

MATCH RULES

There are different ways to win a round and, ultimately, to win the match. Specific conditions do not need to be fulfilled (as in Weapon Master mode). A round will be decided as follows:

K.O.:
A character's energy level is reduced to zero and that character will lose the round. The other character is awarded the round and gains a point.

Ring Out:
One of the characters is hurled off the stage (or falls off due to his own stupidity), and the one remaining in the arena is the automatic winner irrespective of this character's remaining energy level. The winner will gain the point.

Time's Up:
If the Round Time has not been set to "∞" in the options, a 30 to 60 second countdown is activated during the rounds. If there is no outright winner at the end of this period by means of K.O. or Ring Out, the winner of the round is determined by the respective remaining energy levels. Whoever has the highest level wins the round and gains a point.

Perfect:
If a character has scored a K.O. and has not suffered a hit in the process, then that character is rewarded with a Perfect message on the screen.

Double K.O.:
If the energy level barometers of both fighters are emptied simultaneously, this is referred to as a double K.O. and is deemed a draw. Each character will receive one point.

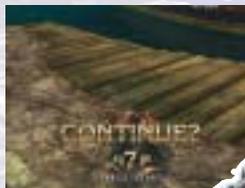
Draw and Sudden Death:
If both fighters have the same energy level at the end of a round by both having scored a K.O. simultaneously or having hurled their opponent off the stage at the same time with a Ring Out, the round is a Draw. The round will not be repeated. Instead, each character will lose a round, thereby possibly producing the winner of the match.

Example: Talim and Raphael compete in a match which is over in two rounds. Talim wins the first round and the second round results in a draw. The winner of the match will be Talim. If both characters had won a match followed by a draw, then the match would have resulted in a draw.

Exception: Some game modes have a final round known as sudden death, where a battle is fought for decisive victory and the time limit as well as energy level of both characters are reduced. If this round also ends up in a draw, the winner is chosen at random.



Game Over:
If you lose a fight in the single player modes, Game Over appears on the screen and the game is over. In certain game modes you will have the opportunity to step back into the action by pressing Continue and to fight against the last opponent once again. Survival mode: you can key in your name after game over is displayed on the screen in order to save your results for the Records list (in the Options).



BASIC TECHNIQUES

The fighting system of Soulcalibur II offers an easy start for novices as well as complicated actions for more seasoned gamers. Generally speaking, there are two ways to attack, a kick and a defense function (namely a block). Each is triggered by means of a control button. When activated in

combination with the directional buttons, numerous attack and defense special moves are possible. The basic techniques are explained below. Advanced players should turn to the Fighting School chapter.

Entry Commands and Execution

All entry commands for characters, which appear throughout the book, are listed on the left side of the screen (this is the normal position for the first player). If the character is on the right of the

screen (e.g. the second player in VS Battle), you will simply have to swap the directions around: →→A will become ←←A and ↓↓→B will become ↓↓←B.

| Entry command | Explanation | Controller PlayStation™ 2 | Controller Xbox™ | Controller GameCube™ |
|---------------|--|--|------------------------------------|--------------------------------------|
| → | Carry out the move by pressing the directional button | Press the appropriate directional button or move the left analog stick | Directional pad or left thumbstick | Directional buttons or control stick |
| → | Carry out the move by briefly touching on the directional button | Press the appropriate directional button or move the left analog stick | Directional pad or left thumbstick | Directional buttons or control stick |
| A | Horizontal strike | ⓐ | ⓐ-button | ⓐ-button |
| B | Vertical strike | ⓑ | ⓑ-button | ⓑ-button |
| K | Kick | Ⓚ | Ⓚ-button | Ⓚ-button |
| G | Block | ⓐ | ⓐ-button | ⓐ-button |

• The directional arrow points in the following eight directions:
→ ↘ ↙ ← ↗ ↖ ↕ ↔

• The controller settings can be reconfigured at will in Options under Controller Settings.

Both the strikes and the kick can be carried out in three different stages. This is illustrated by the following symbols (e.g. for A – the horizontal strike):

| Entry command | Explanation |
|---------------|----------------------|
| a b k g | Touch button briefly |
| A B K G | Press button |
| A B K G | Keep button pressed |

Attack Levels and Abbreviations

You will find certain abbreviations in the Command List of the game and in the Move Lists chapter.

