

Introduction

Welcome back to the stage of strategy. A tale of tips eternally retold.

The Soulcalibur series has always been the odd brand of fighter that offers gameplay in equal parts for both multi- and single-player modes. Our in-depth guide to Soulcalibur IV covers both aspects of the game, with character-specific fighting strategies you can take to your friends and a walkthrough of the solo Tower of Lost Souls. Looking to unlock all extra characters and bonus equipment? Delve deeper into the pages of our guide...if your soul still burns.


In this Soulcalibur IV strategy guide, you'll find;

- **BASICS** // General Soulcalibur tips and strategies to get you out of sticky situations.
- **CHARACTERS** // Character specific strategies for every combatant in the game.
- **TOWER OF LOST SOULS** // Our Tower of Lost Souls walkthrough with tips for earning all hidden treasures.
- **SECRETS** // Info on all unlockable characters, plus bonus equipment unlocks.

Guide by: Mark Ryan Sallee

Basics by: Andrew Alfonso

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Soulcalibur IV Basics

<<	Basic Tutorial	Intermediate Tutorial	>>
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The Basics

Welcome to the Basic Tutorial. This section will acquaint you with the core concepts of the Soulcalibur game system that any player should be familiar with. It will cover aspects such as moving your character around, attacking, defending as well as the overall game concepts that govern what happens when and how. Much of this information is only lightly touched on in the game manual, and some of it not presented at all. Think of this section as the manual that should have come with your game.

Soulcalibur uses a four-button layout: **A**, **B**, **K** and **G**. Along with the directional pad, these buttons or combinations of them control every action you can perform. The A button allows you to perform horizontal-based attacks while the B button executes vertical-based attacks. K performs kick-based attacks and the G button lets you guard yourself from enemy attacks. The G button also allows you to perform Guard Impacts and Throws, both of which will be covered individually later on.

Basic Movement

All movement in Soulcalibur is performed with the directional pad. The basic movement concepts should be somewhat familiar to anyone who has played a fighting game before. Hold **➡** to run forward and **⬅** to slowly walk backward. Note that every character will always move faster when they are moving forwards rather than backwards except for Voldo.

In order to crouch, hold down **⬇** + G. Jumping without attacking is performed in the same manner by holding G and then tapping **⬆**, **⬇** or **⬅**.



The Triangle System

There are three forces at work in Soulcalibur's system: Horizontal Attacks, Vertical Attacks and 8-Way-Run. These three forces make up the backbone of Soulcalibur's system, which is often referred to as the Triangle System. The simplest analogy is to think of a game of Rock, Paper, Scissors, where Rock beats Scissors, Paper beats Rock, and Scissors beats Paper. Similarly, Horizontal Attacks beats 8-Way-Run, 8-Way-Run beats Vertical Attacks, and Vertical Attacks beat Horizontal Attacks. However, as with all fighting games, good timing is what makes the Triangle system work. A poorly timed sidestep will not always beat a vertical attack. Even so, without proper knowledge of the Triangle System, you will most likely continue to make dangerous mistakes that could have been easily avoided.



8-Way-Run

In addition to your basic movement options, there is another movement system in the game called 8-Way-Run. While standing still, you can initiate 8-Way-Run by holding any direction on the joystick. You can also start 8-Way-Run during a dash by first dashing either forward or backward and then holding the joystick in either direction.

Once you initiate 8-Way-Run, you can move in any direction by holding the joystick in the direction of your choice. Movement during 8-Way-Run is in relation to your opponent: holding 6 or 4 will move you closer to or further away from your opponent, while holding  or  will cause you to walk around your opponent. 8-Way-Run ends either when you release the directional pad or press a button or you are attacked.

Using 8-Way-Run in your overall game play is useful for allowing you to set up counterattacks by dodging incoming attacks, as well as positioning yourself in order to use the environment to your advantage. The use of 8-Way-Run is also important because it gives you access to moves that are not available when your character is simply standing still. There is an additional sidestep system called Step, which will be discussed in the Intermediate Tutorial.



Horizontal and Vertical Attacks

Since horizontal and vertical attacks are very similar, we'll talk about them in the same section. There are three levels of attacks: High, Mid and Low. These levels are determined by where a strike will land on your opponent's body.

Attack levels works like a miniature Triangle System. High Attacks will only hit standing opponents, while Mid and Low attacks will hit both standing and crouching opponents. Furthermore, a standing opponent cannot guard against Low attacks, a crouching opponent cannot guard against Mid attacks, High attacks will miss a crouching opponent, and Low attacks will miss a jumping opponent. There is also another level of attack named Special Mid which can be blocked by standing or crouching.




Throwing



Throws are a way to complement your regular attacks when your opponent starts blocking excessively to counter the majority of your attacks. While in most cases you will not be able to throw an opponent who is in the middle of an attack, it can happen in some cases, which is why it is considered outside of the Triangle System. There are seven types of throws that are present in the game: Normal Throws, Low Throws, Air Throws, Ground Throws, Multi-throws and Attack Throws.

Normal Throws	This is the basic type of throw, where your character will reach out with his or her arm and attempt to grab the opponent. Each throw contains different properties relating to damage and execution, and can be found in the Character Section. Normal throws contain many of the same properties as horizontal and vertical attacks, in that they will deal additional damage if your opponent is thrown into a wall and they have the potential to throw them out of the ring. Normal throws also have the property of high attacks as they will completely miss a crouching opponent.
Low Throws	Low Throws are identical to Normal Throws, except that they only work against a crouching opponent. If your opponent is standing, then your throw will miss. The characters that can use Low Throws are Astaroth, Cassandra, Xianghua and Rock. Nightmare also has a low throw, but it requires that your opponent does not block while crouching. It will hit them whether they are standing or crouching in this situation.
Air Throws	Air Throws are a great way of finishing off juggle combos, and best of all they can work whether your opponent jumps into the air themselves or you launch them into the air with an attack. The only characters to have Air Throws are Zasalamel, Astaroth, Taki and Ivy.
Ground Throws	Ground Throws differ from other throws in that your opponent must be prone on the ground for you to be able to use them. For most ground throws, if your opponent is not prone on the ground, then the game will not allow you to perform a Ground Throw. If you attempt one, you will perform a completely different move instead. The only exception to this rule is Astaroth's  + A + B, B + K ground throw. The only characters to have Ground Throws are Cervantes, Astaroth, Voldo, Nightmare and Rock.
Multi-throws	Multi-throws are a series of throws that are linked together by several inputs, resulting in what appears to be a chain of successive throws. In order to successfully pull off a multithrow, you must first execute the initial throw, and then you must complete the next input immediately after the first throw is successful. In order to escape from a combo throw, you must press A or B. Xianghua, Kilik and Talim both have multi-throws.
Attack Throws	Attack Throws behave very differently from every other throw in the game. Unlike other throws, Attack Throws start off as regular attacks, then shift to a throw depending on certain conditions. For example, Astaroth's  + A attack can shift to an Attack Throw if it is held and charged. Another example is Zasalamel's WS B, which shifts to an Attack Throw on a counterhit.

Blocking and Guard Impacts

Like throws, defensive techniques exist outside of the Triangle System and have the potential negate them completely. There are two forms of defense in Soulcalibur: blocking and guard impact.

To perform a standing block simply press G, and to perform a crouching block press ,  or  + G. Blocking can allow you to defend against most attacks in the game, but there are three types of attacks that blocking cannot defend against; throws, Guard Crushes, and Unblockables. True to their name, Unblockables are attacks that cannot be stopped by merely blocking; you must sidestep or duck them. Every character in the game possesses at least one unblockable attack, but they are usually slow to come out and thus can be avoided if you are quick to react. Aside from throws and unblockables, players will have a hard time in blocking against a type of attack called a Guard Crush. Attacks that have a Guard Crush property attached to them will have the ability to break through a character's block and leave them open to a followup attack. However this followup is not guaranteed, and the defender can escape this situation or avoid the Guard Crush altogether with Guard Impacts.

Guard Impacts (GI) are similar in concept to blocking, but can be much more effective. By tapping  + G for low or mid hits or  + G for high or mid hits, Guard Impacts will allow you to deflect or repel an incoming attack to give you the tactical advantage at that moment. Note that Guard Impacts do not give you an actual advantage in terms of being able to perform a move before an enemy can react. If you are predictable with your followup attack after a Guard Impact, your opponent can simply GI you back and continue with their gameplan. Post-GI situations are one of the most important things to learn in Soulcalibur, and will be discussed in later tutorials.

New to Soulcalibur as of Soulcalibur III is the addition of Just Frame Guard Impacts (JI), which gives you a bigger advantage over your opponent and makes it harder for them to Guard Impact back. It's not that simple to perform though, as you need perfect timing in order to get it, however you'll know that you've performed it if your Guard Impact flashes red instead of the regular white.

Okizeme Games

No player is perfect, and as such, you're going to get knocked down. In fact, you'll probably get knocked down a lot. Therefore, it's important to know your options when you do get knocked down. Much like Tekken, you are vulnerable to several attacks and throws while lying prone on the ground. In fact, every low hit in the game can deal damage to you. Because of this there is a strong emphasis on okizeme (a Japanese term that refers to the art of keeping pressure on a rising attacker, and literally means "ground game").

If you are knocked down, you have several options available to you. The most obvious one is to stand up, which is performed by tapping the Guard button. You can also roll to either side of your opponent by holding the direction and tapping Guard. Another option is to rise while attacking. Each character has several moves that can be used to attack while getting off the ground. When getting to your feet, the game interprets your character to be in a While Standing position, meaning that any While Standing moves will be available to you when you want to get off the ground. However this depends largely on your position on the ground. Characters that start from a face down, head towards position or a face up, feet towards position can use While Standing attacks to get up, but those who are in other positions have limited options.

You also have a couple of options for getting up after you have been slammed into a wall. Immediately after hitting the wall, simply tap u or d with the Guard button to roll to either side. This is a much better tactic to use than simply rising, as you can avoid some incoming attacks. However this can also work to your disadvantage if your opponent anticipates your move. Instead of following up with a linear attack, they can use one that can hit you while you are trying to roll to their side.

In the end, the most important thing to keep in mind with okizeme games is that you can never become predictable. Ever. Even if your mom said to. Always trying to recover quickly from a attack or rolling to the side after you've been struck into a wall may seem like a good idea, but sometimes it's best to do nothing. Ultimately you will have to study and adapt to each player's habits to fully understand what they will do next.

Wall Stuns, Ring Outs, and Terrain Awareness

One of the most appealing aspects of Soulcalibur is that you can use the surrounding environments to your advantage in order to dish out more damage to your opponent. Every character in the game has the ability to crush their opponent into the environment, which will result in extra damage and stun them for a short period of time. The damage that is done to an opponent depends on several factors, such as how far away you are when you attack your opponent and if you are hitting them to their side or straight up. On average the damage dealt is around 10 points.

Ring Outs	Accompanying walls are the dreaded ring edges, which will cause you to lose a match if you happen to step out. There are a couple of important things you need to remember about rings. The first is that you can ring yourself out while attacking someone. For example, Astaroth's →→ + B allows him to knock someone out of the ring if the opponent is close enough to the edge. If you are close enough to a ring edge, you can actually throw them off and win the round. However, stray too close to the ring edge and you'll fall off with them and lose. This brings us to our second point. In situations where both players are leaving the ring, the one that "lands" first will be the one declared the loser of the round. Because there is no ground underneath any of the rings, picture a platform that is an extension of the ring edge. Whoever is the first to cross that "platform" will be declared the loser.
Breakable Walls	New to Soulcalibur as of Soulcalibur III is the introduction of breakable walls. In many stages the game, you have unbreakable walls, which means that you cannot use them to ring out your opponent. However, with breakable walls, it's possible to slam someone into a wall, shattering it. You can now send them flying out of the ring with an additional attack. In addition to breakable walls, there are also low walls, which won't ring out all the time, but if you can lift your opponent high enough to clear them, they'll lose the round.

Terrain

Given the added threats from the environment, it becomes even more important to learn how to effectively position your character about the fighting arena. This concept is known as Terrain Awareness and can mean the difference between a win and a loss. For intermediate players Terrain Awareness involves not only knowing your surrounding environments but what the character you're facing is able to do with that environment. A good example of this would be Taki facing Ivy, where Ivy has her back to a ring edge. On the surface this situation would be in favor of Taki, as she has the ability to ring out Ivy with several different moves. However by studying the situation we learn that because of terrain awareness, this can go either way. Taki can ring out Ivy here, but Ivy can do the same with a simple throw or attack. Had this situation taken place against another character like Yunseong, Taki would have the advantage because Yunsung does not have any immediate tools that would allow him to ring out Taki in his position.

Guard Crush

True to their name, Guard Crushes are attacks that can break through an opponent's defenses, allowing you the opportunity to follow up with another attack. Guard Crushes have a telltale glow to them (either green, purple or blue) so that you can differentiate them from other attacks. Like Guard Impacts, Guard Crushes do not guarantee you an attack at all times; they merely give you a tactical advantage over your opponent. In the event that you are guard crushed, the only thing you can do to avoid an incoming attack is to Guard Impact, but even this has their limitation. Depending on the distance between you and your opponent, you may not have to GI an attack to avoid it, but you also may not be able to GI at all.

Knowing when your opponent has any sort of advantage over you is an important part in learning the inner workings of Soulcalibur. In this case, a player must be able to recognize when they must GI after a Guard Crush or whether they are safe enough to use another option that is available to them.

Air Control

While Air Control was a feature that was introduced in the first Soulcalibur, many players did not bother to take the time to learn how to use it effectively. Simply put, Air Control can be your greatest savior in a close battle. By holding the directional pad in any direction while you are being juggled in the air with a combo, your character will shift their weight in that direction, causing them to fall at a different angle than if you were to do nothing. Air Control is one of the most important aspects in mastering Soulcalibur because it negates many "combos" and makes them ineffective. It is also a great feature when you are near the edge of a ring and are in a position to fall out. By using Air Control you can direct yourself away from the ring edge if you are caught in a combo, thereby saving you the round (and possibly the match).

