------------------------

Task: Break out of throws, 5 times.

Special Conditions: You don't die from loss of health.

Character(s) used: Choice of 1 character.

Character(s) faced: Random, 1 character.

Advice: This is where it gets slightly tricky. To be honest, it's not
    that easy to break out of the throw. I've always sucked at it.
    I've personally found it easier to break throws like this: If
    the opponent is throwing you with a C throw, press back and C.
    If the opponent is throwing you with a D throw, press forward
    and D. Of course, the window where the break throw command
    will be accepted is so small that you won't really be able to
    wait and see if it's a C throw or a D throw before deciding
    what to press.

    Theoretically (or so I've been told), pressing either forward
    or backward doesn't really matter, and you should be able to
    cover your bases by pressing back CD to break all throws, but
    I haven't been able to get this working well for me.

Reward: None.


[C05]----------------------CHALLENGE 5-------------------------------

Task: Defeat your opponent.

Special Conditions: Unlimited power and skill stocks for you.

Character(s) used: Choice of 1 character.

Character(s) faced: Shion (sub-boss)

Advice: Yay, finally a normal battle, right? :p  Shion might be kindy
    tricky since she has a boss' endurance (i.e. your attacks all
    suffer from damage scaling up the wazoo). Remember, however,
    that you've got unlimited power and skill stocks. If you're
    having a hard time, simply pick a character with a good LDM
    and spam it like crazy. Recommendations include Gato (guard
    crushes easily) and King (basically fireball your opponent to
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    death).

Reward: Shion is unlocked.


[C06]----------------------CHALLENGE 6------------------------------

Task: Defeat your opponent.

Special Conditions: Unlimited power and skill stocks for you.

Character(s) used: Choice of 1 character.

Character(s) faced: Magaki (end-boss)

Advice: Magaki is the cheapest KOF boss in recent history, so my only
    advice to you is to be even cheaper. Keep spamming King's LDM,
    and you should be able to win. Athena's works ok too.

Reward: Magaki is unlocked.


[C07]----------------------CHALLENGE 7------------------------------

Task: Guard Cancel roll 10 ties.

Special Conditions: Unlimited power and skill stocks for you.

Character(s) used: Choice of 1 character.

Character(s) faced: Random, 1 character.

Advice: A break after two relatively tricky challenges. This is really
    easy, just block and press AB.

Reward: None.


[C08]----------------------CHALLENGE 8------------------------------

Task: Guard Cancel Blowout (E button)

Special Conditions: Unlimited power and skill stocks for you.

Character(s) used: Choice of 1 character.

Character(s) faced: Random, 1 character.

Advice: Also really simple. Just block and press E.

Reward: None.
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[C09]----------------------CHALLENGE 9-------------------------------

Task: Defeat 3 teams.

Special Conditions: Upon beating a team, your characters are picked
            again randomly. The leader slot stays though, so
            if, say, you picked your first character to be
            your leader, then when you get your new random
            characters, the first character is the leader.

Character(s) used: Randomised team of 3 for all 3 rounds.

Character(s) faced: Random, 3 full storyline teams, randomly picked.

Advice: Basically just a challenge to see if you can handle more than
    1 or 2 teams' worth of characters. Shouldn't be too hard.

Reward: None.


[C10]----------------------CHALLENGE 10------------------------------

Task: Survive till time is up.

Special Conditions: You cannot move, or perform any command moves.
            You *can*, however, perform special moves,
            although the only move that will be of any help
            are the fireballs. Also your life is at 20%, and
            the timer is at 30 seconds.

Character(s) used: Robert.

Character(s) faced: King.

Advice: The first of the more interesting challenges. The basic idea
    is this: You can't move or otherwise dodge, and all the while
    King is randomly firing fireballs at you. You can only survive
    guarding 22 (if I didn't count wrongly) fireballs, and King
    can definitely launch more than 22 at you in 30 counts of the
    clock. You can, however, fire off some fireballs of your own.
    Robert, like King, can fire both high and low fireballs.

