



## Introduction

After two years of waiting, the third installment of the critically acclaimed series, Soulcalibur, has finally arrived! This time, it's exclusive to the PlayStation 2, much to the chagrin of Xbox and GameCube owners everywhere. But fear not! The exclusive move to Sony's platform has yielded some incredible results. Soulcalibur 3 brings with it three new characters in the form of Tira, Setsuka and Zalsamel. Not only do you have new characters, but you also have the ability to create your very own soul in Create a Soul mode!

But the fun doesn't stop there, either. With the new Chronicles of the Sword mode, as well as Tales of Soul mode, there is an endless amount of gameplay beneath the rock solid graphics and crisp orchestrated score.

With this guide, you'll find not only tips on single player modes, but strategies that you need to make yourself a world-class fighter, brought to you by one of the top players in the Soulcalibur series! So what are you waiting for, start training!



***In this Soul Calibur 3 strategy guide, you'll find:***

- **Basics:** An introduction of how Soulcalibur works, as well as an explanation of changes made from Soulcalibur 2
- **Souls:** A comprehensive listing of every character in the game, with in-depth strategies and screenshots
- **Q&A:** Your questions, our answers, brought to you by one of the game's finest.
- **Secrets:** All of the secrets uncovered!

**Guide by:** Andrew Alfonso

*This PDF Guide is property of IGN Entertainment. Any unlawful duplication or posting of this document without the consent of IGN Entertainment will result in legal action.*

# Combat Tutorial

## Basic Tutorial

## Intermediate Tutorial

### The Legend of Soulcalibur III

Competitive Soulcalibur players have a special notation that they use when they communicate with each other, so it's important to learn and remember it, just in case you go off searching for your own information. Listed below are some common terms as well as the standard notation used among Soulcalibur players. It will be used extensively in this guide, so remember it!

Controls		
<b>7</b> (Up-Back)	<b>8</b> (Up)	<b>9</b> (Up-Forward)
<b>4</b> (Back)	<b>5</b> (Neutral)	<b>6</b> (Forward)
<b>1</b> (Down-Back)	<b>2</b> (Down)	<b>3</b> (Down-Forward)

Special Notations			
:	Just Frame attack	+	Press buttons simultaneously
~	Press one button immediately after another	,	Press one button, then press the next
[N]	Hold the button for more than one second		

## The Basics

Welcome to the Basic Tutorial. This section will acquaint you with the core concepts of the Soulcalibur 3 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 3 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 3 is performed with the directional pad. The basic movement concepts should be somewhat familiar to anyone who has played a fighting game before. Hold 6 to run forward and 4 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 and 2 at the same time. Jumping without attacking is performed in the same manner by holding G and then tapping 7, 8 or 9.

## The Triangle System

There are three forces at work in Soulcalibur 3'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.



High and Mid attacks

### 8 Way Run

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



Low attack and 8 Way Run

Once you initiate 8WR, you can move in any direction by holding the joystick in the direction of your choice. Movement during 8WR is in relation to your opponent: holding 6 or 4 will move you closer to or further away from your opponent, while holding 8 or 2 will cause you to walk around your opponent. 8WR ends either when you release the directional pad or press a button or you are attacked.

Using 8WR 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 8WR 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 work 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, Multithrows 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.



Normal and Low throws

*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.



Air and Ground throws

*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 2A+B\_B+K ground throw. The only characters to have Ground Throws are Cervantes, Astaroth, Voldo, Nightmare and Rock.

*Multithrows:* Multithrows 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 multithrows



Multi and Attack 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 4A 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 1\_2\_3+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 are similar in concept to blocking, but can be much more effective. By tapping 4G for low or mid hits or 6G 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 3 is the addition of Just Frame Guard Impacts (**JGI**), 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 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.

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 66B 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.



Wall Hit and Breaking a Wall

New to Soulcalibur 3 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.

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 favour 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 Yunsung, 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 defences, 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.