Stun Combos

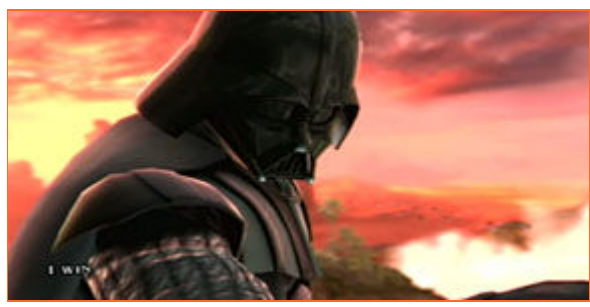
New to the Soulcalibur series are Stun combos. Because Air Control is such a prevalent aspect of the game, creating long, damaging combos is particularly difficult, but this is no longer the case due to the introduction of Stun Combos. Here's the science behind them: let's say that you hit someone with a particularly hard attack. If this happens, a bolt of yellow electricity surrounds their body. This is your cue that the Stun Combo is now in effect. The next hit that you connect with will become a counterhit due to the Stun Combo starter, and you can continue into a regular combo with this, making 50% combos very possible. However, the rule with Stun Combos is that you cannot hit someone with the same attack over and over again.

Soulcalibur IV Characters

Darth Vader

Overview

Vader's not a quick man, but what he lacks in speed he makes up for in power. As with the other Star Wars characters in Soulcalibur IV, careful monitoring of your Force meter is key as many of Darth Vader's best moves eat up meter—execute them when you're low and you'll be eating counter attacks when the opponent recovers before you do. Do your best to make up for Vader's lack of speed by using his quickest attacks and plenty of side stepping to capitalize on the latency in enemy attacks.



We suggest using Vader's Force moves to punish opponents after you've tagged them with normal moves. Always be looking to pick up dropped opponents with the Force Hang, and throw out quick Force Eruptions after stunning opponents. When backed against the edge of the ring, look for an opportunity to execute Vader's A + G throw—it'll toss opponents directly behind you and off the ring.

Darth Vader is available by default, but only on PlayStation 3. He is not available on Xbox 360.

Key Moves & Combos

← + A + B

Force Hang : : This basic move is probably Vader's best use of the Force meter. You can use Force Hang after knocking down an enemy to pick 'em up off the ground, and from that position you can do a number of things with them. Saber Strike (→ + A + B) does good damage, though Force Eruption (A + B A + B) is good for ring outs if you're facing the ring's edge. Opponents are able to get up off the ground before Force Hang hits a lot of the time, but certain attacks that down them recover quickly enough and cause enough stun that you can consistently land Force Hang. Such attacks include → → + B and ↵ + B.



→ + B B

Imperial Buster : : One of Vader's few quick attacks, and it hits mid, to boot. It's a bit dangerous if it gets blocked and it's pretty short range, as well, but for Vader it's good to have access to something quick. Execute this after psychic side steps and you can even follow with Force Hang when you've knocked down the opponent.

→ + B BG ↵ + A + B

Imperial Storm "Force Cannon" : : This quick combo has the speed benefits of the previously described combo with lots of damage potential. Moreover, the last hit is unblockable and hits low, so even if your first few attacks get blocked



you have a chance of hitting anyway. If your opponent tends to block and get out of the way before the last attack, use Force Eruption instead—it's quicker, but only hits high. If the opponent gets used to ducking to avoid the final hit, switch back to Force Cannon to catch 'em looking.

☛ + B

Charging Thrust : : Very quick mid attack with solid range and good recovery. Throw this out for quick knock downs and you can follow with Force Hang. The attack is especially effective against opponents as they try to get off the ground—you can time it so the attack is waiting over them and they'll get up into it. And even if you miss, the recovery is pretty good so you shouldn't be left too vulnerable.

⇩ or ⇧ + A + K

Fear Strike : : Similar to Vader's also excellent Hilt Thrust (⇩ or ⇧ + A), this attack is a good counter to vertical attacks. Coming from a side step is good on its own, but the attack triggers a more extreme side step animation just before the strike. The range on the Fear Strike is very good at the attack hits mid, making it a great counter to very offensive opponents with narrow range (vertical) attacks.



The Apprentice

Overview

The Apprentice is a veritable force, especially in the hands of combo fans. His speed and repertoire of attacks makes for lots of combo opportunities and makes the Apprentice a very offensive character. Attacks like his Leg Sweep (⇧ + K) and Star Divide (☛ + B) are among his better combo starters. And since the Apprentice has many options for continuing attack strings, it's easy to keep opponents guessing which way to block.



You will need to carefully monitor your Force meter using, though, as the Apprentice can burn through it in an instant. Even his Force Impact throw (B + G) eats up Force meter, though the throw is especially good for throwing opponents out of the ring.

To unlock the Apprentice, complete Arcade mode with either Darth Vader or Yoda.

Key Moves & Combos

⇩ + K A

Orbital Thrust : : This quick combo lets you throw out a low hit and follow with a mid, which forces the opponent to change his blocking from ducking to standing. While this pseudo combo doesn't actually combo normally, the hits will chain if the first hit is a



counter. You can use the Orbital Thrust to keep opponents guessing by occasionally electing to forego the A attack in the combo—the down kick recovers quickly enough on its own that you can abort the combo and go into a throw instead, which will hit the standing opponent no matter if he's guarding.

← + K

Leg Sweep :: Though this attack is a tad slow to come out, it has good range for a low attack. Best of all, if the attack lands you can follow with a quick juggle combo, like hitting with the Kashyyyk Storm.

↻ or ↺ + B B

Force Blast Combo :: The beauty of this combo is that the second hit shatters an opponent's guard if they try to block against it. Even if the combo gets blocked, you can quickly cancel into Force Levitation (↑) and then follow with Star Raid Lightning to take advantage of crushed guard for an essentially unblockable attack. Of course, if the Force Blast *doesn't* get blocked you can go into an air combo, making the combo always useful. The downside is that it eats up lots of Force meter, especially if you follow with the Star Raid Lightning.



A + K A A → + A ↻ + A
↑ A A B B

Combo :: This combo does excellent damage, with one caveat: the first hit must be a counter hit for the full combo to work. The first hit has short range and hits high, but it's quick, letting you force into play after a quick side step. You can follow the Force Levitation part of the combo with Star Raid Lightning for a relatively easy 10-hit combo, which is required in some Tower of Lost Souls stages.

B + K
(During Levitation)

Star Raid Lightning :: You can use this attack after launching an opponent into the air for plenty of damage, though you can get almost as much damage with a regular air combo and not eat up the Force meter. So that's not how we suggest using it. Rather, the attack is good to throw out on its own. It comes out surprisingly quickly after a simple Force Levitation (which you can activate as a follow-up to certain moves by tapping ↑ or by tapping A + K), and it's pretty safe when blocked. Best yet is to use it after a blocked Force Blast Combo...



Yoda

Overview

Characters don't get more unique than Yoda, who's play style seems to almost break the rules of Soulcalibur. Some points of note: Yoda is the only character in Soulcalibur IV who cannot be grabbed (even attack throws don't really work on him), which means Yoda players can be pretty defensive with little worry of repercussion. As well, simply standing Yoda is immune to most high attacks as they float just over his head.



But being small isn't the only thing that makes Yoda unique. Many of his attacks require him to first jump, which puts him in danger of getting hit by high attack counters. As well, his 8-way-dodging is tricky and confusing at times, but also a bit of a liability when the fight gets to the edge of the ring as it's easy to accidentally jump out of the ring.

Yoda's Force usage should let you recover from some accidents by canceling jumping attacks into air dodges, and mastery of Yoda requires knowing the ins and outs of this canceling mechanic. To play it safe, stay grounded as much as possible and punish opponents from below.

Yoda is available by default, but only on Xbox 360. He is not available on PlayStation 3.

Key Moves & Combos

↵ ↘ or ↙ + A A

Ataru Combo :: With this attack, Yoda sort of fakes a high attack and hits mid instead. If that wasn't difficult enough to guard, the second attack hits low, forcing your opponent to change his guard in the middle of the string. The two attacks don't combo unless the first hit is a counter, but the difficulty in guarding the string makes it likely that they'll both connect anyway.

↵ ↘ or ↙ + A B
↓ ↘ ↙ + B B B B B

Jedi Master Combo :: Yoda has a number of moves that leave opponents open for combos, but sadly doesn't have a lot of moves that can capitalize for impressive combos. This, however, is a very easy to execute and damaging combo that starts with a pretty tricky attack. The two hits in the Jedi Master combo (↵ ↘ or ↙ + A B) won't really combo, but the second hit sets the opponent up for whatever punishment you wanna dole out.



↵ + B B

Ataru Windmill :: This pair of strikes combos on impact and pushes the opponent into the air, making it very likely to cause a ring out if you're near the stage's edge. Unlike a lot of Yoda's basic one-twos, this one doesn't require Yoda to leap off the ground before the attack, so you're less vulnerable when launching the attack.

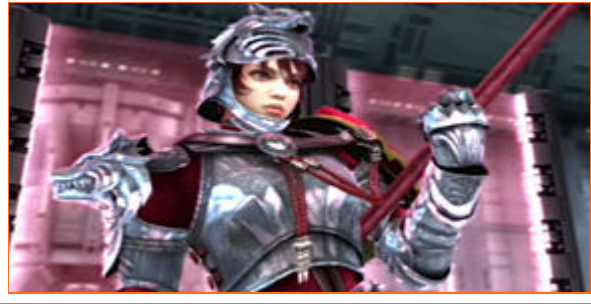
→ + B

Charge Strike :: The range and speed on this attack are pretty surprising, as is the guard crush property that'll make the attack perfectly safe even if it's blocked. What's perhaps even more surprising is just how far back it knocks opponents. Opponents hit by the Charge Strike will tumble backward for a long time, making it a good attack for pushing the opponent to the edge of the stage (or turning the tables if an opponent has your back to the ring's edge). Though the attack hits high on standing opponents, it will also hit low on opponents that are on the ground, acting as a sort of belly-flop attack you can tack onto knock downs.



Overview

It doesn't take more than a glance at Hilde's weapon of choice to figure out she's a character most comfortable at range. Use her long spear to keep opponents away as best you can to take advantage of her range. The limit to her strength at range is that all of her long attacks are basically vertical attacks with little horizontal range. This means that if you're over-zealous with the long range pokes, opponents will eventually smarten up and start side stepping to get in close.



Naturally, you're gonna have to figure out what to do when the fight gets close. Focus on horizontal and kick attacks up close, like Hilde's Double Falcon (↔ + A + B) and Double Kick (↵ + K K). To instantly re-create distance lost, throw in the Heart of Justice grab (↔ + B + G) to turn the opponent around and push them far away. You can go back to throwing out lots of low attacks to bait opponents into guarding low, making them vulnerable to Hilde's excellent arsenal of mid attacks.

Hilde is available by default.

Key Moves & Combos

↔ + B B B

Lightning Horn :: This quick three-hit combination is excellent for creating space and distance between you and the opponent, a very good thing when you're playing the rangey Hilde. The first and last hits hit high, letting opponents duck under the hits to avoid getting pushed back.

But mix it up with the Roaring Horn combo (B B), which hits mid twice, to keep the opponent guessing—they'll tend to block high to be on the safe side.



↵ + K K

Double Kick :: There's nothing fancy about this attack, but it gets the job done with a low kick followed by a mid kick, forcing the opponent to switch between low and high guard. The kicks don't combo normally, but if the first hit is a counter then the second kick *will* combo.

↵ + B A

White Torch :: This mid-hitting combo comes out fairly quickly and, more importantly, will knock opponents off of the stage if you've got their backs against the edge.



hold A, release A A

Mystic Star :: Execution of this attack is pretty unique in that you have to hold down A and release it after a couple of seconds. Holding A charges up the attack which,

when let out, hits mid and is unblockable. This is a very strong combo attack, though naturally while charging the attack you won't have access to A attacks. That's fine—you can charge the attack and continue to use B and K attacks. You can start charging by holding the A button at any time, even in the middle of an attack that doesn't involve the A button. If you start charging in the middle of another attack, you won't have whiff an A attack to charge and can start the charge process without the opponent knowing.

➡ + B + K ⬇ + A + B

Double Avalanche & Pulverize : : The Double Avalanche strike is a good power option for Hilde when you've got distance between you and the opponent, as at max range it's fairly safe to throw out. If it connects, the opponent gets stunned, though not many attacks have the range to take advantage. However, the Pulverize strike has the range and speed to make it a combo, and the end result is some heavy, easy damage.



Maxi

Overview

Maxi is a very unique character in that almost all of his attacks leave him in one of a handful of different stances. These stances have their own move sets that can lead back to the same stance, neutral stance, or another stance altogether. Mastering Maxi requires a lot of patience and strict attention, because it's important to learn which stance moves lead to and which attacks you can execute from those automatic stance changes.



If it sounds confusing, don't sweat it—the confusion actually works in your favor. Maxi's mix-up game is among the best in Soulcalibur, as his myriad branching attack chains allow you to keep the opponent always guessing. Though we've still highlighted some key moves for Maxi below, know that it's not as vital to focus on these as it is when playing with other characters. Focus more on mastering the mix-ups, throwing in low attacks to force your opponents to block low, and then switching to mid hits to catch 'em off guard and possibly toss them off the ring.

Maxi is available by default.

Key Moves & Combos

⬇ + K K or ⬇ + K B

Illusion Kicks : : These two separate moves give a basic example of Maxi's potential for mix-ups. Both moves start the same, with a low ⬇ + K. Even if your opponent successfully guards this attack, you've still put them in a pickle—if you choose to follow with K you'll

execute another low kick, though if you elect to tap B instead you hit mid. That mid hit



will knock opponents into the air, allowing a quick juggle (or a ring out).

K K
(While Rising)

Dragon Scream :: If on the odd chance you find yourself playing defensively as Maxi, you can retaliate quickly with this pair of kicks that knock opponents far back (and off stages if the situation permits). You can get a similar set of kicks from the Right Cross stance (tap A A for an easy route to the stance). From Right Cross, simply tap K K K to execute a trio of kicks, one low, one mid and one high.



↓ ↑ + K K

Guillotine Kick :: If you watch this attack, it looks like a combo, but it only combos if you hit as a counter. What's cool about the attack is how quickly it forces an opponent to switch from low to high guard. As well, the attack keeps Maxi real low to the ground, making it a great counter to high attacks.

A + K A A B

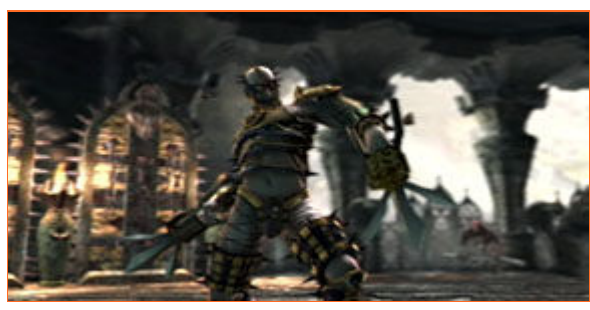
Serpent's Desire :: The A + K portion of this move simply triggers the Left Inner stance, which you can also get to by various attacks. What makes it especially useful in this instance, though, is that the transition to Left Inner acts as a side step, letting you wiggle around vertical attacks. The trio of hits afterward all hit mid, and you can even modify the last hit by holding **B** to charge a guard break.