    Now, you can dodge the high fireballs King launches at you, so
    no problem there. You can't jump over the low fireballs, so
    you're going to have to either nullify with your own low
    fireball (charge back, forward + k), or just block it
    entirely. King also fires Double Strikes, i.e. 2 fireballs at
    a time, and since you won't be able to nullify both, you can
    either nullify the first and block the second (risky), or
    block both.
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    You're probably going to have to replay this quite a few
    times, but some pointers to keep in mind:

    - Again, you can just duck the high fireballs.
    - Don't be overly trigger happy with your own fireballs. You
      can't really afford to get hit by any fireballs, so err on
      the side of caution when deciding if you want to throw your
      own fireballs.
    - I recommend throwing the D fireball. It'll nullify the low
      fireballs, and if you time it well enough, you can hit King
      while she's doing a Double Strike such that you'll hit her
      before the 2nd fireball is launched, and you still have time
      to block the first fireball.
    - It's safer to throw fireballs when King is a full screen
      away from you.
    - When throwing low fireballs, you *will* move forward
      slightly. If you want to maintain a full screen distance
      away from King, you're going to have to block a few of her
      fireballs.
    - I wouldn't throw fireballs when you're at a frame
      disadvantage. By this, I mean King has had time to move
      while you were stuck in block stun/recovery lag, etc.
      Conversely, throw fireballs when you are at a frame
      advantage, e.g. when you dodge a slow, high fireball, and
      King has to wait for the fireball to leave the screen before
      she can throw another, or when King is in hit stun but
      you've recovered, etc.

[Transcriber's note:  Jess Ragan e-mails an alternate solution.

"I've found that it's a whole lot easier to turtle in the corner,
ducking under the high fireballs and using Robert's Flash Kick
(down...up, kick) to leap over the low ones.  You will have to block
all the middle Venom Strikes, but even if King goes nuts with Double
Strikes, she'll run out of time before you run out of energy.  It's
much safer than trying to counter her hailstorm of fireballs, only to
have a few of them slip through your defenses and hit you for full
damage."

Thanks for the insight, Jess.]

Reward: Robert is unlocked.


[C11]----------------------CHALLENGE 11------------------------------

Task: Quick Shift 5 times.

Special Conditions: Unlimited power and skill stocks for you.

Character(s) used: Choice of 3 characters.
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Character(s) faced: Random, storyline team.

Advice: Something straight forward again. Just attack and press AC or
    BD quickly. Note that the opponent will be actively attacking
    you, and you will lose if 2 of your characters are defeated.

Reward: None


[C12]----------------------CHALLENGE 12-----------------------------

Task: Saving Shift 5 times.

Special Conditions: Unlimited power and skill stocks for you.

Character(s) used: Choice of 3 characters.

Character(s) faced: Random, storyline team.

Advice: Again, pretty straight forward. Switch out when you get hit.

Reward: None


[C13]----------------------CHALLENGE 13-----------------------------

Task: Super Cancel

Special Conditions: Unlimited power and skill stocks for you.

Character(s) used: Choice of 1 character.

Character(s) faced: Random, 1 character.

Advice: Pretty simple, really. Benimaru has a really simple super
    cancel if you need help doing this (just qcf k, qcf k, qcf p).

Reward: None.


[C14]----------------------CHALLENGE 14-----------------------------

Task: Dream Cancel

Special Conditions: Unlimited power and skill stocks for you.

Character(s) used: Choice of 1 character.

Character(s) faced: Random, 1 character.

Advice: Again, pretty simple. You might want to use one of the
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    characters with a ranbu super (e.g Ryo, Iori, etc) so you
    might have more time to do the Dream Cancel.

Reward: None


[C15]----------------------CHALLENGE 15-----------------------------

Task: Deflect 10 fireballs.

Special Conditions: You may not move, nor use normal/command moves.

Character(s) used: Hotaru.

Character(s) faced: King.

Advice: Pretty simple. Just use Hotaru's qcb k move to deflect King's
fireballs.

Reward: Hotaru unlocked.


[C16]----------------------CHALLENGE 16-----------------------------

Task: Win via time up.

Special Conditions: The lifebars and Judgement indicator will be
            hidden.

Character(s) used: Choice of 3 characters.

Character(s) faced: Random storyline team.

Advice: Another pretty interesting stage. The way to go here is to use
    characters with multi-hitting special moves, since that'll
    tilt the Judgement Indicator in your factor. Recommended
    characters are King, Ryo, Benimaru, etc. At the start, hit
    your opponents with those multi-hitting moves, then turtle for
    as long as you can. I'd personally make sure that you're
    always one character ahead of the opponent, as the loss of a
    character tilts the Judgement Indicator by quite a bit.