Different Attack Levels

| Attack level | Abbreviation | Explanation |
|--------------|--------------|---|
| High | H | High attack, head level |
| Mid | M | Mid attack, upper body |
| Low | L | Low attack, knee or feet level |
| S-Mid | SM | An attack at stomach level, very seldom |

Other Abbreviations

| Abbreviation | Explanation |
|--------------|--|
| ! | Unblockable: the attack cannot be stopped with a block |
| . | This means that the buttons must be pressed one after the other and not simultaneously. If there is no dot between the buttons, this generally means that you should key them in quickly and consecutively |
| * | Neutral entry: do not press any button |
| AT | Attack Throw: a Throw stems from a current attack |
| GB | Guard Break: the attack penetrates a blocked defense |
| GI | Guard Impact: A special kind of defense |
| SP | Special: A special action or position |
| ST | Stance: A position, see also "Special" |
| T | Throw: The opponent is seized and generally thrown to the ground |
| U | Unblockable: the attack cannot be stopped by a block |
| + | Press two buttons simultaneously. A + G means that A and G must be pressed simultaneously |

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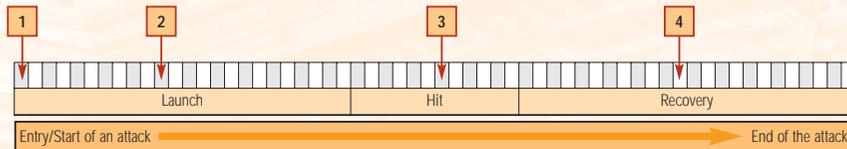
Lesson 4: Launch, Hit and Recover

The respective launch and recovery periods of an attack are decisive factors.

To make the connection between the different stages more clear to you, we will firstly show you how an attack is carried out. Imagine that the moves of your character during an attack are like a flip-book which is subdivided into three

stages: launch, hit, recovery. Each separate picture is known as a frame.

Depending on whether you are playing Soulcalibur II in the 50Hz or 60Hz mode (you can choose which one after starting up PlayStation®2), each second of the game consists of 50 or 60 frames.



1 Our example shows the character in his basic position. The attack will begin when the command has been entered using the buttons.



2 The launch stage or move begins. The character is vulnerable during this period and your opponent can stop the attack by starting his or her own attack. This is termed as a Counterattack.



3 The next stage is the hit, which is generally the quickest of all three stages.



4 The recovery period follows, which generally results in the characters returning to their basic position. They are certainly vulnerable at this stage, but an attack is not deemed as a Counterattack. Only after this stage will the character begin a new action (e.g. attack or move). Nevertheless, this can already be entered during the recovery period.

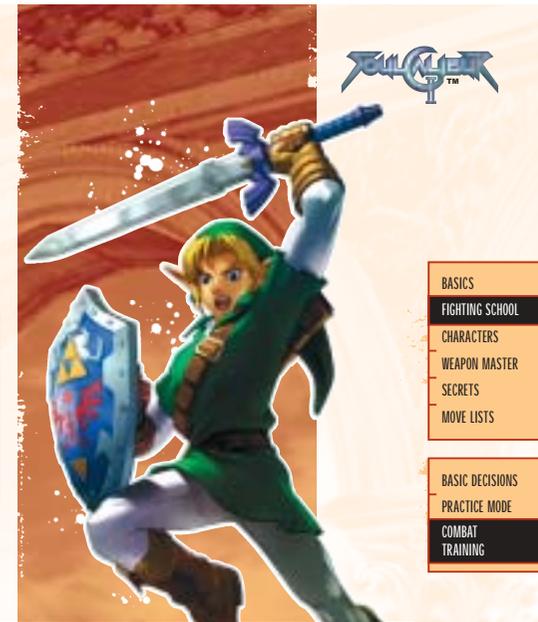


Short recovery periods ensure quick hits and provide your opponent with little opportunity to undertake a Counterattack. Short recovery periods will enable the character to follow up quickly with, for example, a further attack or move.

With special moves, which comprise several attacks or a Combo, the next attack must usually be entered during the hit or recovery stage.

Counterattacks

If an attack hits while, for example, your opponent is moving or launching an attack, it is termed a Counterattack. The damage will depend on what action has been undertaken beforehand. A red glow will appear on the screen with a normal (Attack), Counterattack and Back Dash-Counterattack – (see screenshot). As a Counterattack, some of the special moves have an additional feature – please refer to Notes in the move lists.