Voldo

Overview

Without question, Voldo is the most unorthodox character in the game. Similar to Maxi and some other characters, almost all of his attacks leave him in one of a handful of different stances, and each of those stances has unique attacks that branch off from them. Needless to say, playing Voldo is anything but straight-forward. But his wackiness is definitely a strength if you stick with him.



What really makes Voldo unique is the set of stances he has that put him *very* low to the ground. While he can't guard from these stances, he will stay below high attacks and let you aggressively attack the mid and low areas of your opponent. Get comfortable with the moves that leads to these stances, and find ways to dodge up and down (like by tapping ↓ or ↑ in the Mantis Crawl stance) to make the stances effective against vertical attacks as well as the high horizontal attacks that they naturally avoid.

Voldo is available by default.

Key Moves & Combos

← + B → →

Katar Splitter Combo :

: The first strike in this combo has excellent range and hits mid. If it counters, the rest of the hits in this string will combo for considerable damage. If, however, the first hits of the Katar Splitter get blocked, abort the → → part of the combo and instead tap ↓ or ↑ to roll away, out of the way of the enemy's counter attack.



↶ or ↷ + B B B

Rat Cheeze : : This trio of low strikes is a good way to get the jump on an opponent when you're using the 8-way-run to retreat away from enemy attacks. It's simple, it's quick, it works, especially if the opponent is prepared to defend a mid attack instead.

while crouching ↵ + B

Rat Drill : : The range on this quick mid hit is pretty amazing for a character like Voldo. It's even good for a ring out if you've got the enemy with his back to the edge of the ring. Like many of Voldo's moves, the Rat Drill leaves Voldo in a different stance, so be ready to continue your attack pattern from there.



facing away ← + K A

Mad Slap : : The Face Away stance is the stance you'll find yourself in most often with Voldo (maybe even more often than the normal, forward-facing stance) and this quick combo does good damage, hits mid, and can ring out if you've got the opponent backed to the edge.

while rising B B + K

Bad Luck Combo :

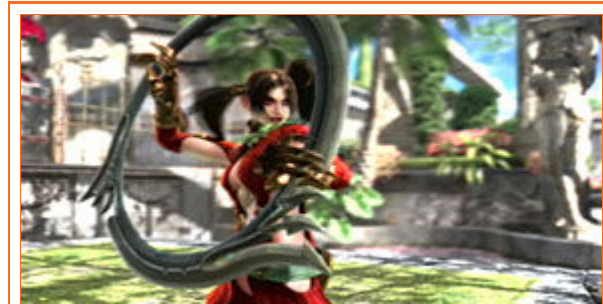
This attack is a good counter to a low attack that you've blocked. Release your crouch and *hold* the B attack to hit mid and knock the opponent into the air. Holding the attack moves you into the Mantis Crawl stance, from which you can hit B + K to juggle the opponent as he or she falls back to earth. You can even juggle the opponent with three of these attacks if your timing is good, resulting in very solid damage.



Tira

Overview

Aside from a pair of stances, Tira is a pretty straight-forward fighter. She's pretty quick, doesn't have much range, and doesn't deal a lot of damage, but she's got a couple of mix ups and good side stepping attacks to make her effective in the hands of crafty players.



You can switch between Jolly Side and Gloomy Side stance at any time by pressing A + K, though the effect is a bit randomy—you're not guaranteed a successful switch.

Same goes for Tira's attacks that include a stance switchover, like her Bremen Fortissimo (← + K).

Tira is available by default.

Key Moves & Combos

↵ + A

Low Swoop : : This is pretty rangey for a low hit, especially one that knocks opponents down and leaves them vulnerable to follow up attacks. As well, the move is consistent between both of Tira's two stances, so you can do it at any time. If the attack hits, always look to follow up with a combo, even if it's with a simple Claw Kick (↵ + K), which is also the same in both stances.



←← + A

(In Gloomy Side)

Chattering Pinion : : This move is the perfect counter to vertical attack. Built into the animation is a big side step, sure to move around the narrow range of most vertical attacks. The ensuing hit connects mid, too, and it's got solid range and knockdown power.

↵ + A ↓ + A or ↵ + A B

(In Jolly Side)

Canary Waltz : : This is a very basic mix up that'll force your opponent into a rock-paper-scissors type of decision. Execute the C Minor version of the Canary Waltz (↵ + A ↓ + A) and the opponent will have to block low, or execute the E Major version (↵ + A B) and the opponent will have to guard high. It's simple, quick, and effective.



↵ ↵ or ↵ + A A

(In Jolly Side)

Flageolette Fin : : Think of this as sort of the Jolly Side equivalent of the Chattering Pinion. It's good for countering vertical attacks since it involves side stepping, and hits mid twice for a quick knock down.

↵ + K B ↓ ↓ + B

(In Jolly Side)

Piercing Talon Strike Combo : : The first part of this combo works in either of Tira's stances, though there's a bit more damage potential if you're in Jolly Side stance. Set up the opponent with low attacks to land the mid-hitting Piercing Talon Strike. With the opponent on the ground, you can follow with Double Rhythm (↓ ↓ + B), or in Gloomy Stance a Hiisi Baroque (↵ ↵ + B).



Overview

Mitsurugi is pretty fast for the power character that he is, and he's got a number of great low attacks that, when used with frequency, will set up opponents for his mid-hitting combo starters. He's a very offensive character, though he's got a handful of attacks, like Steel Roll (A + K), that have guard impacts built into them, combining defense and his offense.



Play Mitsurugi very aggressively, side step frequently, and make heavy use of his low attacks. It's very easy to overwhelm opponents with Mitsurugi's speed, and when they slip up you can unload simple combos that do serious damage.

Mitsurugi is available by default.

Key Moves & Combos

↵ + A

Thin Slicer : : The Thin Slicer is one of Mitsurugi's best low attacks. It comes out quickly, has great range, can be cancelled into a mid attack by tapping B, and knocks down, allowing you to follow up with another attack for a combo like the Steel Slicer (A + B). Mix up between the standard attack and the Thin Slicer Feint (↵ + A B) to keep the opponent guessing which way to block. When you get a knock down always go for another hit while the opponent is on the ground.



↓ + K B

Stalk Reaper : : Not only does this combo have both a low and mid attack, making it difficult to guard against, but it also knocks down the opponent and sets them up for another hit (➡➡ + B connects on knock down). It's also very good for ring outs if you've got the opponent with his back to the edge of the ring.

↵ + B ↵ + K B

Heaven Cannon Combo : : There's nothing fancy about this combo but it does pretty exceptional damage. First attack hits mid and knocks the opponent into the air, letting you easily follow up with the last two hits. The combo pushes opponents are back, making it good for ring outs. For just a little



bit more chance of a ring out, you can follow the ↵ + B with ➡➡ + K ↓ + K B instead, though note that the ➡➡ + K must come out very early.

↵ + B

Wind Hole Vortex : : This rangey mid-hitting poke is one of the best portals to Mitsurugi's mist stance. Holding down B will simply move Mitsurugi into the Mist

stance, and opponents will associate the start up animation with a stance change. Simply tap B, however, and you get this quick strike to catch 'em off guard.

B B B or B ◀ + B or B K
(During Mist)

Wind Stitch & Wind Torture & Mist Pursuit

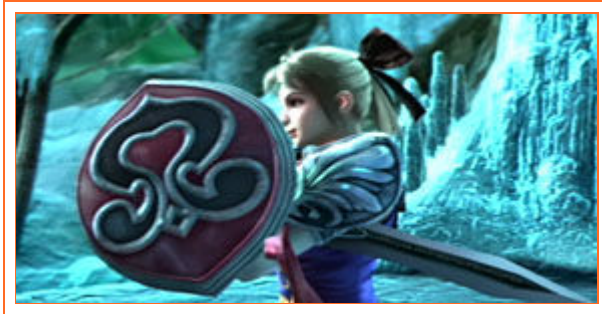
:: You'll find yourself in the Mist stance frequently, as many of Mitsurugi's moves leave him in it. There are a number of options from the stance, this being one of our favorites. Simply tapping B B B attacks with a string of high hits. If opponents try to duck the hits, you can cancel the barrage with ◀ + B for a mid-hitting attack throw. If the opponent anticipates this, you can go low with B K. This very versatile string doesn't have much range, but it's quick and open for options.



Cassandra

Overview

If you like the idea of a straight-forward character with good combo potential, Cassandra is your woman. There are no alternate stances to mess with (well, not really), but she does have some uniqueness. What's striking about Cassandra is how many moves she has that stun opponents and leave them open for combos. Moves like her High Knee (↖ + K) and Shield Nova (↗ + B) stun opponents for a good amount of time. She even has a throw Angel's Embrace (↘↘ + B + G), that stuns opponents and sets them up for additional hits.



Cassandra also has strength in her 8-way-run attacks, and can easily set up combos with Rothion Mauler (↖ or ↗ + B). But because Cassandra is so straight-forward, it'll take a strong defense and careful to make her effective. Just be ready with a powerful combo if the opportunity for one arises.

Cassandra is available by default.

Key Moves & Combos

↑ + A + B K

Cascade Blade :: The two hits in this pseudo-combo don't actually combo unless the first hits as a counter. However, because the attacks come out so quickly and hit mid and then low, it's likely one of them will connect anyway. The second hit is especially good for knocking opponents out of the ring.



↘ + A

Undertow :: This quick low hit knocks down opponents and has solid range. It's tough to tack on any extra hits after the knockdown. A low kick will work, but that's about it. But the knockdown does have a high chance of a ring out if you're anywhere

near the edge.

↵ + K ↵ + B ↓ ↵ → + B

High Knee Combo :: Cassandra's High Knee (↵ + K) stuns opponents temporarily, letting you follow up with the rest of this combo. It does solid damage and starts with a very quick mid hit. The range on the High Knee is a bit weak, but its speed should let you slip it in between threats to attack low.



↵ + B

Shield Nova :: This is one of Cassandra's great mid-hitting strikes that stuns opponents and sets them for combos. Bait opponents into blocking low and then throw this out to hit mid and move into a combo if it connects.

↵ or ↵ + B A + B ↓ ↵ → A B

Rothion Mauler Combo :: The Rothion Mauler attack (↵ or ↵ + B) comes out from a side step, making it a good counter to vertical attacks. Recovery on the attack is very quick, allowing you to continue with a number of combo options. What we've listed is the most damaging combo we could come up with, and execution is pretty easy, to boot.



Raphael

Overview

Raphael strikes very quickly, and his few stances allow him to seamlessly move from one attack to another. Play Raphael aggressively, constantly pressuring opponents with mid hits and the occasional low attack to keep 'em honest. The main hole in Raphael's repertoire is in horizontal attacks—his best strikes are all vertical and have little if any horizontal range. To keep opponents from simply side stepping everything, make use of Raphael's own side steps, especially the command side steps like Vurkolak Envelopment (B + K) and Shadow Evade (↓ during Preparation).



Also look for opportunities to hit with Raphael's Unending Stings grab (B + G) when near edges. The grab is especially good at knocking opponents out of the ring when you've pressured them to the edge of a stage. And pushing opponents to the edge will happen naturally as you get accustomed to Raphael's aggressively pressure.

Raphael is available by default.

Key Moves & Combos

↵ + B B

Grave Needle :: This attack gives you two pokes that hit low,



though they only combo on counter hit. What they're best at, however, is tacking on damage to attacks that drop opponents to the ground. While the opponent is on the ground, quickly pull out the Grave Needle for free damage.

↓ ↘ ↙ + B

Affondo Fendente :: This power attack has loads of range, hits mid and hits quick. Moreover, the attack stuns on hit, letting you follow up with low attacks for a quick and dirty combo. Don't abuse this move, as it's dangerous when blocked, but the speed on the attack makes it easy to catch opponents off guard.

↘ + B

Broken Thrust :: This quick, rangey mid-hitting thrust is perhaps Raphael's best bridge to the Preparation stance. Simply holding down the B button will transition Raph from the attack to the versatile stance, from which you can continue attacking or move into tricky dodges.



↘ B B

(While Crouching)

Affondo Fendente :: This attack fits the bill for our obligatory recommendation of a low-mid combo. First hit is low, and the second hit forces the opponent to change guard position unless they wanna taste rapier. What makes this particular string interesting is the range on the attacks. Both attacks hit from very far away.

↘ + A + B K B
↘ ↘ + K B

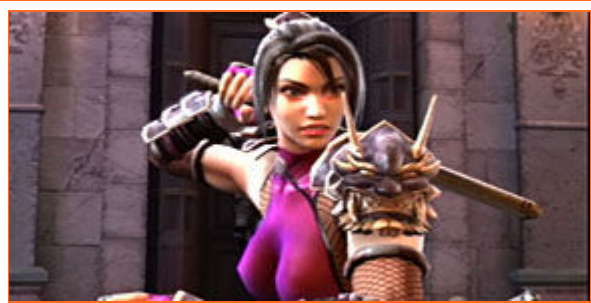
Wyvern's Tail Combo :: This combo does good damage and comes from the pretty solid and mid-hitting Wyvern's Tail attack. There's lots of time after the initial hit for you to react and ready the rest of the combo. You may have an easier time with the combo if you leave out the standing B in the middle of the combo. Feel free to experiment with other combo options after the Wyvern's Tail—there's so much time to execute whatever you want that you can pretty much combo anything in Raphael's arsenal.



Taki

Overview

If you're hopelessly addicted to speed, Taki is your drug of choice. Taki is possibly the fastest character in the game, with quick, short attacks that link to pseudo-stances and other attacks for an endless barrage of offense. She's got a wide array of low and mid attack so you can work in lots of mix ups to simply overwhelm your opponent.



Range is the enemy of Taki players, so move in close and do your best to stay there. In close quarters exchanges, Taki almost always comes out on top. If your opponent's defense is really solid, you'll need to mix in Taki's 8-way-run moves, like the excellent Illusion Scroll (↓ or ↑ + B), and Possession attacks (initiate Possession with ↓ ↘ ↙). Try to learn all of Taki's paths to the Possession pseudo-stance so you can more easily work it into your offense.

Taki is available by default.