Reward: None


[C17]----------------------CHALLENGE 17-----------------------------

Task: Do 5 counter hits.

Special Conditions: None.
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Character(s) used: Choice of 1 character.

Character(s) faced: King.

Advice: King will keep throwing fireballs, so all you need is to hit
    her in the middle of it. Kyo's Red Kick, Ryo's qcf k, etc
    should all work pretty well.

Reward: None


[C18]----------------------CHALLENGE 18-----------------------------

Task: Guard Cancel Shift 5 times.

Special Conditions: Unlimited power and skill stocks for you.

Character(s) used: Choice of 3 characters

Character(s) faced: Random storyline team.

Advice: Nothing, really. Pretty simple: Block the attack, press AC/BD.

Reward: None


[C19]----------------------CHALLENGE 19-----------------------------

Task: Break your opponent's saving shift.

Special Conditions: None.

Character(s) used: Choice of 3 characters.

Character(s) faced: Random storyline team.

Advice: Like the task says, your opponent will saving shift
    immediately if he's hit. The solution to this is to pick a
    character with a strong anti-air move (like Kyo's uppercut,
    etc), jab your opponent, then immediately do your anti-air
    move.

Reward: None


[C20]----------------------CHALLENGE 20-----------------------------

Task: Defeat all female fighters (boss and PS2 only characters not
      withstanding) in 10 minutes.

Special Conditions: None.
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Character(s) used: Mai.

Character(s) faced: Sequence of: Elizabeth, Yuri, King, B.Jenet, Whip,
            Athena, Momoko, Vanessa,Blue Mary, Malin, Kasumi,
            Kula.

Advice: Ah, Mai, you've been missed.

    The important thing to realize here is that the amount of life
    you regain between rounds is totally dependent on what move
    you finish off your opponents with. A normal finish nets you
    next to nothing, a special finish close to that, a super
    finish nets you about half a bar, and a Leader finish nets
    you about 65 percent of a bar. Also, since your power and
    skill stocks carry over from round to round (as do your
    opponents'), it's important to manage your power stocks well
    so you can attempt for a leader finish whenever you need it.
    A single Leader from any of your opponents can ruin what was
    otherwise a fine try, especially Kasumi's counter LDM: She
    will whip it out on you mercilessly, so be prepared.

    Thankfully Mai's LDM isn't blocked that often by your
    opponents, so you can kinda count on it to hit when you need
    to. You do have to be careful about its arc of descent
    though - it's pretty shallow, which means that, while you can
    reach your opponent from across the screen, it's actually
    harder to hit closer opponents. Also good for finishes are her
    flame pillar DM (a version), since for some reason the CPU
    likes to roll into it. If you're in the midst of a combo,
    Mai's Super Ninja Bees (Rolling elbow DM) is also great for
    finishing off that last bit of life.

    This challenge isn't that hard. Time isn't really a factor
    here. Keep hammering away with bread and butter combos of jump
    d, stand C, dwn-fwd b, qcb b, qcb C. Or, alternatively, stand
    C, fwd B, qcb C (while in the air - the opponent can still be
    juggled after this if you've got them cornered). Mai's
    fireballs are also pretty solid, so you can use them from
    afar if you don't want to risk close quarters combat. Remember
    this, especially against Kasumi, who will whore her LDM
    counter every chance she gets, but strangely, choose not to
    perform her super fireball.

Reward: Mai is unlocked.


[C21]----------------------CHALLENGE 21-----------------------------

Task: Combo from a quick shift

Special Conditions: Unlimited power and skill stocks for you.
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Character(s) used: Choice of 3 characters.

Character(s) faced: Random storyline team.

Advice: We're starting to get into the trickier half of the
    challenges, but this just requires a bit of practice and some
    quick button presses, nothing too special.

Reward: None


[C22]----------------------CHALLENGE 22-----------------------------

Task: Timing it accurately, use a (command) throw to KO your opponent.

Special Conditions: Unlimited power and skill stocks for you. You may
            not move or use Normals or command moves. There is
            5 seconds left on the clock.

Character(s) used: Clark.

Character(s) faced: Ralf.