## Characters

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

The biggest man in the game has underwent a significant retooling since his appearance in Soulcalibur II. He now has a lot of new throws that he can take advantage of, so no matter what situation you're in, you have a good, damaging throw to use. Because of his new throws, his ring-out game is also buffed up significantly. However, he has been weakened in some areas, which we'll go over right now.

### Key Moves

#### 66B

A staple move since his introduction in Soulcalibur, this move is great for destroying people after they've missed with their own move since it's relatively fast, and it's damaging. It also rings out opponents if you're close enough.

#### 214A

Poseidon Tide: The infamous 'swinging around like a maniac' move is something that all players need to use in a match, at least twice in a round. While it's limited in movement, the damage that you get from it is too tempting to pass up.

#### 3A

This used to be A+K in Soulcalibur II, but it has the same properties as far as damage goes. It's a fast, mid-hitting attack that also stuns the enemy on counterhit, setting them up for throw city.

#### 6B,K

Although this combo was in Soulcalibur II, in this game it's actually chainable, so that means if the first attack hits, the second one will, no matter what. This can set up a variety of combos, which you can find below.



66B and 214A

### New Moves

#### 66A, B

This is a new move that replaces his old move with the same command from SC2. This time, Astaroth will swing his giant axe twice, and launch his opponent high into the air.

#### 236B+G

Astaroth jumps into the air and delivers a bone-crushing backbreaker to the poor soul. This only works on opponents who are airborne.

#### 1A+G or 1B+G

A new ground throw where Astaroth will pick up his opponent by the head, and hit them a couple of times before setting them on their feet. After the throw, Astaroth doesn't have any advantage, unfortunately.

#### 22 or 88B~4

This is the same move as 22 or 88B, but if you tap back just as the move is executing, the damage is less, but an opponent is launched towards you instead of away from you, setting up some potentially damaging combos.



## Combos

### Combos starting with 6, 4B+G

4B  
22B  
236B+G  
A+G  
66B

### Combos starting with 22B~4

236B+G  
A+G

### Combos starting with CH B6,K

22B  
4[B]  
1B  
4B

### Combos starting with CH 6K

22B  
4[B]

### Combos starting with CH 6B

22[K], 22B  
22[K], 4[B]  
22B  
4[B]

### Combos starting with CH B~6

4[B]  
22B

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

The younger of the terrible sister duo is back in her second appearance in the series, and she's just as fearsome as ever. In Soulcalibur II, Cassandra was known for her incredible damage and bulldog style play, and they've beefed up those aspects of her game while giving her some new tools in the process. Now she's as complete as ever. Take advantage of her highly damaging 236B, with its Just Frame incarnations.

## Key Moves

### 236B

Her shield of hurt is what makes Cassandra so fearsome, and this move is one of the top moves in the game for damage and pressure. It's extremely fast and ducks under high attacks. On top of that, if you happen to tap B again as the first attack lands, you'll get an additional hit!

### 2B+K

While this is not a new move, it has a new command and a new function. Ducking under highs, Cassandra will pummel the stomach of her opponent, stunning them for a significantly long time. You can then follow up with a low throw for additional damage.

### 44K

Although slow, this works great due to its relatively good range and strange timing. It also gives you a long, healthy stun on counterhit, which can be used to start stun combos, like the ones we've listed below!

### A+B

Another staple of Cassandra's arsenal, this jumping attack goes over low attacks, and it allows you to follow up with 7K for a damaging combo that's easy to pull off!



236B and 2B+K

## New Moves

### 66A+B

This is a high, straight thrust which unfortunately doesn't have too much importance in Cassandra's game. While it's powerful, if it connects it sends her rival far away, which is where you don't want to be with Cassandra.

### 2A+G and 2B+G

Cassandra now has a couple of new low throws to punish crouching opponents with, and they're slightly different in function. The first forces the opponent to stand after the throw, enabling you to have a slight advantage after it's finished. The second throw leaves the opponent at your feet, giving you a better okizeme opportunity than the other throw.