Key Moves & Combos

↙ + B A ↘ ↙ ↙

Lightning Scroll :

There are a number of ways to the Possession semi-stance (including just rolling ↘ ↙ ↙), and this is one of the best. The quick string starts with a mid attack which makes it good for general pressure. From Possession, your choices are obviously many. Alternatively, you can end the combo with ↙ + A to go for a low hit instead.



A + B

(During Possession)

Exorcism : : Taki's Possession move lets her unload a variety of dangerously fast attacks, so when opponents see Possession they tend to get very defensive. While the opponent is trying to figure out blocking high or low, occasionally work in Exorcism. This unblockable attack comes exceptionally fast for an unblockable and does solid damage.

↘ or ↙ + B

Illusion Scroll : : The Illusion Scroll comes out very fast from an up or down 8-way-run (or simply by double tapping ↘ or ↙). The attack hits mid and knocks the opponent into the air, making for very easy juggle combos.



↙ + A + B B

Ninja Cannon: Double : : This pair of low attacks isn't Taki's quickest, and despite looking spectacular also isn't especially powerful. However, the second attack launches the opponent into the air, allowing for easy follow up juggles. This attack is especially good if you've got your back to the edge of the ring, as you can launch an opponent over your shoulders and juggle them off the stage.

↙ + A

Reaping Hook : : Add this to your list of low attacks to mix into Taki's attack patterns. It comes out quick and knocks down the opponent on hit. As well, it leaves Taki in a crouch position that lets you follow with either crouching attacks or her excellent "while rising" attacks like Darkness Banishment (B B While Rising) and Shadow Claw (A A A).



Overview

Yun-seong is pretty straight-forward, with just one alternate stance. The Crane stance can come out of a number of moves and has itself only a handful of unique attacks, making it pretty easy to learn. But it also limits its effectiveness as opponents can generally read the Crane stance pretty easily. Use it sparingly.



Thankfully, Yun-seong's standard attacks are pretty good, with a handful attacks that act as combo starters, letting you follow up with more. Attacks like Vengeful Thrust (← + B), Rising Claws (↓ ↘ ↙ + K K), and Circling Wind (A during Crane) are very easy to follow up to make combos, even if they don't hit as counters.

Yun-seong can be purchased for 4,000 Gold in Character Creation.

Key Moves & Combos

↵ or ↶ + B

Opening Void Thrust :

The range on this low attack is *massive*, and that it comes out from a reverse side step means you can get it out pretty easily without getting countered. The attack is even very safe when blocked, as Yun-seong retracts back, outside the range of most quick counters after the Void Thrust animation.



↓ or ↑ + B

Eclipse Blade :: This mid hitting strike comes out from a vertical side step (or you can simply double tap the directions). It comes out very quick considering the excellent range of the strike. And though it knocks opponents into the air, we haven't found a way to follow up with a juggle, even on counter hit. Still, it does good damage and the range makes it especially effective.

A + K

Sweeping Wave :: This attack has a pair of hits, one mid and one low. The first hit is mid, forcing the opponent to guard standing. The low second hit comes out *very* quickly after the first and forces the opponent to switch to a low guard, which is pretty difficult as long as you don't get predictable with the attack.



A
(During Crane)

Circling Wind :: A number of attacks leave Yun-seong in the Crane stance, and the simple Circling Wind attack (A) is good for its stun properties. Hit someone with the Circling Wind and they'll be stunned for a long time, long enough for you to follow up with just about anything. Or at least anything in the Crane stance.

Vengeful Thrust



↶ + B ↓ ↵ ↶ + K K
↵ + K K K

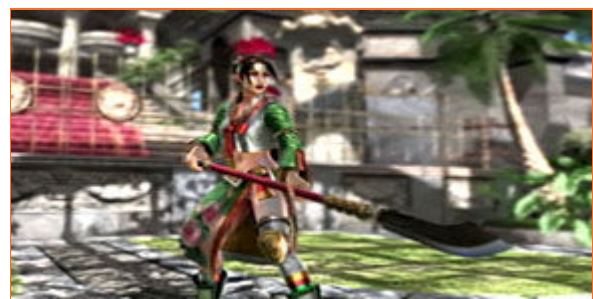
Combo :: The Vengeful

Thrust attack (↶ + B) stuns opponents and is good for setting up combos, especially considering it has excellent range. In this application, however, the attack needs to connect from pretty close up, though that's not too difficult consider the backstep built into the attack. The second part of the combo only connects if you're up close, though you *do* have time to make a very quick step forward after the Vengeful Thrust lands if you need to get closer.

Seong Mi-na

Overview

Seong Mi-na borrows some cues from Kilik but has her own twist on the classic range character. Strangely, Mi-na's arsenal isn't as strong at range, though she's got some in-close mix ups to make up for it. Switch between the Dancing Fang Sweep (↵ + B A) and Dancing Blade Kick (↵ + B K) to force opponents to guess which way to guard.



One interesting aspect of Seong Mi-na's game is that many of her attacks stun when hit at max range but *not* in close. Attacks like Lifting Heavens (↵ or ↶ + B) aren't of much use in close, but at max range you can combo off them—in the case of Lifting Heavens, the opponent gets launched and you can follow with a juggle combo. So despite stealing some moves from the long-range Kilik, we think Mi-na is best at a *medium* range.

Seong Mi-na can be purchased for 4,000 Gold in Character Creation.

Key Moves & Combos

↶ + K B

Check Mate :: The first part of this attack acts as a parry, making it good as a counter. Which is particularly good as the two hits in this attack only combo on counter. If the second hit connects (counter hit or not), it leaves the opponent stunned so you can follow up with a combo attack, like Spring Splash Esoterica (↵ or ↶ + K B)



↵ + K K

(While Crouching)

Liquid Rising :: Not only is this a good, quick combo to come out with after crouching under an opponent's high attack or throw, but it's also a good low-mid combo that forces an opponent to switch their guard very quickly. The string causes a knockdown and will cause a ring out, but you can't follow with a ground attack for a combo.

↵ + B

(While Crouching)

Lightning Fang :: This is among the longest range attacks in the game, and it's a low hit



so opponents have to guard for it specifically, and usually at the range it's capable of people aren't thinking to block low. The attack's even pretty quick, especially considering its range.

➡ + B A or ➡ + B B

Hidden Fang / Thrusting Fang :: The ➡ + B part of this string is a good, rangey poke so it should come into play frequently for Seong Mi-na. From that attack, you can follow with A or B for a rock-paper-scissors style mix up. A leads to a low attack, B leads to a mid attack, and the opponent must try to read you in order to guard properly.

👊 + A + B

Holding Treasure :: This low hitting attack throw is best used for switching positions with an opponent. If an opponent is pushing you toward the edge of the ring, you can immediately reverse the situation with this attack. And because it hits low it's got a good chance of connecting. Best of all, the attack throw will toss opponents off the ring if you're got your own back to the edge. Knowing you've got this attack, opponents will tend to guard low, making them vulnerable to mid attacks.



Rock

Overview

Rock plays much like Astaroth, with powerful, generally long-range attacks. Like Astaroth, Rock is among the few characters in the game with grabs that work against crouching opponents (👊 + A + G or 🖐 + B + G). As well, Rock can pick up opponents off the ground and he's knocked 'em down, with throws like the Gigantic Eruption (👊 + B + G) for more grabbing versatility.



Look for chances to knock down opponents so you can frequently grab them off the ground. Or put some distance between you and the opponent and make use of Rock's reach advantage. We think in general you're better off playing as Astaroth as he's got a larger repertoire of attacks, but if you must pick Rock for his dope rhino helmet you're not without offensive tools. Push opponents to a low guard and make use of your low throws. Or if they refuse to guard low, break out Rock's low sweeps to set them up for throws. No matter where the opponent goes, you can throw 'em.


Rock can be purchased for 4,000 Gold in Character Creation.

Key Moves & Combos

👊 + B + G
(Against Downed Opponent)


Gigantic Eruption :: This is one of Rock's throws that picks up opponents from off the ground. While his other



ground throw ( + A + G) simply does solid damage, the Gigantic Eruption is a bit more versatile. You can use it to throw opponents out of the ring behind you or simply to set up juggle combos.

A + B

Storm Gust : : This is a solid general strike to throw out from range. It's decently quick for Rock and hits mid from far away. On contact, it causes a knock down when you hit from max range and is even capable of causing ring outs if you've got the enemy positioned correctly.

 + A + K

Horizontal Sweep Kick : : Rock ducks low for this kick, so you can pass under high attacks with it and trip low. Rock recovers quickly enough that you can follow with a ground attack for a quick combo, or even a ground throw.



 + A

Cyclone Hammer : : In the Cyclone Hammer you have a quick, low strike that's valuable to Rock's repertoire. It's got very, very good range for a low attack that knocks down. Moreover, it's good for ring outs.


 + K A  + K
 + A + G

Wild Knuckle Combo : : The first two hits only a counter, though it doesn't need to counter for the rest of the combo to still work, assuming the second hit of Wild Knuckle connects. The rest of the combo connects with the opponent on the ground and does pretty awesome damage for such a simple combination. Or if you're lucky, the second hit of the combo will cause a ring out before you even get the chance to knock around the opponent on the ground.






Cervantes

Overview

Cervantes is a very well-rounded character with solid range, solid speed, and excellent combo potential. Many of his attacks simply leave opponents open for combos when they land, like Full Sail Hoist (A + B), Cursed Blow (A While Rising), and Cannonball Lifter ( + B). Threaten to connect with these mid-hitting attacks frequently and opponents will be forced to keep a high guard, making them vulnerable to grabs and low attacks.



That's not to mention the host of wild special attacks in Cervantes's arsenal that you can use to throw the opponent off. The Dread Charge (  ) lets you make the opponent guess which way to guard—attack with the Geo Da Ray (B) and they'll need to block high, but if they anticipate that then they'll get smashed by the unblockable Dread Slash (A). Get into your opponent's head sufficiently with these attacks and they'll forget what they're doing against Cervantes's more standard mix up and combo game.

Cervantes can be purchased for 4,000 Gold in Character Creation.

Key Moves & Combos

A
(While Rising)

Cursed Blow :: This is a good counter to high attack or throws after you've ducked 'em. The Cursed Blow comes out quickly and stuns on impact, letting you follow up with a combo attack (like $\leftarrow + B K$)



$\leftarrow + K$

Anchor Marooned Kick :: There's good range on this low sweep, making it an easy poke. And naturally, it leaves you in the crouching position so you can choose to follow up with another low attack or with a "While Rising" attack like the aforementioned Cursed Blow to hit mid.

A + B \downarrow + A + B
A \leftarrow + B K

Full Sail Hoist Combo :: The Full Sail Hoist attack (A + B) is quick, hits mid, and leaves the opponent stunned for long enough that you can follow up with just about any attack. The second attack (\downarrow + A + B) prolongs the stun and puts you in a crouching position, letting you follow with the Cursed Blow while rising. And from there, you can connect a quick attack or two to continue the combo.



$\rightarrow + A + K$





Genocidal Culverin :: The real strength in this unblockable is the range, which as far as we can tell is infinite. Because its range is so good, you can throw it out from far away and not worry about a counter attack. It comes out quick and while you may not hit with it frequently, it's good to throw out any opportunity you have—it's a free attempt at damage.

\leftarrow or \rightarrow + A A or + A B



Gibbering Torpedo / Pressure :: That these attacks come out from a retreating side step is good already—they're easy to throw out after you've backed away from an attack, since Cervantes steps in toward the enemy for the attack—but they also present a mix up opportunity. Follow the initial attack with A and you'll get a second low hit that knocks the opponent into the air and allows for a quick juggle. Or instead follow with B for a mid-hitting attack that'll slip past the opponent's guard if he anticipates the Gibbering Torpedo.



Overview



Sophitia is a very straight-forward character, with decently quick attacks and very simple juggle options. She's got a couple of mix ups in the form of her Cutlass Europa / Titan pair of attacks and her Angel Stroke / Fall (both described below). Do your best to be unpredictable and work in her solid combo launchers, like Paladin Purifier ( + B), Olympus Cannon ( + B), and Plasma Blade ( or  + K).



Perhaps her best strength is Sophitia's repertoire of 8-way-run attacks. Her Elk Strike ( or  + B) is pretty quick, and you can charge it to cause a massive knockdown that can actually be followed by the damaging Lodestar Strike.



Sophitia can be purchased for 4,000 Gold in Character Creation.

Key Moves & Combos

 + A A A or  + A B


Cutlass Europa / Cutlass Titan : : These two combinations look the same at the start (uh, 'cause they start with the same hit) but you can choose to hit low or mid depending on if you follow the first hit with A or B attacks. As well, you can hold A for the first attack to sort of charge the attack and screw with your opponent's timing to further get in his head.



 + A + K A B or
 + A + K B

Angel Stroke / Angel Fall : : This pair of attacks gives you another mix up opportunity. Following the initial kick with A yields a low attack while following with B gives you a mid hitting attack. To make things better, both attacks look nearly identical until they hit, so they're difficult to guard. The bad? Both attacks are painfully slow, and opponents looking out for the attacks will be able to interrupt your pseudo-combination. But there's a third option for you—follow instead with K for another mid hit. It doesn't look like the other attacks so it's unlikely to trick anyone, but it does come out a lot quicker and will catch opponents off guard if they were hoping to interrupt you with a counter.

 + B

Paladin Purifier : : This is a good combo starter that hits mid, comes out pretty quick, and leaves the opponent in the air long enough that you can follow with most attacks for a juggle. You can follow with the Twin Step Grace ( + A + B) for an easy juggle that does surprisingly solid damage.



Silent Stream : : With this quick combination you've got a low-mid combination that

↵ or ↶ + A A

forces the opponent to change guard. As well, you have the option of charging the second press of A for a very quick unblockable attack. Since the unblockable hits mid it's very tough for an opponent to avoid, as long as you can convince them to freeze up their guard and wait for it to come out. You can also half-charge the second A press to get a hint of the unblockable animation (the sword flames up) without the lag of the unblockable. While this variation isn't unblockable, it may be enough to get opponents to drop their guard and try to interrupt Sophitia but end up getting hit by the surprisingly quick release of the second attack.