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| Type of Counter attack | Damage | Notes |
|------------------------|--------|--|
| Attack | 120% | Hit during the launch of an attack, at the start of a Throw or during Soul Charge. Red flash |
| Run | 115% | During an 8 Way Run (other than ↖, ←, ↗) or step forward. Also with an attack during Soul Charge level 2 |
| Sidestep | 118% | During a Sidestep |
| Back Dash | 140% | During an 8 Way Run towards ↘, ← or ↖. Also with an attack during Soul Charge level 3. Red flash |
| Break | 115% | If a vertical strike penetrates a horizontal strike – see Lesson 6 |

The effects of the different types of Counterattacks (except for break) can be simulated in the Practice mode. Please refer to page 22.

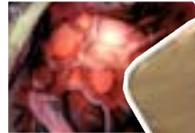
Hits From Different Sides and Levels

Different factors will affect the damage caused by an attack.

| Attack from... | Damage | Notes |
|-------------------------|--------|---|
| ... the front (frontal) | 100% | Just a normal hit |
| ... the side | 105% | A hit from the side is 5% more powerful. Use an 8 Way Run to approach your opponent from the side |
| ... behind | 110% | Attacks from the rear are 10% stronger. You will be facing your opponent's back with a Guard Impact (skids away (←+G) or an 8 Way Run |

| The opponent... | Damage | Notes |
|--|---------|---|
| ... is standing | 100% | Just a normal hit |
| ... is in a crouched position | 107% | Strikes which hit the opponent while he is ducking increase the damage |
| ... hasn't blocked correctly | 90% | The damage is reduced if a strike hits because the opponent has misjudged the level of attack. Example: low strike against a high/mid defence. |
| ... is lying on the ground on his back | 70% | If your opponent is lying on the ground, the damage caused by the attack is reduced |
| ... is lying with his face to the ground | 75% | If your opponent is lying on the ground, the amount of damage caused by the strike is reduced, but not by as much because you can attack his back |
| ... is hit in the air | 70%-45% | The amount of damage is reduced with multiple attacks in the air (e.g. during a Mid Air Combo). The first hit will result in 70% damage, the second 60%, the third 50% and thereafter 45% |

ASTAROTH



Age: created seven years ago **Birthplace:** unknown **Height:** 202 cm **Weight:** 130 kg
Date of Birth: 3rd September **Blood Type:** none **Weapon:** a giant axe referred to as Kulutues
Fighting Style: Gyulkus **Available:** can be played from the start

Astaroth, the golem, was created by a high priest, an admirer of Ares, the God of War. Armed with a giant axe, Astaroth was sent forth to retrieve the sword known as Soul Edge. However, the golem was defeated in battle and was supposedly killed.

He was regenerated years later thanks to some remaining fragments of Soul Edge. As a result, his body is now stronger than ever and his will to find the weapon remains unbroken.



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- IVY
- KILIK
- LINK
- MAXI
- MITSURUGI
- NECRID
- NIGHTMARE
- RAPHAEL
- SEUNG MINA
- SOPHITIA
- SPAWN
- TAKI
- TALIM
- VOLDO
- XIANGHUA
- YOSHIMITSU
- YUNSHUNG
- ASSASSIN
- BERSERKER
- LIZARDMAN

Tactics and Tips

Mitsurugi is an excellent all-rounder with both long-range and close-range attacks at his disposal. In general, Mitsurugi is able to put his opponent under pressure with fast attacks.

If your opponent comes within reach, you will provoke a reaction from him with \leftarrow B or \leftarrow B.A. Otherwise attack with \downarrow B or \uparrow B or \Rightarrow A+B.

You can go on the offensive over a mid distance with \leftarrow B or \leftarrow B or \leftarrow A, since these attacks have a far reach. If one of these attacks lands a hit, you can follow it with, for instance, \Rightarrow K or A+G or B+G. If \leftarrow A is blocked, you can either go on the defensive, activate Guard Impact, or attack once again with uA.

The shift to the Relic position with \leftarrow A+B is also effective in order to undertake an attack with B, thereby dodging an attack from your opponent to the greatest possible extent.

kB may appear to be a good attack at first, but it is relatively ineffective in so far as your opponent can move around and dodge it with an 8 Way Run.