Advice: Ah, a classic situation. This is a recreation of a seldom-seen
    scene in the arcade: Ralf is going to do his Galactica
    Phantom, and you, as Clark, must time it just right such that,
    before his fist lands, you execute your LDM command grab. No
    real advice here other than practice, practice, practice.

Reward: None


[C23]----------------------CHALLENGE 23-----------------------------

Task: Do a combo of 15 hits or more.

Special Conditions: Unlimited skill stocks for you. You may not use
            super moves, or LDMs.

Character(s) used: Choice of 3 characters.

Character(s) faced: Random, 1 character.

Advice: You can do this the hard way, using your skill stocks to quick
    shift into combo after combo after combo. Or, you might do the
    easy way and take someone like Ryo, and do Jump C, stand C,
    fwd, back, fwd C. Next.

Reward: None
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[C24]----------------------CHALLENGE 24-----------------------------

Task: Achieve a perfect victory.

Special Conditions: You are at zero health.

Character(s) used: Choice of 1 character.

Character(s) faced: Random, 1 character.

Advice: You can do this the hard way, using your skils to keep your
    opponent constantly pinned down, unable to retaliate or find
    an opening in your flawless volley of assaults. Or, you might
    do the easy way and take someone like Magaki, and spam your
    various screen covering projectiles. Next.

Reward: None


[C25]----------------------CHALLENGE 25-----------------------------

Task: Defeat an opponent whose life constantly regenerates to 30% of
      a full bar.

Special Conditions: 10 seconds left on the clock.

Character(s) used: Choice of 3 charactes.

Character(s) faced: Tung Fu Rue.

Advice: Since you don't start off with any power or skill stocks,
    someone with a long, damaging combo like Kula is best suited
    for this challenge. Keep doing her bread and butter combo of
    Jump C, Stand C (1 hit), fwd A, qcb b, fwd D, uppercut C. Tung
    shouldn't be too hard.

Reward: Tung is unlocked.


[C26]----------------------CHALLENGE 26-----------------------------

Task: Defeat 10 people in 7 minutes.

Special Conditions: None.

Character(s) used: Choice of 1 character.

Character(s) faced: Random, 10 characters.

Advice: This is essentially the Mai challenge all over again, except
    you get to choose who you get to use. Again, time shouldn't
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    be a factor, and the tips that came in handy for the Mai
    challenge still apply here.

Reward: None


[C27]----------------------CHALLENGE 27-----------------------------

Task: Survive until time runs out.

Special Conditions: You are at 0 health. There are 15 seconds left on
            the clock.

Character(s) used: Choice of 1 character.

Character(s) faced: Random, 1 character.

Advice: You can do this the hard way, using your skils to keep your
    opponent constantly pinned down, unable to retaliate or find
    an opening in your flawless volley of assaults. Or, you might
    do the easy way and take someone like Magaki, and spam your
    various screen covering projectiles. Next.

Reward: None


[C28]----------------------CHALLENGE 28-----------------------------

Task: Do a super cancel, into a dream cancel.

Special Conditions: Unlimited power and skill stocks for you.

Character(s) used: Choice of 1 character.

Character(s) faced: Random storyline team.

Advice: This really shouldn't be too hard, but if you're having a
    problem, pick Benimaru: do qcf k, qcf k, qcf x 2 p, qcf x 2 E.
    Next.

Reward: None


[C29]----------------------CHALLENGE 29-----------------------------

Task: Crush your opponent's guard, and combo from there.

Special Conditions: Your opponent will only start to take damage from
            the 2nd hit after a guard crush.

Character(s) used: Choice of 1 character.
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Character(s) faced: Random, 1 character.

Advice: This is more a test of patience then anything else. Take your
    favorite character with a long combo chain, e.g. Kula, keep
    doing jump Cs till your opponent guard crushes, and then combo
    him to death.

Reward: None


[C30]----------------------CHALLENGE 30-----------------------------

Task: KO an opponent who will do Guard Cancel attacks.

Special Conditions: Unlimited power and skill stocks for you. Your
            opponent will only take damage from the 2nd hit
            onwards.

Character(s) used: Choice of 1 character.

Character(s) faced: EX Kyo.

Advice: AKA the "What do you do if you're playing KOF 2002 'Special
    Edition' and your opponent keeps using 5 stock combos on you?"
    situation (cue laughter from an inside joke). To be honest,
    I'm sure there's a 'honest' way to do this challenge, but I
    just picked King and spammed her LDM all day.