↵ + A + B

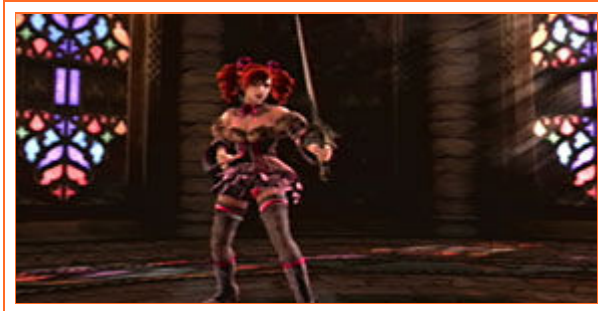
Lodestar Strike : : This is a pretty quick stab that, sadly, hits high. However, it's got excellent power for a single strike and you can use it as a juggle from a number of launchers, like (), for quick damage. The Lodestar Strike also has lots of knock back and will give you ring outs if you've got the opponent's back anywhere near the edge of the stage.



Amy

Overview

Think of Amy as a faster but less aggressive version of Raphael with even better real combo potential. She borrows a lot of her moves from Raphael, though they all operate a bit differently for Amy. Generally, Amy's range isn't as good as Raphael's, but she makes up for it in the combo potential from her many attacks that cause serious stun on hit. She's got a *lot* of attacks that cause stun off of which you can link any combo you can devise.



As well, Amy's got a pair of really fast unblockable attacks that are good enough that they'll be more a factor than most characters' unblockables. The Bloody Funeral (↵ + A + B) is like one of Raphael's unblockables, but it's considerably quicker. Her Vermillion Fang (B During Crest Form) is also very fast, and since both attacks hit mid opponents won't be able to crouch out of the way.

very fast unblockables

Amy can be purchased for 4,000 Gold in Character Creation.

Key Moves & Combos

↵ + K A

Bella Donna : : This quick combination connects as a combo on counter only. The second hit, however, is effective either way—it stuns on hit, letting you follow up with just about anything.



↵ + B

Advance Splitter :: The Advance Splitter is a surprisingly quick mid attack with excellent combo potential. On hit, it knocks opponents into the air and lets you follow with a juggle. You can even hit stunned opponents with the Advance Splitter and still get the bounce effect that lets you combo.

B or K

(During Biondetta Parry)

Hidden Thorn / Silent Sweep :: The Biondetta Parry is pretty unique to Amy, and from it you have a couple of choices of attack. These two strikes—Hidden Thorn and Silent Sweep—give Amy a good mid-low mix up game. K gives you a low sweep that causes a knock down, while B gives you a mid attack that stuns the opponent on hit. Both attacks have very good range.



B

(While Rising)

Frigid Tap :: The Frigid Tap is a great attack to come out of a crouch with. It hits mid and stuns on hit, letting you follow with your combo of choice. Use this after ducking under high attacks or throws to quickly counter.

↵ + B + K ↵ + A + B
B + K ↓ ↵ ↵ + K K

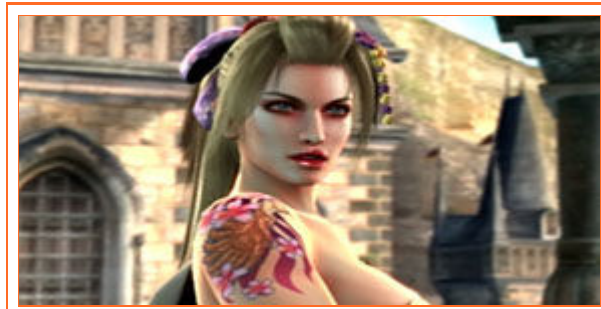
Falling Prayer :: This powerful combo takes advantage of Amy's excellent stun attacks, and the execution of it is pretty fool-proof. The first attack will slip under high attack and has surprisingly good range. You can even executed this combo after already hitting the opponent with certain stun attacks, like the aforementioned Frigid Tap and even the excellent Bleak Touch (↵ + B + K).



Setsuka

Overview

If you like a challenge, pick up Setsuka who's got a number of moves that require very precise execution. Some of her best attacks demand button rolls, like her Winter Funeral (BA). Even more difficult are the handful of Setsuka attacks that require just timing. Perfect the timing and you'll have some good damage juggles available to you, though we don't think they're necessary to being effective with Setsuka.



Setsuka's got great combo starters, like her Setsuka Stomp (⬅ + K) and Rising Crescent (↶ or ↷ + B). Use her speed to get opponents into combo opportunities and strike hard with the Winter Funeral (BA). Setsuka's not much of a pressure character but works better as a counter fighter, so be patient and be ready to strike when your opponent slips up.

Setsuka can be purchased for 4,000 Gold in Character Creation.

Key Moves & Combos

BA

Winter Funeral :: This mid hitting attack is very quick and does solid damage. The actual range of the blade isn't especially long, but Setsuka steps forward for the attack, making it a good counter to an attack that whiffs at range. Best of all, the Winter Funeral knocks opponents down and pushes 'em back, making it a solid ring out attack.



☹ + AB

(While Crouching)

Shade Buster :: After crouching under an opponent's high attack or throw, bust out with this crouching attack for a very fast mid strike. The Shade Buster has excellent range for such a fast attack and causes knock down and knock back that'll easily ring out opponents.

↶ or ↷ + B

Rising Crescent :: This is a good 8-way-run attack to throw out when side stepping around the opponent. The attack hits quick, hits mid, and launches the opponent into the air. You can then follow up with just about any attack for an easy juggle.

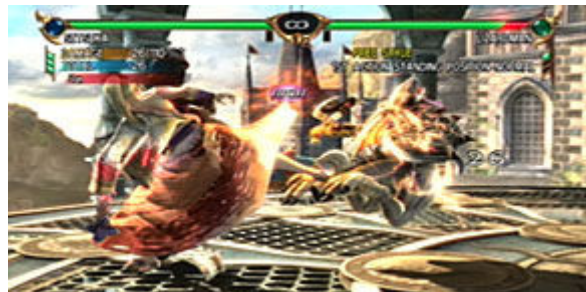


↶ or ↷ + A

Horizon Sweeper :: Another good 8-way-run attack to come out from a side step, though this one comes from walking the opposite directions of the Rising Crescent. Similarly opposite, the Horizon Sweeper hits low. You can't follow with a juggle, but it does cause knock down so it gives you the favorable momentum.

← + K ☹ + B BA

Setsuka Stomp Combo :: The Setsuka Stomp (← + K) hits high and stuns on impact, no matter whether or not it's a counter. The last attack needs to be execute after the second attack has fully finished, but must be executed very quickly to be able to catch opponents before they fall. The simple three hit combo deals very good damage, provided you can master its execution.



Overview

Xianghua is among the quickest fighters in Soulcalibur. She's got lots of good low and mid attack mix ups and is generally well-rounded, without any particular strengths. Xianghua does have a couple of pseudo stance changes that come from her attacks, like Silent Xia Sheng and Laughing Bea Her Hua, which you can use to interrupt attack strings and keep opponents guessing. She is also the character we feel is best played with the volume turned down. *Just kidding!*



Use her excellent mid attacks that stun opponents and leave them open for combos, like Playful Rhythm (↵ + B B) and Twin Rhythm (↵ + B B). Her combos aren't especially powerful, but they get the job done. And with Xianghua's all-around solid play, you should have plenty of opportunities to unload.

Xianghua is available by default.

Key Moves & Combos

AK B or AK K

Feng Yun Feint / Double Feng Yun ::

These attacks, taken on their individual merits, are already pretty good, with combos that start very quickly, hit mid, and have excellent horizontal range making them almost impossible to side step. But as a pair, these two attacks have another strength: one ends with a mid attack and the other ends with a low, which forces the opponent to guess which way to guard.



B + K

Wild Spin :: This low attack is unique in that Xianghua rolls right when she does it, making it a decent counter to vertical attacks and even horizontal attacks that fall to Xianghua's left. Note that the attack *always* rolls right—unlike some other side step attacks, you can't change direction. Still, the Wild Spin is a good low poke to annoy your opponent with and keep them blocking low.

↵ + B B

Playful Rhythm :: This string only combos on counter hit, but whether or not it combos, the last hit leaves the opponent stunned on the ground, leaving them open for another attack. The first part of the attack (↵ + B) leaves you with some options so you can mix up your patterns. You can hold B to move into Silent Xia Sheng, tap ↵ to move into Laughing Bea Her Hua, or continue with the second B and tap ↵ for another way into Laughing Bea Her Hua.



↓ + A + K K
or ↓ + A + K ↓ + K

Lian Hua Kicks / Lian Hua Sweeps : : These attacks have excellent horizontal range for mid-hitting strikes, making them very difficult to side step around. Better yet, you can alternate between the two strings to make your opponent guess which way to guard, high or low. Lian Hua Kicks (↓ + A + K K) demands a high guard, while Lian Hua Sweeps (↓ + A + K ↓ + K) demands a low guard.

↔ + B B ↔ + A + B
↔ ↔ + B + K

Twin Rhythm Combo : : This basic combo starts with the very excellent Twin Rhythm string. Though the two attacks don't combo normally, they will combo on counter hit and stun the opponent, knocking them to the ground. Following with the Twin Mei Hua (↔ + A + B) is simple, and that attack knocks the opponent into the air for a follow up attack.



Kilik

Overview

In Kilik you have your archetypal range character, a fighter who thrives of distance. With Kilik, your general M.O. should always be to push the opponent away from you so that you can use Kilik's range advantage to your benefit. Kilik has plenty of low and mid attacks to use from range so you can keep the opponent guessing which way to guard from far away. Naturally, most of these attacks are vertical strikes, and smart opponents will quickly learn to side step.



Thankfully, Kilik's love of range attacks doesn't come at great expense to his ability to fight close with horizontal strikes. He's even got pretty strong combo potential and a good defensive game by way of his Monument (↓ ↘ ↗) and Back Parry (↓ ↘ ↗) moves. Kilik is a bit more cerebral a player than average, less reactionary, so have a plan and execute.

Kilik is available by default.

Key Moves & Combos

← + B

Phoenix Thrust : : Count this among Kilik's best range attacks. It's pretty quick for the range it has and hits mid. It'll even knock opponents off the edge of the ring if you've got them with their backs to the ring's edge. Mix it up with this attack and Kilik's Stream Thrust (← + B), which looks similar to the Phoenix Thrust but hits low, a perfect counter to opponents anticipating the mid hit of Phoenix Thrust. Or you can hold B on the Phoenix Thrust for a guard break version of the strike.



➡ + A A A

Raging Phoenix Combo : : As is the case for most rangey fighters, speed is not Kilik's strong suit. However, this quick string helps. When the fight is in tight, use this string to beat the opponent with speed. The three hits only combo on counter, but they are very capable of knocking an opponent out of the ring as the final hit knocks people down and back.

👊 + A + B

Dirty Bo : : This low hitting attack throw is best used for switching positions with an opponent. If an opponent is pushing you toward the edge of the ring, you can immediately reverse the situation with this attack. And because it hits low it's got a good chance of connecting. Best of all, the attack throw will toss opponents off the ring if you're got your own back to the edge. Knowing you've got this attack, opponents will tend to guard low, making them vulnerable to mid attacks.



⬇️ 👊 ➡️

Monument : : The Monument move isn't itself an attack, but more of a pseudo stance change that also has the benefit of guard impact qualities on start up. From Monument you can attack low with B, attack high with K or hit mid with A for an attack that'll stun the opponent and set them up for a combo.

A ⬅️ ➡️ + B
👊 + B B ➡️ + A A A
(During Monument)

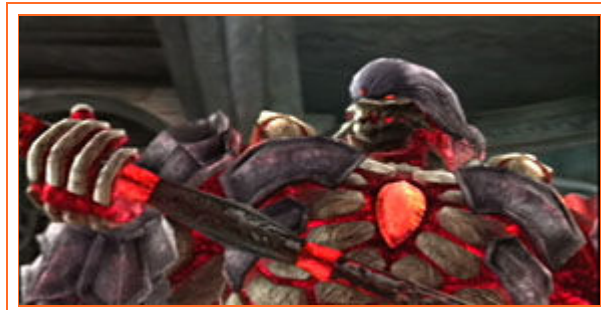
Circular Strike Combo : : Here's an example of a combo you can work off a successful hit with the Circular Strike (A During Monument). The stun on the first attack isn't especially long, but connecting with the second hit (⬅️ ➡️ + B) will set the opponent up longer, letting you follow with just about anything you want. Since this particular combo ends with the opponent in the air, the last hits are very likely to cause a ring out even if the combo starts nowhere near the edge of the ring.



Astaroth

Overview

It's no news that Astaroth is the power character of the Soulcalibur series. Many of his singular attacks deal the same damage of other characters' intricate combos. So while Astaroth is a bit on the slow side, it's okay if you don't hit the opponent as much as you get hit—your hits count for much more.



That's not to say Astaroth doesn't have redeeming qualities other than outright power. He's one of the few characters capable of throwing opponents who crouch (🏃 + A + G or 🏃 + B + G). Astaroth can even pick opponents up off the ground when you've knocked 'em down. Perhaps Astaroth's most strategical strength is his ability to turn normal strikes into unblockables by simply holding down the attack buttons longer. Attacks like Breath of Hades (⬅️ + A + B), Axe Volcano (🏃 or 🏃 + B), Canyon Creation (⬅️ + B) and Titan Swing (⬇️ or ⬆️ + A + B) can all become unblockables, making opponents think twice about trying to get away with simply guarding Astaroth's slow strikes.

Astaroth is available by default.

Key Moves & Combos

A + B

Titan Axe :: This is a solid general strike to throw out from range. It's decently quick for Astaroth and hits mid from far away. On contact, it causes a knock down when you hit from max range and is even capable of causing ring outs if you've got the enemy positioned correctly.



↵ + A

Discus :: In the Discus you have a quick, low strike that's valuable to Astaroth's repertoire. It's got very, very good range for a low attack that knocks down and you can modify it by holding down A to throw opponents off. Moreover, the attack causes Astaroth to back away slightly, making it pretty safe from counter attacks even if it gets blocked.

↓ ↵ ↵ + B + K ↵ + K A

Demented Moon Combo :: The Demented Moon attack (↓ ↵ ↵ + B + K) is a decently quick, mid-hitting unblockable that you can start while the opponent is on the ground (or otherwise indisposed). It's got lots of range and knocks the opponent high into the air, letting you follow with a quick juggle for added damage. Combined, these hits add to serious hurt that's worth the damage of about two or three combos from other characters.



← + B + K

Ax Lower Cannon :: This is another good, rangey low attack. Astaroth rushes forward on this, though even if it gets guarded you're not in too much danger. The attack leaves you in crouching position, so you can immediately follow up with a While Rising attack, such as Hades Rising (B). It may not look like much, but both Ax Lower Cannon and Hades Rising are capable of causing a ring out. If you've got the opponent somewhat near the edge, you can shove them to the very edge with Ax Lower Cannon and immediately follow with Hades Rising to break his defense.