A.A or \Rightarrow A is ideal for close combat. Both are fast attacks and are good tactics against an 8 way run. After landing a hit, press \Rightarrow K or \leftarrow B or the low attack with \leftarrow K.B, or opt for a Throw with A+G or B+G. If your opponent attempts to escape with an 8 Way Run, activate another hit from the side with \Rightarrow A.

If A.A or \Rightarrow A is blocked, follow the move quickly with \downarrow A. This attack is fast but difficult. By and large you should always use these rapid and short attacks in order to put your opponent under pressure.

Guard Impact

If Guard Impact has been successful, continue with \leftarrow B. This will ensure a 100% hit as long as your opponent doesn't deploy Guard Impact. If you think he might do so, opt for \Rightarrow A+B. This attack is a good feint, since it begins similarly to \leftarrow B and can be aborted with G. After the following three special moves it will be worth your while planning a Guard Impact, since your opponent will generally follow on with one of these moves: \leftarrow A and A.A and B.B.



The Main Special Moves

| Double Reaver | \Rightarrow A.A |
|---|-------------------|
| Attack level: | H, M |
| Damage: | 16, 23 |
| Horizontal attack | |
| If the first attack strikes as a Counterattack, the second is guaranteed. Only carry out the first attack in order to put your opponent under pressure. As an alternative, activate \leftarrow A now and again and in the event of a Counterattack, follow this through with A.A. | |

| Drawn Breath | \leftarrow A |
|---|----------------|
| Attack level: | H |
| Damage: | 28 |
| Horizontal attack | |
| After landing a hit, Mitsurugi will recover more quickly than his opponent and can then attack with a Throw or \Rightarrow K. As a Counterattack: spin 180°. Press \rightarrow after the move in order to shift to the Mist position. | |

| Forced Prayer Divide | B.B |
|---|--------|
| Attack level: | M, M |
| Damage: | 17, 19 |
| Vertical attack | |
| This strike is quick to launch. If the first strike hits, the second is guaranteed. Press G to abort the attack, thereby confusing your opponent. After the attack, change to the Mist position with \rightarrow , or to the Half Moon Death position with u. | |

| Heaven Cannon | \leftarrow B |
|--|----------------|
| Attack level: | M |
| Damage: | 33 |
| Vertical attack | |
| If your opponent is hit, he will fly into the air and you can follow on with a Mid Air Combo. Vary this attack with a Throw in order to confuse your opponent. Your character will recover quickly from this strike. | |

| Wind Hole (Lower) | \Rightarrow B \downarrow |
|--|------------------------------|
| Attack level: | L |
| Damage: | 20 |
| Vertical attack | |
| This attack is both quick to launch and has a long reach. It is useful as a mid-range surprise attack. If you key in the buttons quickly enough – exceedingly difficult – the attack will be executed more slowly and will inflict greater damage. | |

| Stalk Shaver | \downarrow K.B |
|--|------------------|
| Attack level: | L, M |
| Damage: | 23, 28 |
| Kick | |
| If the first attack hits, your opponent is knocked down and the second hit is guaranteed. This attack is quick to launch and is difficult for your opponent to dodge. Passive challengers will be surprised by the attack. Change to the Mist position with \rightarrow after this move. | |



| Twin Splinters | A.A |
|---|--------|
| Attack level: | H, H |
| Damage: | 13, 16 |
| Horizontal attack | |
| If the first attack strikes, the second is guaranteed. This move is ideal for close-range battles and against an 8 Way Run. Press G to cancel a feigned strike prior to the first attack. | |

| Rising Knee | K \Rightarrow |
|--|-----------------|
| Attack level: | M |
| Damage: | 31 |
| Kick | |
| This attack is quick to launch and you recover from it quickly. Consequently, you are safe – even if your opponent blocks the move. As a Counterattack, there will be enough time to follow on with other attacks. | |

| Relic | \leftarrow A+B |
|--|------------------|
| Attack level: | - |
| Damage: | - |
| Special | |
| Moves are possible during this attack and can be cancelled with G. Fire Brand dodges vertical attacks and False Purification has an automatic Guard Impact against horizontal attacks. Bill of Fire causes unblockable damage and will hit mid (long hold) or low (short hold) depending on how long the combination buttons are held. Mitsurugi assumes the Mist position with B+K. | |

| Mist | \Rightarrow A+B |
|---|-------------------|
| Attack level: | - |
| Damage: | - |
| Special | |
| Moves are possible during this attack and they are cancelled with G. The attacks beginning with A are very fast. A+B will have an automatic Guard Impact against high and mid attacks. Normal Throws, notably A+G or B+G, will also be possible in this position. | |