Reward: EX Kyo is unlocked


[C31]----------------------CHALLENGE 31-----------------------------

Task: KO an opponent whose health will instantly regenerate to 50%
      once your combo ends.

Special Conditions: Unlimited skill stocks for you. LDMs can not be
            used.

Character(s) used: Choice of 3 characters.

Character(s) faced: Ryo.

Advice: The final block of challenges. Depending on your skills,
    this might be hard or easy. Since my skills suck, this was
    kinda tricky. If you're like me, some general advice would be
    that characters with Ranbus like Ryo, King, etc help immensely
    in quick shift-centric challenges like this. If you
    desperately need help, the setup I used was: King, Ryo,
    (doesn't matter). Push your opponent into the corner. Ryo does
    Jump C, Stand C, Uppercut, Super Cancel into Ranbu, Quick
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    Shift to King with a Jump D, Stand D (2 hits), dwn fwd D,
    rdp b, super cancel into ranbu.

Reward: None


[C32]----------------------CHALLENGE 32-----------------------------

Task: Defeat your opponents, who will be in a state of constant
      LDM-power.

Special Conditions: None.

Character(s) used: Choice of 3 characters.

Character(s) faced: KOF 2003 Hero Team: Ash, Duo Lon, and Shen.

Advice: Not that hard, really. The only one who's of any concern is
    Shen, since he hits *hard* and will not hesitate to combo into
    supers.

Reward: None


[C33]----------------------CHALLENGE 33-----------------------------

Task: Defeat your opponents.

Special Conditions: None.

Character(s) used: Choice of 3 characters.

Character(s) faced: Randomly selected mid bosses.

Advice: Only really tricky because all the bosses have that boss
    endurance which makes all your attacks get damage scaled to
    hell. Characters with specials that do lots of hit, e.g. King,
    Ryo, etc are better suited for fighting against them, since
    the damage scaling is less of a problem. The AI can be quite
    a bitch sometimes though.

Reward: None


[C34]----------------------CHALLENGE 34-----------------------------

Task: KO an opponent whose health regenerates to 80% instantly once
      your combo ends

Special Conditions: Unlimited power and skill stocks for you.
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Character(s) used: Choice of 3 characters.

Character(s) faced: Ryo.

Advice: Yep, this challenge again. Pretty much the same advice as last
    time, except now you can use your leader. The only thing I
    added to the above challenge was to use Gato, and finish off
    the combo with quick shifting into him and using his LDM. This
    will probably be one of the hardest challenges if you don't
    actually have quite a bit of experience playing this game.

Reward: None

[Transcriber's note:  Try Elisabeth and Ralf (Leader).  Do Elisabeth's
dp+C and SC into her qcf,hcb+P, then QS into Ralf, wait a little bit
and do qcf,qcf+E for the win.  Or try with only Shingo.  Run to the
corner and do jump D, stand C, f+B, qcf+A XX qcf,qcf+E.  If you did
the super cancel correctly, Shingo will hit the last hit twice for
godly damage (and thus clearing the challenge).]


[C35]----------------------CHALLENGE 35-----------------------------

Task: Defeat a character whose offensive and defensive powers are 3
      times yours.

Special Conditions: Unlimited power and skill stocks for you.

Character(s) used: Choice of 3 characters.

Character(s) faced: Mr Big.

Advice: Pretty much the same advice as against all boss opponents,
    except this time the damage scaling really is *ridiculous*.

Reward: Mr. BIG is unlocked.


[C36]----------------------CHALLENGE 36-----------------------------

Task: Deflect all of your opponents projectiles.

Special Conditions: You cannot move. Your health is at 0. There are 2
            seconds left on the clock.

Character(s) used: Shen.

Character(s) faced: King.

Advice: The last of the fireball challenges: As Shen, keep doing
    qcb p as King does her LDM on you. With a little luck, this
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    shouldn't be that hard.

Reward: None


[C37]----------------------CHALLENGE 37-----------------------------

Task: Do a combo of 20 hits or more.

Special Conditions: Unlimited skill stocks for you. Supers and LDMs
            may not be used.

Character(s) used: Choice of 3 characters.

Character(s) faced: Random, 1 character.

Advice: This should be pretty easy if you've cleared the previous
    challenges. If you need advice, again, use King and Ryo, and
    quick shift from their multi-hitting moves.