↓ or ↑ + B

Hades Cannon :: This is a good attack to throw out from an 8-way-run (or simply trigger by double tapping ↓ or ↑). It hits mid and knocks the opponent high into the air. Generally you should follow the input on the command by tapping ←, which will make sure that the launched opponent stays near Astaroth instead of falling outside range of a juggle (unless you're trying for a ring out). You can even grab opponents after you've knocked them into the air with A + B.



Overview

Ivy has strengths in both distance fight and close range fighting, with the added benefit of four different "states" (or stances) that you can toggle through by tapping B + K or A + K. Generally, though, you'll do most stance switching simply through the moves you execute, so be aware how each attack changes your stance and what attacks you can follow with. For a number of moves, you have option of changing stances by holding the buttons after the attack or simply releasing them immediately to avoid the stance switch.



Ivy's long range attacks vary depending on your stance so devote some time to learning what's what in order to take advantage of her range strengths when the chance arrives. Success with Ivy is very much dependent on your ability to strategically flow with her stance changes and capitalize on the strength of each stance dependent on the situation.

Ivy is available by default.

Key Moves & Combos

↵↓ or ↵ + B + K
(During Whip State)

Stinging Souls :: This is one of Ivy's excellent long range attacks, executed in Whip State. The direction you push (↵↓ or ↵) determines the distance on the attack, with ↵ being the longest range version of the attack. The strike hits mid so it can't be ducked, and it comes out surprisingly fast for an attack of this distance. Take advantage of this range when fighting short-range characters.



→ + B

(During Sword State)

Piercing Madness :: This quick stab has guard break properties if both hits connects (by holding down B). Better still, on full connect this strike stuns opponents temporarily, letting you easily follow up with another attack.

↵ + A ↵ + B ↵ + K B
(During Sword State)

Raven Gash Combo :: The Raven Gash attack (↵ + A) comes out pretty quick and hits mid, and on connect the opponent is stunned long enough to follow up with more hits. The rest of the combo is pretty simple and decently damaging. Perhaps just as important is the demoralizing factor of the combo. Getting hit with the final part of the combo (↵ + K B) stinkin' sucks.



B B

(During Whip State)
(While Rising)

Cagemaster :: This is a good attack to come out with after ducking under an opponent's high attack or throw. The attack on its own does decent damage, and even leaves the opponent in the air afterward so you can follow up with a juggle

combo.

A + B A
(During Coiled State)

God Whisper :: This attack comes out very quick, starts mid and immediately follows with low, making it very challenging to guard against even if you're looking out for it. Since the last two hits knock the opponent into the air, it's also good for scoring ring outs. You can also use this attack for mix ups by executing only the first part of the attack (A + B), which puts Ivy in a crouching position. You can then follow up with a crouching attack or with one of Ivy's While Rising attacks (like A A).



Siegfried

Overview

Siegfried is an obvious power character with excellent range attacks that are capable of massive damage if they connect. His array of stances can be transitioned to from a number of attacks, letting you constantly switch between stance to relentlessly bully your opponent. Siegfried isn't a speed character, so your damage will come mostly by overwhelming the opponent with heavy attacks that keep opponents on the defensive and mixing up mid and low attacks to cause knock downs and follow-up ground attacks, like Reborn Kaiser (B During Base Hold).



There's a solid choice of low attacks for Siegfried, including the Double Grounder Beta. As well, he's even got some attack throws that hit opponents low (A + G or B + G While Crouching) and set them up for follow up attacks or ring outs. On the subject of ring outs, Siegfried is very good at causing them with such an arsenal of attacks that cause huge knock downs. Play Siegfried aggressively and try to stay at max range where you can bully the opponent without fear of a counter attack.

Siegfried is available by default.

Key Moves & Combos

☞ + B

Thrust Throw :: This quick poke has solid range and hits mid. Connect up close and it turns into an attack throw for lots of damage. Best of all, it's good for reversing your position with the enemy. If you're backed against the ring's edge, you can use the Thrust Throw to toss the opponent over your shoulders and out of the ring.



☞ + A A

Double Grounder Beta :: This is just an excellent low attack with outstanding range. It even combos on counter hit, though it's pretty safe even if the second attack gets

blocked. The second hit knocks back pretty far, making it a good choice for a ring out attempt.

A A
(While Rising)

Maelstrom : : After crouching under an opponent's high attack or throw, come up with the Maelstrom for two quick hits that connect first mid and then low. The two strikes combo on counter hit and the second hit is capable of ringing out an opponent as it knocks down hard.



↓ + A + B

Soul Impact : : Count this another great low attack for Siegfried. It has very good range and is pretty quick, though its weakness is that it's purely vertical with zero horizontal range. You have the option of holding down A + B to move the attack into the Base Hold stance, from which you can continue to pressure the opponent from range.

B B B or B ↓ + A

Armor Breaker / Buster Grounder : :

These two attacks look the same at start up but attack either mid or low depending on your choice, and that forces the opponent to guess which way to guard. The Armor Breaker (B B B) doesn't fully combo, so if you throw it out make sure you're at range to be safe if it gets guarded. You also have the option of charging the A part of the Buster Grounder for a guard break attack and to further mess with your opponent's timing.



Lizardman

Overview

Lizardman is a good mix of unorthodoxy and straight-up quality, with an interesting alternate stance and excellent combo starters. The Crawling stance can be triggered in a few ways (↓ ↘ → is the easiest) and puts Lizardman below most incoming attacks save for explicitly low strikes. Use the Crawling stance to frustrate your opponent and leave the stance with the excellent Bone Crusher combo listed below.



His excellent combo starters include the Axe Hopper (A + B), Mezentius Style Head Butt (B + K), and Grift Draft (↘ + A Counter). Lizardman's juggle possibilities aren't the strongest, so focus more on following these combo starters with quick, powerful strikes such as the Tenus Style Screw Shot (). Effectively mixing his solid play with his curious Crawling stance is key to Lizardman play, so practice both and play unpredictably.

Lizardman can be purchased for 4,000 Gold in Character Creation.

Key Moves & Combos

A + B

Axe Hopper :: The range on this mid attack is excellent, so you can throw it out from a distance to avoid a counter attack. When it Axe Hopper connects, it launches opponents pretty high into the air, letting you follow up with just about any attack for a combo.



A + K B
(During Crawling)

Bone Crusher :: Lizardman's Crawling stance is very strong, so you'll want to use it often, and this attack is one of his best from that stance. The attack starts low and immediately leads into a mid attack, making it difficult to guard. The second attack launches the opponent into the air and puts Lizardman back in the standing position, so you can follow up with an easy juggle.

↵ + A K

Extrusive Head Butt :: This is one of Lizardman's great low attacks and happens to combo into the second mid hit. The low-mid combination is difficult to guard against, and the second hit will cause a ring out even if the first hit is blocked.



↵ + B + K or
↵ + B + K G

Mezentius Style Sand Roll :: Most unblockable attacks are easy to see coming and prepare for, and this is no different. What is different about the Sand Roll is that cancelling it yields a useful function, putting Lizardman into the Crawling stance. We suggest using the canceled version of the Sand Roll any time you want to go to the Crawling position, just to get your opponent used to ignoring the signs of the impending unblockable attack. When they're used to you just canceling, they'll be surprised when you occasionally let the attack follow through for quick, free damage.

B + K → → + A A + B
← ← + A B B B

Mezentius Style Head Butt Combo :: The first mid hit in this combo stuns the opponent. If you execute the second hit too quickly, Lizardman will go over the opponent's head, so work in a short pause between the first two attacks. The rest of the combo is straight forward, though note that the ↵ ↵ + A B portion of the combo sometimes doesn't connect fully. For more guaranteed damage, you can end the combo with the Tenu Style Screw Shot (↵ + A + B) instead.



Overview

Nightmare is very clearly similar to Siegfried, but the changes made to his style make him play significantly different. Nightmare has just two sub stances, only one of which last beyond a step forward. Because he doesn't have the stance variety of Siegfried, he's a lot less unpredictable and also less of a bully. Nightmare demands to be played more precisely, which requires finding attacks that are quick enough to match the opponent, such as his Grim Roundhouse (K K During Grim Stride).



What Nightmare and Siegfried have in common is their impressive power. Very simple two hit combos from Nightmare yield the damage of other characters' more intricate combinations. Be ready to capitalize on every hit with a juggle or follow-up strike that hits the opponent on the ground. Nightmare's unassuming Reaver strike (\blacktriangleleft + B) is an example of the type of attack you should be ready to capitalize from, as if it hits as a counter it'll stun the opponent and leave the opponent open to whatever combo you can conjure.

Nightmare is available by default.

Key Moves & Combos

\blacktriangleleft + B

Death Smash :: This is a pretty quick mid-hitting strike that bounces opponents into the air for a follow up attack, provided you hit them close. You also have the option of holding down B to move into the Night Side Stance where other attacks will juggle, such as the Phantom Splitter (A + B During Night Side Stance).



A \downarrow + A A or A A B

Triple Grounder / Slash Cross :: These two attack strings start the same and thus look the same at the beginning, though they attack low and mid respectively, giving you a little low-mid mix up option. Neither series is especially quick, so these attacks are generally best for pressure, though if you catch the opponent with the Triple Grounder you'll have a chance for a ring out.

\blacktriangleleft + B B B

Shadow Breaker Combo :: This extremely simple combo is surprisingly powerful. The first two hits are mid—a good thing—and leave the opponent on the ground. Hold down the second press of B to move into the Night Side Stance, from which a simple press of B will combo to pile on the damage. It's a very rangy combo so it's pretty safe against stubby opponents.



Grim Roundhouse :: The initial motion in this attack is actually just the trigger to

↓ ↘ ↙ K K

move into the Grim Stride pseudo-stance. The following K K hits mid and combos. It's a very fast attack so it's easy to tack onto juggles or to throw out to beat your opponent to the punch and hopefully cause a ring out.

↘ or ↙ + B

Ether Splitter : : When you're playing the 8-way-run game, Nightmare doesn't have an attack better than the Ether Splitter. It's not too slow, hits mid, and launches the opponent high into the air. You also have the option of canceling the move into the Grim Stride by tapping ↘ after the attack. You can use this cancel to stunt the lag on the Ether Splitter, continue with pressure, or to combo when the Ether Splitter connects. Simply canceling to Grim Stride and tapping B will execute a simple but damaging combo.



You can use this cancel to stunt the lag on the Ether Splitter, continue with pressure, or to combo when the Ether Splitter connects. Simply canceling to Grim Stride and tapping B will execute a simple but damaging combo.

Talim

Overview

Talim is anything but a power character. Her attacks are not very strong and her combo potential isn't the best, as most of her combos do little damage. Where Talim excels is in her speed and confusing pseudo stances such as Wind Sault and Wind Leap. Many of her attacks can be canceled into these jumps, so you be pretty unpredictable and make it difficult for the opponent to guess which way to guard.



Perhaps Talim's best attack not described below is her Side Sipa (↘ + K), a kick that hits mid, comes out very fast, and if it connects on counter leaves opponents open for a combo. As stated before, her combo options aren't the strongest, though following with ↘ + A + B and a quick down hit is good for decent damage. Throw out safe attacks like the Side Sipa and be ready to capitalize when they connect. Playing well with Talim takes a lot of effort, but it can be done.

Talim can be purchased for 4,000 Gold in Character Creation.

Key Moves & Combos

↘ + K

Parabolic Sipa : : This is an effective general strike with great range and a mid hit. On impact, the kick throws the opponent into the air so you can follow with a juggle combo. You also have the option of holding down the K in the attack to leave Talim turned around backwards. This is a good option if the attack gets blocked as it leaves you ready to follow up with the Baraw Punch Turn (B) described below.



B
(Turning Around)

Baraw Punch Turn :: This simple strike is deceptively effectively. It doesn't look like much, but the bunch stuns opponents on contact, whether or not it's a counter hit. While the opponent is reeling from the attack, you can follow with most any attack to create a combo.

↓ or ↑ + B → B + K

Rising Gale Combo :: The Rising Gale strike (↓ or ↑ + B) is a good general attack to throw out from a side step, as it's pretty quick and hits mid, launching the opponent into the air. After the attack lands, you can tap → for the Wind Sault and follow with B + K for an air attack that does very solid damage for Talim's generally weak attacks.



← + B + K A or K

Swooping Blade / Leaping Double Sipa :: This pair of attacks starts with the same backwards Wind Leap. You can then attack either low or mid depending on which attack you follow with—follow with A for a low strike that the opponent must guard crouching, or attack with K for a mid hit that can only be blocked standing. If you connect with the K, the opponent will be launched into the air and you can follow with a juggle combo. This is a solid mix up—not a great one—that you can use to confuse your opponent's guard.

↖ + B B → K K K ...
(While Crouching)

Rising Baraw Combo :: This is a good combo to come out with after crouching under a high attack or a throw. The first part of the attack, the Rising Baraw, can be canceled into Talim's pseudo stances. If the first two hits connect, follow by jumping forward with the Wind Sault and you can juggle with repeated K attacks. This combo keeps the opponent airborne for a long time and pushes them far back, making it superb for ring outs. If, however, the first two hits of the combo are blocked, tap ← to execute the Wind Leap, which puts you away from the opponent, making it more difficult for the enemy to counter attack.



Yoshimitsu

Overview

We think Yoshimitsu is potentially one of the best characters in the game. He's got a decent mix of unorthodoxy and fairly obvious strengths, including his plethora of very usable unblockable attacks. His various unblockables are very fast and work into his mix up game since he can often threaten with other attacks while simultaneously threatening with the unblockables. It's an interesting mind game that only Yoshimitsu can play.



Yoshimitsu's various stances aren't super useful except in confusing the opponent. His attacks from the stances are generally pretty limited, though some of them are very effective, like his Mt. Devil Divider unblockable (B) that comes from the Super Dragonfly stance. Yoshi's also got decent combo starters, though connecting much off of them can be difficult. Still, a very simple and powerful combo comes from the Passing Light attack (↗ + B)—just hold B to enter the Intimidation stance after the first attack hits and tap B for additional hits and massive damage.

Yoshimitsu can be purchased for 4,000 Gold in Character Creation.

Key Moves & Combos

↶ + B

Sword Impale : : Yoshimitsu has more useful unblockables than any other character, and this is one of his most versatile. The attack has lots of start up and should be easy to see coming, except that Yoshimitsu has the option of canceling it one of two ways. You can simply tap G during most of the start up to immediately cancel it and go into a block. Alternatively, you can tap B during most of the start up to perform a very quick forward high attack. With the ability to cancel these two ways, you'll make opponents think twice about their usual ways of avoiding the unblockable. And when you've got them second guessing themselves, the unblockable will have a better chance of connecting for serious damage.