Mitsurugi's Combos

| Combo | 1st Attack | 2nd Attack | Approx. damage | Notes |
|-------|--------------------------------|---|----------------|---|
| 1 | \leftarrow B | \downarrow \leftarrow \Rightarrow B | 66 | If necessary, charge 2nd attack for more damage |
| 2 | \leftarrow or \leftarrow B | During B | 56 | - |
| 3 | B \Rightarrow | \downarrow \leftarrow \Rightarrow B | 70 | 1st strike must hit as a Counterattack |
| 4 | \Rightarrow A | AA | 51 | 1st strike must hit as a Counterattack |
| 5 | K \Rightarrow | \leftarrow B | 60 | 1st strike must hit as a Counterattack |

Mitsurugi's Weapons in Weapon Master Mode

| Weapon | Range | Attack | Defence | Features | Location |
|----------------------|-------|--------|---------|--------------------|-----------------------|
| Shishi-Oh | 100 | 100 | 100 | - | Standard weapon |
| Korefuji | 90 | 130 | 100 | - | Shop, Chapter 1 |
| Two Handed Sword | 100 | 100 | 100 | HV-, SC A+ | Shop, Chapter 2 |
| Shamshir | 125 | 100 | 100 | Counter- | Shop, Chapter 3 |
| Basilard | 90 | 100 | 130 | VH+ | Shop, Chapter 4 |
| Gassan | 100 | 100 | 100 | Counter+, Atk -3HP | Shop, Chapter 6 |
| Tulwar | 125 | 100 | 65 | Guard+ 20% | Shop, Chapter 8 |
| Masamune | 100 | 130 | 120 | SC Spd+, SC Def- | Shop, Chapter 8 |
| Soul Edge (Complete) | 100 | 150 | 100 | -3HP CPU+ | Shop, Extra Chapter 1 |
| Damascus Sword | 100 | 175 | 150 | UB-, CPU+ | Shop, Extra Chapter 2 |
| Souvenir Gift | 100 | 80 | 80 | CPU- | Shop, Subchapter 2 |

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- TALIM
- VOLDO
- XIANGHUA
- YOSHIMITSU
- YUNSEUNG
- ASSASSIN
- BERSERKER
- LIZARDMAN

OVERVIEW OF CHAPTERS



M A S T E R

Chapter 1-1 – Proving Grounds

Exp / gold: 400 / 600 **Stage:** Lakeside Coliseum **Difficulty:**

Special features / Objective: Training fight, please follow instructions
Opponent(s): EDGAR (Mitsurugi)
Activated following victory: Game mode Extra Practice, Chapter 1-2
Extra Mission:

- Special features: self-recovery, opponent's recovery, wall damage and ground damage
- Difficulty:
- Exp / gold: 800 / 1200
- Training rounds / time limit: 1 round of 50 seconds
- Opponent: character is randomly selected (other than Charade and Inferno)

Chapter 1-2 – Bulwark Ruins

Exp / gold: 400 / 900 **Stage:** Xiwel Siege Ruins **Difficulty:**

Special features / Objective: Defeat the opponent's team
Training rounds / time limit: 3 rounds of 50 seconds
Opponent(s): Kilik, Xianghua and Maxi
Activated following victory: Chapter 1-3
Extra Mission:

- Difficulty:
- Exp / gold: 800 / 1800
- Opponents: Ivy, Astaroth and Nightmare

Chapter 1-3 – Warrior's Trial Grounds

Exp / gold: 400 / 1500 **Stage:** Lakeside Coliseum, no walls **Difficulty:**

Special features / Objective: Defeat the opponent
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): LEON or MINERVA
Activated following victory: Arena Lakeside Coliseum, Chapter 2-1
Extra Mission:

- Objective: defeat the opponent's team
- Difficulty:
- Exp / gold: 800 / 3000
- Training rounds / time limit: 4 rounds of 50 seconds
- Opponents: Sophitia, Seung Mina, Necrid and the character depending on the particular console used: (Heihachi, Spawn* or Link)