Reward: None


[C38]----------------------CHALLENGE 38-----------------------------

Task: Defeat your opponent.

Special Conditions: You will be guard crushed if you block your
            opponent's attack.

Character(s) used: Choice of 1 character.

Character(s) faced: Shen, in LDM mode.

Advice: This isn't that hard, really, since Shen still takes normal
    damage If you're having troubles, maybe use Magaki and his
    screen-covering projectiles.

Reward: None


[C39]----------------------CHALLENGE 39-----------------------------

Task: Do a quick shift combo with all 3 members of your party.

Special Conditions: Unlimited power and skill stocks for you.

Character(s) used: Choice of 3 characters.

Character(s) faced: Random storyline team.
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Advice: Again, not that hard in light of past challenges.

Reward: None


[C40]----------------------CHALLENGE 40-----------------------------

Task: Defeat your opponent.

Special Conditions: Your opponent will only be damaged from your
            counter moves, and from combos starting from your
            counter moves. You have 50% health.

Character(s) used: Geese.

Character(s) faced: Terry Bogard.

Advice: The last challenge, and it's such a pain. It might just be
    that I suck, but this really is just hit and miss.

    Anyway, Terry will keep doing the following, in a psuedo-
    random fashion: fireball, burn knuckle, crack shoot, power
    dunk, power charge, stand C. You need to kill him by
    countering him 8 times (I haven't figured out how to combo
    from a counter yet?), and the counter move of choice is hcb
    b: This is the high counter, and should counter everything
    from his list of moves, save, of course, for his fireball.

    Some small tidbits that might help:

    It's pretty hard to set up, but if you're all the way in with
    your back to the corner, and Terry is right next to you, his
    fireballs will actually miss totally, so you can keep spamming
    the counter move motion - if you guess correctly, you get a
    counter, if not, you don't get hit by the fireball.

    Terry tends to fireball at least 2 times in a row before he
    thinks he might do something else.

    The only real move you can react to in time to do a counter is
    his burn knuckle from a full screen away. Thankfully, Geese's
    command throw will toss Terry exactly a screen away, so no
    worries there.

Reward: Geese is unlocked.

[Transcriber's note:  Geese's counter moves are SCable, which means
that with some timing and a little luck, you can cancel his counter
into his Raging Storm DM or LDM and it will hit and damage Terry.
The Deadly Rave also SCs from them, but will not hit.  Make sure you
do the pretzel motion right after he turns around, and the Raging
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Storm will hit Terry as he bounces off the ground.]


[ULB]----------------------UNLOCKABLE ITEMS--------------------------

Clear Challenge 5 - Unlock Shion.
Clear Challenge 6 - Unlock Magaki.
Clear Challenge 10 - Unlock Robert Garcia.
Clear Challenge 15 - Unlock Hotaru Futaba.
Clear Challenge 20 - Unlock Mai Shiranui.
Clear Challenge 25 - Unlock Tung Fu Rue.
Clear Challenge 30 - Unlock EX Kyo.
Clear Challenge 35 - Unlock Mr. BIG.
Clear Challenge 40 - Unlock Geese.
Clear All 40 Challenges - Unlock the rest of the secret characters,
              endings, artwork and special team ending
              art.


[ACD]----------------------ACKNOWLEDGEMENTS--------------------------

Perfect Stranger (Orochinagi forums) - for writing the original FAQ
                       found here:

http://kingoffighters.planets.gamespy.com/forums/viewforum.php?f=10

                       And for letting me write it
                       down and submit it.

IGN FAQs, Game FAQs and 1-up.com for hosting this guide.

Jess Ragan - For an alternate way to beat Challenge 10.

You - for reading this FAQ


[CTC]-----------------------CONTACT INFO-----------------------------

You can find Perfect Stranger in the Orochinagi forums.  He's the mod
in the KOF XI board.  This is the link to his profile.

http://kingoffighters.planets.gamespy.com/forums/profile.php?mode=
viewprofile&u=105

Make sure there are no spaces between those two lines of text when
you copy that into the address bar.

As for me you can find me on GameFAQs by the username guitalex2006,
and in IGN's message boards by guitalex2002.  This is my e-mail:

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Where:
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Thanks for reading this!
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Sources

- http://uk.faqs.ign.com/articles/713/713936p1.html

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