↶ + K B

Bullet Cutter : : This pair of quick mid hits combos and causes enough knock back that it's likely to net you a ring out if you've got the opponent anywhere near the edge. The problem with the attack is that, when blocked, it leaves you a bit open. If the first kick gets blocked, we suggest holding down B to delay the second strike. Hold it long enough and it'll turn into an unblockable, though you can also release it at any time to catch an opponent off guard if they try counter you.

↶ + B → → + A + B

Spine Divide Combo : : The Spine Divide strike (↶ + B) has good range, hits mid, comes out quickly and stuns on impact. That should make it an awesome strike, but the sad truth is that it's tough to follow the stun with any meaningful combo. This short combo, however, does solid damage and is very easy to execute. Make it a part of your repertoire.



A + B or
↶ + A + B ↓ + B
(During 8-way-run)

Crying Spirit Sword : : These attacks can be performed from any direction 8-way-run, which makes them pretty easy to break out whenever. Simply tapping A + B gives you a very rangey, mid-hitting strike that stuns opponents on impact and lets you follow with another attack for added damage. You can, however, interrupt this attack with ↓ + B to turn it from a mid attack to a low attack. Opponents trying to guard against the mid will get poked by the low strike, and while it's not especially damaging it is a solid mix up.

↶ + A + K

Turning Suicide : : This attack is very fast for a mid-hitting unblockable, and it doesn't come up short on damage. The limiting factor of this attack is that it also damages yourself when executed. We don't recommend this attack for all situations, but it does have some applications. If you've got the opponent under half health and you've still got more than half health, you can hit with the Turning Suicide and get the KO while remaining alive, assuming it hits.



You can also use it as a desperation move if you're very close to death but the opponent is just under half health. In this situation, the hit will earn you a double KO, which is basically a tie and better than a loss.

Zasalamel

Overview

Zasalamel's an interesting character in that he, more than probably any other character, thrives on counter hits. Simple attacks like the Ilabrat's Sapara (← + A) turn into elaborate attack throws on counter hit and deals some pretty serious damage. The best combo we could devise is also contingent on a counter hit (it's listed below). Thankfully, Zasalamel is decently quick and can score the counters.



When you're not getting counter hits, you can work with Zasalamel's solid ring out game. His B + G throws will get ring outs when you've got your own back to the edge of the ring. His Prayer to Belit-ili (↵ + B ←) serves the same good purpose, though it's good against crouching opponents where the throw is useless. And when you've got the opponent's back to the ring edge, the Paean to Ishtar (↵ + B) will get ring outs from solid range.

Zasalamel can be purchased for 4,000 Gold in Character Creation.

Key Moves & Combos

↵ + B ←

Paean to Ishtar :: This excellent launcher hits mid and knocks the opponent high into the air. Tapping ← after the hit keeps the opponent near you, though if you elect not to tap the direction the character will fall further away from you. Use the ← to follow up with juggles (like with ← + A + B) or use the other version of the attack to cause ring outs.



↵ + A B

Talon of Zu :: This is a nice pair of low attacks that combo on any hit. The first strike doesn't even look like a low attack and it's got excellent range, so it's sure to catch opponents off guard.

↵ + B B

Nergal's Talon :: Here's a very rangy attack that does pretty solid damage. The best part of it is that the two hits switch between mid and low, making them very difficult to guard against.



↵ + B

(While Crouching)

Prayer to Ishtar :: This mid-hitting strike is an excellent counter to high attacks and throws as it comes from the crouching position. It launches opponents *high* into the

air, letting you follow up with anything you'd like. The Offering to Kishar (◀ + A + B) connects for easy damage, though some creativity can yield damaging juggle combos with the potential ring outs.

⬇ + B B A ⬇ + B ◀
 ➡ ➡ + A B
 (During Counter Hit)

Marduk's Scythe of Conviction Combo : : Like many of Zasalamel's best moves, this combo must hit first as a counter for all hits to combo together. The first set of attacks (⬇ + B B A) leaves the opponent stunned so that you can easily follow with the Paean to Ishtar launcher. From there, the ➡ ➡ + A + B attack can connect for some serious damage.



Algol

Overview

If you don't mind cries of "cheap!" then you'll no doubt get some use out of Algol, the character that is unquestionably the best in the game. But seriously, he's pretty cheap. His unique orb attacks allow him to control the arena though they're not particularly powerful. When you've got room to do so, start littering the area with slow-moving orbs, alternating between ◀ + A + B, ➡ + A + B and ⬇ + A + B to spread out the love. You can only have four orbs on screen at once, though firing new ones will simply erase the old ones from the fight, so there's never a worry that the attack won't follow through.



But the orbs are only one of Algol's many strengths. He's got a handful of attacks that cause stun when they hit and open the opponent to combos. Attacks like the Metallah Mufrid (◻ + B A), Nimr Marfic (◀ + K), and Theemin Lesuth (⬇ + A A) are great strikes that you can combo off of, so use them freely.

To unlock Algol, complete Story Mode.

Key Moves & Combos

◀ + A + B

Rastaban Nath : : Algol has a number of different shot attacks like this one, but we think this is the best for throwing out on its own. The Rastaban Nath fires *two* shots at once. Holding down the A + B makes the shots move *very* slowly. If that sounds like a bad thing, think again. The orbs don't do a whole lot of damage so they're actually best for simply controlling space. The slowly moving orbs will make opponents think twice about side-stepping and let you control the fight.



Nath Tawr : : This is a great launcher that comes out from a side step, so it's pretty

↶ or ↷ + B

easy to connect with. Hit with the Nath Tawr and you can juggle combo with just about anything, including Algo's simple Almach Najm (↑ + B + K) to grab the enemy and deal serious damage in a blink.

↵ + B

Awaal Qarn : : This quick, mid-hitting strike has outstanding range. It's a very effective strike in its own right, and moreover it stuns opponents on hit (counter or not) so you can follow it up with a ground hit for added damage.



↶ + B A ↵ ↘ ↵ + A B K

Metallah Mufrid Combo : : The first part of this easy combo, the Metallah Mufrid (↶ + B A), it s a great general combo starter. The two hits combo however you hit, and knock the opponent down. The effect that follows is pretty unique as the fallen opponent sort of floats upside-down over the ground, letting you follow with the remaining hits of the combo for some serious damage, seriously easy.

B ↑ + A + B
↶ + A + B ↶ ↶ + B A
(While Rising)

Haris Shaula Combo : : The Haris Shaula is a great strike to follow a successful crouch under a high attack or throw attempt. It hits mid and launches the opponent into the air, letting you follow with a pair of orb shots (one vertical, one horizontal) and finally with the Metallah Mufrid combo to rack up the damage. You can also execute this combo off of the Nath Tawr (instead of the Haris Shaula), though your two orb shots should both be of the vertical variety.



Soulcalibur IV Tower of Lost Souls Walkthrough

1 - 7F	8 - 14F	15 - 20F	21 - 26F	27 - 32F	33 - 38F	39 - 44F	45 - 49F	50 - 56F	57 - 60F
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1 to 2F : : Law of the Earth

FLOOR 1

Hidden Item Soldier's Hat

Condition Clear the stage with no damage taken.

Easy enough, just aggressively use quick attacks and block after your combos before going back on the offensive.

FLOOR 2

Hidden Item Warrior Trousers

Condition Clear the stage with no Ring Out from either party.

Keep away from the edges. If you back your opponent to the edge, back off and let them chase you to the center of the ring.

3 to 4F :: Blade Piercing Wall

FLOOR 3

Hidden Item Pauldron


Condition Switch with an ally 2 or more times.

Very easy, just hit the switch button a couple of times to toggle between characters two or more times.

FLOOR 4

Hidden Item Warlord's Belt

Condition Perform 3 attack throws.

Attack throws are attacks that, if they hit up close, lead into throws. An example is Siegfried's  + B.

5 to 7F :: Predator's Feast

FLOOR 5

Hidden Item Clergy Clothes

Condition Defeat an enemy by Ring Out.

Just knock an opponent out of the ring for the win.

FLOOR 6

Hidden Item Wonder Jacket

Condition Throw an opponent.

Uh, throw an opponent.

FLOOR 7

Hidden Item Warrior Trousers

Condition Clear the stage without missing any attacks.

The stage conditions are a bit dubious here. Your attacks *can* be blocked, you simply can't whiff any attacks. We used only grab attacks and were able to earn the treasure.

1 - 7F

8 - 14F

15 - 20F

21 - 26F

27 - 32F

33 - 38F

39 - 44F

45 - 49F

50 - 56F

57 - 60F

8 to 10F :: Awakening Disaster

FLOOR 8

Hidden Item Armor Ring: Ice Mirror

Condition Switch with an ally 2 or more times.

Very easy, just hit the switch button a couple of times to toggle between characters two or more times.

FLOOR 9

Hidden Item Scarlet Blossoms

Condition Guard the opponent's attack 3 times in a row.

You gotta block against three attacks in a row, without counter attacking or getting hit.

FLOOR 10

Hidden Item Silver Boots

Condition Guard the opponent's attack 10 times in a row.

You must guard against ten consecutive attacks without counter attacking or getting hit. This is tough, as you'll have to block high and low. Watch the opponent's attacks closely.

11F :: Threatening Mirror

FLOOR 11

Hidden Item Grim Horn

Condition Defeat all enemies with Critical Finish.

We found this easiest with Raphael, who can quickly get to a Soul Crush situation by rapidly attacking with vertical attacks like the Rapid Assault combo.

12 to 14F :: Life on Sand

FLOOR 12

Hidden Item Magus Cloth

Condition Defeat all enemies by Ring Out.

You should first knock down one of the two tall walls to allow an easy ring out, then simply ring out the two opponents.

FLOOR 13

Hidden Item Pegasus Sallet

Condition Destroy all the walls within the stage.

There are two tall walls that can be knocked down. Knock an opponent into them (attacks that launch them off the ground work well) or get yourself knocked into the walls.

FLOOR 14

Hidden Item	Phantom Pavilion - Seesaw
Condition	Perform 3 or more Guard Impact.

The opponents throw mostly mid and high attacks, so you can pretty easily score three Guard Impacts. The description makes it sound like you can't block at all, but you surely can.

1 - 7F	8 - 14F	15 - 20F	21 - 26F	27 - 32F	33 - 38F	39 - 44F	45 - 49F	50 - 56F	57 - 60F
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15 to 17F : : Life to Entertain

FLOOR 15

Hidden Item	Submission Belt
Condition	Clear the stage only with A&G.

Use only horizontal attacks to win the fight. You can guard as much as you want and even execute throws as long as they don't involve the vertical attack or kicks.

FLOOR 16

Hidden Item	Warlord's Pauldrons
Condition	Clear the stage with time remaining at 0.

Wait for time to get near 0 before defeating the final enemy. With just a second left on the clock, grab the opponent with a throw—the animation should complete after time runs out.

FLOOR 17

Hidden Item	Arm Bandages
Condition	Execute a 5+ combo.

The Apprentice is good for a multi-hit combo. Just launch the opponent into the air and follow with the Levitation Combo.

18 to 20F : : No Man's Land

FLOOR 18

Hidden Item	Kouchu Kabuto
Condition	Stand on all corners of the stage.

We just walked around the perimeter of the stage (trying to push against the invisible walls that keep you in), hitting all four sides.

FLOOR 19

Hidden Item Demonic Kabuto

Condition Switch with an ally 5 or more times.

Simply toggle through your characters at least five times. You won't be able to do it all at once, as your switch meter will run out after just three switches.

FLOOR 20

Hidden Item Life Gem: Sun

Condition Clear the stage with a Critical Finish.

You've got to be really aggressive to create an opportunity for a Critical Finish. Try defeating one of the two enemies by ring out before worrying about the CF, preferably getting rid of the lady with the ability to damage you with parries.

1 - 7F

8 - 14F

15 - 20F

21 - 26F

27 - 32F

33 - 38F

39 - 44F

45 - 49F

50 - 56F

57 - 60F

21 to 23F : : Uber Airhead

FLOOR 21

Hidden Item Longhua Qipao

Condition Voluntarily perform a Ring Out.

Interestingly, you have to ring out yourself in order to earn this hidden floor's hidden item. Simply jump off the deck of the bridge voluntarily (don't get knocked off).

FLOOR 22

Hidden Item Honor Boots

Condition Perform 4 or more Counter Hits.

Counter hits sorta happen on their own, so you don't even need to *try* for this one. You *can* watch your opponent's movements and instantly counter with a very fast character, but we found any effort a bit unnecessary.

FLOOR 23

Hidden Item Frilled Skirt

Condition Guard the opponent's attack 3 times in a row

You gotta block against three attacks in a row, without counter attacking or getting hit.

24 to 26F : : Iron Sword

FLOOR 24

Hidden Item Protect Gem: Cardinal Direction

Condition Perform a combo with total damage over 240.

FLOOR 25

Hidden Item Zhuque Changpao

Condition Throw 5 times.

Simply perform at least five throws during this floor.

FLOOR 26

Hidden Item Warthog Cuirass

Condition Execute a 10+ combo.

Maxi has a relatively simple 10-hit combo called the Fury ~Right Outer. To execute it, press B + K, B B B A Or with Amy, try ➡ + B + K ← + B + K B.

1 - 7F

8 - 14F

15 - 20F

21 - 26F

27 - 32F

33 - 38F

39 - 44F

45 - 49F

50 - 56F

57 - 60F

27 to 29F : : Unbinding Wave

FLOOR 27

Hidden Item Iron Gauntlets

Condition Clear the stage with no damage taken.

Aggressively use quick attacks and block after your combos before going back on the offensive.

FLOOR 28

Hidden Item Aculeus Suit

Condition Opponent guards 2 Guard Break attacks.

FLOOR 29

Hidden Item Menghu Boots

Condition Switch with an ally more than 5 times.

Simply toggle through your characters at least five times. You won't be able to do it all at once, as your switch meter

will run out after just three switches.

30 to 32F :: Unfailing Tower

FLOOR 30

Hidden Item Spirit Gem: Nonuple Heads

Condition Clear the stage without guarding.

Straightforward, just don't guard! Well, easier said than done. Go for quick KOs via ring outs.

FLOOR 31

Hidden Item Longming Qipao

Condition Perform 5 or more Just Inputs.