Chapter 2-1 – Thuban Ferry

Exp / gold: 500 / 400+ **Stage:** Imperial Capital Ayutthaya **Difficulty:**

Special features / Objective: Survive the battle and gain 20 hits.
Training rounds / time limit: 1 round of 20 seconds
Opponent(s): Voldo 300%
Activated following victory: Chapter 2-2
Extra Mission:

- Special feature: fast opponent
- Difficulty:
- Exp / gold: 1000 / 800+
- Opponent: Taki 300%

Chapter 2-2 – Village of Arche

Exp / gold: 500 / 800 **Stage:** Village of the Wind **Difficulty:**

Special features / Objective: Wind and stronger thrust 150%
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Yunsung
Activated following victory: Chapter 2-3
Extra Mission:

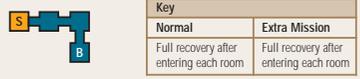
- Special features: faster move and fast opponent
- Difficulty:
- Exp / gold: 1000 / 1600
- Opponent: Mitsurugi

Chapter 2-3 – Minkar Mine

Exp / gold: 400 / 1600 **Stage:** Labyrinth **Difficulty:**

Special features / Objective: Fight your way through the labyrinth and defeat the boss
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Taki, Maxi and CHEROT (Yoshimitsu)
Activated following victory: Yoshimitsu, Chapter 3-1
Extra Mission:

- Difficulty:
- Exp / gold: 800 / 2200
- Opponents: Talim, Yunsung and Raphael



Chapter 3-1 – Carnival

Exp / gold: 700 / 1000 **Stage:** Phoenix Court **Difficulty:**

Special features / Objective: Slippery edge: Defeat the opponent with a Ring Out
Training rounds / time limit: 1 round of 99 seconds
Opponent(s): Charade 2000%
Activated following victory: Charade, Chapter 3-2 and 3-3
Extra Mission:

- Special feature: wind from below
- Difficulty:
- Exp / gold: 1300 / 2000
- Training rounds / time limit: 1 round of 50 seconds
- Opponent: Berserker 1000%

Chapter 3-2 – Taliha Gambling Den

Exp / gold: 700 / 1000 **Stage:** Lakeside Coliseum with walls **Difficulty:**

Special features / Objective: If you or your opponent is hurled to the ground or against the walls, this results in additional damage
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): LEON or MINERVA 300%
Activated following victory: Chapter 3-4
Extra Mission:

- Special feature: you control Lizardman.
- Difficulty:
- Exp / Gold: 1300 / 2000
- Training rounds / time limit: 1 round of 50 seconds
- Opponent(s): three randomly selected characters (other than Charade and Inferno), each 500%

Chapter 3-3 – Entrance to Diphta Temple

Exp / gold: 700 / 500 **Stage:** Eurydice Shrine Gallery **Difficulty:**

Special features / Objective: Throws cause more damage than usual
Training rounds / time limit: 1 round of 50 seconds
Opponent(s): Raphael
Activated following victory: Subchapter 1-1
Extra Mission:

- Special features: opponent will block permanently, extensive damage after Guard Break
- Difficulty:
- Exp / Gold: 1300 / 1000
- Opponent: Charade

Chapter 3-4 – Benetnasch Harbor

Exp / gold: 800 / 2500 **Stage:** Pirates' Alcove **Difficulty:**

Special features / Objective: Stun gun and energy level + 100. Defeat your opponent's team
Training rounds / time limit: 4 rounds of 50 seconds
Opponent(s): Maxi, Ivy, Voldo and ALFRED (Cervantes)
Activated following victory: Cervantes, Chapter 4-1
Extra Mission:

- Difficulty:
- Exp / Gold: 1500 / 5000
- Training rounds / time limit: 4 rounds of 50 seconds
- Opponent: Ivy, Raphael, Cervantes and Voldo

Chapter 4-1 – Al Gieba Ruins

Exp / gold: 800 / 1200 **Stage:** Money Pit with walls **Difficulty:**

Special features / Objective: A hit means that the bomb is passed to the opponent. You win if the opponent still has the bomb at the end of the time limit
Training rounds / time limit: 1 round of 20 seconds
Opponent(s): HOBBS (Assassin) 1000%
Activated following victory: Arena Money Pit, Chapter 4-2
Extra Mission:

- Difficulty:
- Exp / Gold: 1500 / 2400
- Opponent: character randomly selected (other than Charade and Inferno) 1000%