Various things count as Just Inputs, like a Just parry, Just guard impact, or even certain Just attacks. The idea behind Just inputs is that you input them at the *exact* right time. Find a character with Just attacks and spam 'em as best you can.

FLOOR 32

Hidden Item Vane Mask

Condition Perform a low throw.

Not many characters have low throws, though Astaroth and Rock both do. Use one of them and wait for the opponent to crouch to grab 'em.

1 - 7F

8 - 14F

15 - 20F

21 - 26F

27 - 32F

33 - 38F

39 - 44F

45 - 49F

50 - 56F


57 - 60F

33 to 35F :: Mind-Reading Shield

FLOOR 33

Hidden Item Battle Dress



Condition Perform 3 attack throws.

Attack throws are attacks that, if they hit up close, lead into throws. An example is Siegfried's  + B.

FLOOR 34

Hidden Item Power Gem: Warrior Princess

Condition Perform Guard Impact more than 3 times.

Guard Impact is executed by pressing  + G just before a mid or high attack hits you ( + G to impact a low

attack).

FLOOR 35

Hidden Item Warthog Pauldrons

Condition Clear the stage without switching characters.

Simon says don't switch characters, so don't switch characters. Try to keep your first character in good health so that you don't have to worry about running low on health.

36 to 38F :: Time to Trifle

FLOOR 36

Hidden Item Parlor Blouse

Condition Clear the stage with time remaining at 0.

Wait for time to get near 0 before defeating the final enemy. With just a second left on the clock, grab the opponent with a throw—the animation should complete after time runs out.

FLOOR 37

Hidden Item Siren's Helm

Condition Defeat all enemies with Critical Finish.

We found this easiest with Raphael, who can quickly get to a Soul Crush situation by rapidly attacking with vertical attacks like the Rapid Assault combo.

FLOOR 38

Hidden Item Gorgon Fauld

Condition Defeat all enemies by Ring Out.

Pick a character with good ring out abilities, either by throws or attacks that knock opponents into the air.

1 - 7F

8 - 14F

15 - 20F

21 - 26F

27 - 32F

33 - 38F

39 - 44F

45 - 49F

50 - 56F

57 - 60F

39 to 41F :: Irritation to Ruin

FLOOR 39

Hidden Item Kingfischer Greaves

Condition Clear the stage without changing position.

FLOOR 40

Hidden Item	Deer Head
Condition	Execute a 5+ combo.
The Apprentice is good for a multi-hit combo. Just launch the opponent into the air and follow with the Levitation Combo.	

FLOOR 41

Hidden Item	Minotaur
Condition	Perform 5 or more Just Inputs.
Various things count as Just Inputs, like a Just parry, Just guard impact, or even certain Just attacks. The idea behind Just inputs is that you input them at the <i>exact</i> right time. Find a character with Just attacks and spam 'em as best you can.	

42 to 44F :: Avaricious Life

FLOOR 42

Hidden Item	Demonic Gloves
Condition	Clear the stage without letting opponents invoke a skill.

FLOOR 43

Hidden Item	Repel Gem: Iron Shell
Condition	Perform an over-the-back throw.

FLOOR 44

Hidden Item	War Cloak
Condition	Clear the stage with no Ring Out from either party.
Keep away from the edges. If you back your opponent to the edge, back off and let them chase you to the center of the ring.	

1 - 7F	8 - 14F	15 - 20F	21 - 26F	27 - 32F	33 - 38F	39 - 44F	45 - 49F	50 - 56F	57 - 60F
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45 to 46F :: King of the Physical Realm

FLOOR 45

Hidden Item	Tiger Lily Kabuto
Condition	Defeat enemies without equipping any skills.

FLOOR 25	
Hidden Item	Butterfly Salet
Condition	Defeat enemies without equipping any skills.

47 to 49F :: Unseen Sickle

FLOOR 47	
Hidden Item	Succubus Boots
Condition	Throw 5 times.
Simply perform at least five throws during this floor.	

FLOOR 48	
Hidden Item	Life Gem: Jade
Condition	Clear the stage with a character equipped with "Invisible."

FLOOR 49	
Hidden Item	Horns of Calamity
Condition	Clear the stage without missing any attacks.
The stage conditions are a bit dubious here. Your attacks can be blocked, you simply can't whiff any attacks. We used only grab attacks and were able to earn the treasure.	

1 - 7F	8 - 14F	15 - 20F	21 - 26F	27 - 32F	33 - 38F	39 - 44F	45 - 49F	50 - 56F	57 - 60F
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50 to 52F :: Solitary Princess

FLOOR 50	
Hidden Item	Tiger Lily Breastplate
Condition	Execute a 10+ combo.
Maxi has a relatively simple 10-hit combo called the Fury ~Right Outer. To execute it, press B + K, B B B A.	


FLOOR 51	
Hidden Item	Tiger Lily Fauld
Condition	Perform 4 or more counter-hits.
Counter hits sorta happen on their own, so you don't even need to try for this one. You can watch your opponent's movements and instantly counter with a very fast character, but we found any effort a bit unnecessary.	

FLOOR 52	
Hidden Item	Feathered Wings
Condition	Clear the stage with a Critical Finish.

53 to 56F :: Worshipped Sacrifice

FLOOR 53	
Hidden Item	Blade Ring: Demon Lord
Condition	Defeat all enemies by Ring Out.

FLOOR 54	
Hidden Item	Leviathan Pauldron
Condition	Destroy all the walls within the stage.

FLOOR 55	
Hidden Item	Priestess Kimono
Condition	Perform 3 attack throws.
Attack throws are attacks that, if they hit up close, lead into throws. An example is Siegfried's  + B.	

FLOOR 56	
Hidden Item	Leviathan Burgonet
Condition	Perform a combo with total damage over 240.

1 - 7F	8 - 14F	15 - 20F	21 - 26F	27 - 32F	33 - 38F	39 - 44F	45 - 49F	50 - 56F	57 - 60F
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57 to 59F :: Envoy of Destruction

FLOOR 57	
Hidden Item	Voodoo Armlets
Condition	Voluntarily perform a Ring Out.
Interestingly, you have to ring out yourself in order to earn this hidden floor's hidden item. Simply jump off the deck of the bridge voluntarily (don't get knocked off).	

FLOOR 58	

Hidden Item	Tiger Pauldrons
Condition	Defeat enemies without equipping any skills.

FLOOR 59

Hidden Item	Voodoo Greaves
Condition	Guard the opponent's attack 10 times in a row.

You must guard against ten consecutive attacks without counter attacking or getting hit. This is tough, as you'll have to block high and low. Watch the opponent's attacks closely.

60F :: Last Judgment

FLOOR 60

Hidden Item	Voodoo Breastplate
Condition	Clear the stage without switching characters.

Soulcalibur IV Secrets

Unlockable Characters

Darth Vader is only available on PlayStation 3 and Yoda is only available on Xbox 360. At least for now.

Character	Unlock Condition
Algol	Complete Story Mode and defeat Algol to unlock him as a playable character.
Amy	Can be purchased for 4,000 Gold in Character Creation.
Angol Fear	Defeat Angol Fear in Story Mode to unlock her as a playable character. She appears as a variation of "Bonus Character" on the character select screen.
The Apprentice	Complete Arcade Mode with Darth Vader or Yoda to unlock The Apprentice as a playable character.
Ashlotte	Defeat Ashlotte in Story Mode to unlock her as a playable character. She appears as a variation of "Bonus Character" on the character select screen.
Cervantes	Can be purchased for 4,000 Gold in Character Creation.
Kamikirimisu	Defeat Kamikirimisu in Story Mode to unlock her as a playable character. She appears as a variation of "Bonus Character" on the character select screen.

Lizardman	Can be purchased for 4,000 Gold in Character Creation.
Rock	Can be purchased for 4,000 Gold in Character Creation.
Scheherazade	Defeat Scheherazade in Story Mode to unlock her as a playable character. She appears as a variation of "Bonus Character" on the character select screen.
Seong Mi-na	Can be purchased for 4,000 Gold in Character Creation.
Setsuka	Can be purchased for 4,000 Gold in Character Creation.
Shura	Defeat Shura in Story Mode to unlock her as a playable character. She appears as a variation of "Bonus Character" on the character select screen.
Sophitia	Can be purchased for 4,000 Gold in Character Creation.
Talim	Can be purchased for 4,000 Gold in Character Creation.
Yoshimitsu	Can be purchased for 4,000 Gold in Character Creation.
Yun-seong	Can be purchased for 4,000 Gold in Character Creation.
Zasalamel	Can be purchased for 4,000 Gold in Character Creation.

Character Creation Equipment Unlocks

For details on earning the following treasures, check our [Tower of Lost Souls walkthrough](#).

Equipment	Game Mode	Unlock Condition
Soldier's Hat	Tower of Lost Souls (Ascend)	Earn the treasure for 1F.
Warrior Trousers	Tower of Lost Souls (Ascend)	Earn the treasure for 2F.
Pauldron	Tower of Lost Souls (Ascend)	Earn the treasure for 3F.
Warlord's Belt	Tower of Lost Souls (Ascend)	Earn the treasure for 4F.
	Tower of Lost Souls	Earn the treasure for 5F.

Clergy Clothes	(Ascend)	
Wonder Jacket	Tower of Lost Souls (Ascend)	Earn the treasure for 6F.
Warrior Trousers	Tower of Lost Souls (Ascend)	Earn the treasure for 7F.
Armor Ring: Ice Mirror	Tower of Lost Souls (Ascend)	Earn the treasure for 8F.
Scarlet Blossoms	Tower of Lost Souls (Ascend)	Earn the treasure for 9F.
Silver Boots	Tower of Lost Souls (Ascend)	Earn the treasure for 10F.
Grim Horn	Tower of Lost Souls (Ascend)	Earn the treasure for 11F.
Magus Cloth	Tower of Lost Souls (Ascend)	Earn the treasure for 12F.
Pegasus Sallet	Tower of Lost Souls (Ascend)	Earn the treasure for 13F.
Phantom Pavilion - Seesaw	Tower of Lost Souls (Ascend)	Earn the treasure for 14F.
Submission Belt	Tower of Lost Souls (Ascend)	Earn the treasure for 15F.
Warlord's Pauldrons	Tower of Lost Souls (Ascend)	Earn the treasure for 16F.
Arm Bandages	Tower of Lost Souls (Ascend)	Earn the treasure for 17F.
Kouchu Kabuto	Tower of Lost Souls (Ascend)	Earn the treasure for 18F.
Demonic Kabuto	Tower of Lost Souls (Ascend)	Earn the treasure for 19F.
Life Gem: Sun	Tower of Lost Souls (Ascend)	Earn the treasure for 20F.
Longhua Qipao	Tower of Lost Souls (Ascend)	Earn the treasure for 21F.
Honor Boots	Tower of Lost Souls (Ascend)	Earn the treasure for 22F.

Frilled Skirt	Tower of Lost Souls (Ascend)	Earn the treasure for 23F.
Protect Gem: Cardinal Direction	Tower of Lost Souls (Ascend)	Earn the treasure for 24F.
Zhuque Changpao	Tower of Lost Souls (Ascend)	Earn the treasure for 25F.
Warthog Cuirass	Tower of Lost Souls (Ascend)	Earn the treasure for 26F.
Iron Gauntlets	Tower of Lost Souls (Ascend)	Earn the treasure for 27F.
Aculeus Suit	Tower of Lost Souls (Ascend)	Earn the treasure for 28F.
Menghu Boots	Tower of Lost Souls (Ascend)	Earn the treasure for 29F.
Spirit Gem: Nonuple Heads	Tower of Lost Souls (Ascend)	Earn the treasure for 30F.
Longming Qipao	Tower of Lost Souls (Ascend)	Earn the treasure for 31F.
Vane Mask	Tower of Lost Souls (Ascend)	Earn the treasure for 32F.
Battle Dress	Tower of Lost Souls (Ascend)	Earn the treasure for 33F.
Power Gem: Warrior Princess	Tower of Lost Souls (Ascend)	Earn the treasure for 34F.
Warthog Pauldrons	Tower of Lost Souls (Ascend)	Earn the treasure for 35F.
Parlor Blouse	Tower of Lost Souls (Ascend)	Earn the treasure for 36F.
Siren's Helm	Tower of Lost Souls (Ascend)	Earn the treasure for 37F.
Gorgon Fauld	Tower of Lost Souls (Ascend)	Earn the treasure for 38F.
Kingfischer Greaves	Tower of Lost Souls (Ascend)	Earn the treasure for 39F.
Deer Head	Tower of Lost Souls (Ascend)	Earn the treasure for 40F.

Minotaur	Tower of Lost Souls (Ascend)	Earn the treasure for 41F.
Demonic Gloves	Tower of Lost Souls (Ascend)	Earn the treasure for 42F.
Repel Gem: Iron Shell	Tower of Lost Souls (Ascend)	Earn the treasure for 43F.
War Cloak	Tower of Lost Souls (Ascend)	Earn the treasure for 44F.
Tiger Lily Kabuto	Tower of Lost Souls (Ascend)	Earn the treasure for 45F.
Butterfly Salet	Tower of Lost Souls (Ascend)	Earn the treasure for 46F.
Succubus Boots	Tower of Lost Souls (Ascend)	Earn the treasure for 47F.
Life Gem: Jade	Tower of Lost Souls (Ascend)	Earn the treasure for 48F.
Horns of Calamity	Tower of Lost Souls (Ascend)	Earn the treasure for 49F.
Tiger Lily Breastplate	Tower of Lost Souls (Ascend)	Earn the treasure for 50F.
Tiger Lily Fauld	Tower of Lost Souls (Ascend)	Earn the treasure for 51F.
Feathered Wings	Tower of Lost Souls (Ascend)	Earn the treasure for 52F.
Blade Ring: Demon Lord	Tower of Lost Souls (Ascend)	Earn the treasure for 53F.
Leviathan Pauldron	Tower of Lost Souls (Ascend)	Earn the treasure for 54F.
Priestess Kimono	Tower of Lost Souls (Ascend)	Earn the treasure for 55F.
Leviathan Burgonet	Tower of Lost Souls (Ascend)	Earn the treasure for 56F.
Voodoo Armlets	Tower of Lost Souls (Ascend)	Earn the treasure for 57F.
Tiger Pauldrons	Tower of Lost Souls (Ascend)	Earn the treasure for 58F.

Voodoo Greaves	Tower of Lost Souls (Ascend)	Earn the treasure for 59F.
Voodoo Breastplate	Tower of Lost Souls (Ascend)	Earn the treasure for 60F.