Chapter 4-2 – Windmill

Exp / gold: 800 / 1200 **Stage:** Village of the Wind **Difficulty:**

Special features / Objective: 50% energy level and energy level + 80. Defeat the opponent's team
Training rounds / time limit: 2 rounds of 50 seconds
Opponent(s): Yoshimitsu and Taki
Activated following victory: Talim's 4th additional weapon Double Crescent Blade, Chapter 4-3 and 4-4
Extra Mission:

- Special feature: energy level + 40
- Difficulty:
- Exp / Gold: 1500 / 2400
- Opponent: 2 x Assassin

Chapter 4-3 – Merope Monastery

Exp / gold: 800 / 3000 **Stage:** Ostrheinsburg Chapel **Difficulty:**

Special features / Objective: Defeat your opponent's team within the restricted time frame
Training rounds / time limit: 5 rounds. Start with 30 seconds plus 15 seconds for each victory
Opponent(s): Yunsung, Ivy, Mitsurugi, Astaroth and Nightmare
Activated following victory: -
Extra Mission:

- Difficulty:
- Exp / Gold: 1500 / 6000
- Training rounds / time limit: 5 rounds. Start with 20 seconds plus 15 seconds for each victory
- Opponent: Mitsurugi, Voldo, Taki, Nightmare and Cervantes - each 200%

Chapter 4-4 – Deserted Village

Exp / gold: 900 / 1200 **Stage:** Library **Difficulty:**

Special features / Objective: Opponent's strikes cause Break. The opponents prefer vertical attacks. Defeat the opponent's team
Training rounds / time limit: 2 rounds of 50 seconds
Opponent(s): Mitsurugi and Raphael
Activated following victory: Raphael's 5th additional weapon Schweizer, Chapter 4-5
Extra Mission:

- Special feature: The opponents prefer horizontal attacks.
- Difficulty:
- Exp / Gold: 1800 / 2400
- Opponent: Necrid and Astaroth

Chapter 4-5 – Charon's Pass

Exp / gold: 1500 / 3000 **Stage:** Egyptian Crypt **Difficulty:**

Special features / Objective: Fight your way through the labyrinth and defeat the boss
Training rounds / time limit: 50 seconds per round
Opponent(s): Talim, Xianghua, Cassandra, Taki, Ivy and LEANA (Sophitia)
Activated following victory: Sophitia, Chapter 5-1
Extra Mission:

- Difficulty:
- Exp / Gold: 1500 / 6000
- Opponent: a male character (except Charade or Inferno), Yunsung, Kilik, Mitsurugi, Nightmare, Raphael and GERALD (Maxi)
- Maxi's 5th additional weapon Fuzorol



Chapter 5-1 – Nereid Gorge

Exp / gold: 900 / 2100 **Stage:** Egyptian Crypt **Difficulty:**

Special features / Objective: Energy level + 100. You will be assigned a randomly selected team of three characters whereby you will not have any of the opponent's characters. Defeat the opponent's team of three
Training rounds / time limit: 50 seconds per round
Opponent(s): 3 characters except: Seung Mina, Berserker, Lizardman, Charade, Inferno and the character initially selected
Activated following victory: Game mode Extra Time Attack (Standard), Chapter 5-2
Extra Mission:

- Special feature: you will be assigned a team of three comprising Lizardman, Assassin and Berserker
- Difficulty:
- Exp / Gold: 1800 / 4200
- Opponent: a team of three comprising randomly selected opponents (except Inferno and Charade)

BASICS
 FIGHTING SCHOOL
 CHARACTERS
 WEAPON MASTER
 SECRETS
 MOVE LISTS
 GENERAL
 OVERVIEW OF CHAPTERS
 ALL EXTRAS AND THE SHOPS
 DIFFERENT RANKINGS

SECRETS

You will find the final secrets to Soulcalibur II on the following pages as well as the complete Collection History list.

Little Secrets...

Various Title Screens

There are three different title screens in Soulcalibur II, which will be activated during the course of the game after you have completed the different game modes. You will be able to experience all these wallpapers if you play long and hard enough.



Normal title screen



Title screen with weapons

Various Voices on the Title Screen

By pressing **START** on the title screen – or simply by waiting a moment – you will hear a different voice, corresponding to that of the character you play most frequently in the game...

Get Your Character to Speak

Before a battle begins, the fighters stand opposite each other in the loading screen. If you press either A, B, K or G, the characters will utter one of their respective sentences or phrases.



- BASICS
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- MOVE LISTS