### 236B:B

This is her regular attack, taken from Soulcalibur II, but it's been given a Just Frame treatment. Now, if you press B again when the first attack connects, you'll be able to tack on more damage than before. This is great for combos, especially.

### WS K

This overhead kick for Cassandra is great whether it hits or your opponent blocks. This is because no matter what happens, they're forced into a crouching state, which sets up her new low throws perfectly!

## Combos

### Combos starting with CH 44K

66K 236A, B  
6K 2B+K 2B+G  
6K 2B+K 2A+G A, K  
66K 236B  
4B, 236B

### Combos starting with 33B

33B, 236B  
33B, 236A, B  
33B, 66A+B, 22B+K

### Combos starting with CH 2B+K

CH 2B+K 66K, 236A+B

### Combos starting with 4[A]

6AAA, 3B, 236B  
6AAA, 2B+K, 2A+G, A, K

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

Certainly a strong character in SC2, Cervantes is a bonafide beast in this game with all of the changes that have been made. His main moves are still powerful and best of all, they're completely safe. Moves such as 3A+B and BBB will become your bread and butter due to their ease of use and damage.

## Key Moves

### 3A+B

Safe, damaging and perfect for combos, this is Cervy's all-encompassing move that should be used all the time. Even if your opponent blocks, they won't be able to counterattack because they'll be pushed back so far that they won't be able to reach!

### 2B+K

Like the previous move, this is a really safe move to use against your opponents, and on top of that, if you miss the move and fully charge it, it causes an earthquake that causes your opponent to go off-balance!

### 66A

Feel the need to rush down your opponents? Use this move, as it's quick and it can ring out from a fair distance away.

### BBB

In Soulcalibur II this move wasn't worth too much, since the last hit almost never hit, but now it does! If the first attack is a counterhit, then the rest of this combo is guaranteed. Fully exploit it, since it's also mega-safe!



3A+B and 2B+K

## New Moves

### 8A+K or 6A+K

These are unblockable moves, but they take way too long to start up. Cervantes will point his gun in the air or at his opponent and shoot a bullet at them! Finally, we get some GTA action in Soulcalibur!

### 22B

This is a low attack that sees Cervantes stab his opponent's foot. While it's a little on the slow side, it's great for ending combos as the damage is fairly high. It also works in Guard Impact situations where your opponent loves to instantly try to GI you back.

### 236B+G

Cervantes finally gets a new throw, and although it doesn't do any damage perse, it sets you up for a lot damage! Cervantes will throw his opponent up in the air and prepare his Dread Charge, and then you can do whatever you want to after that. We recommend doing his B attack out of Dread Charge, and then using 2B+K. This is his quake move, and it'll prove to be very effective as an additional move in this setup.

### Instant Dread Charge

This is a technique that was present in Soulcalibur I, and it's made a return for the third game. Essentially, Instant Dread Charge is a Just Frame attack where you have to input the attack precisely. It's in this technique that Cervantes gains a powerful new move. Using his Dread Charge B attack, you can chain this up to two times in a combo, and it'll do massive damage.

## Combos

### Combos starting with 3B or WS B

6A+B, B  
4B, 214:B  
2B+K

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

The heroine of Soulcalibur has been significantly toned down in power, although she's wearing less and less clothing, making her the sexiest gal in the game! Although she's lost some of her power, that doesn't mean she's totally useless. In fact, she's more balanced with the rest of the cast now more than ever, so your friends can no longer complain that she's too cheap!



## Key Moves

**2, B**

This used to be 22B, but it's still very potent as a launch attack, and it's fairly damaging by itself. A good combo to use after this hits is her new 1BB attack. Unfortunately, it's not as safe as it was in SC2, so be careful with it.

**66A+B**

The old staple move has gotten an important upgrade; it's now cancellable by tapping G immediately after you execute the move. This is great for faking out people and then going into a throw or a low attack for some really annoying damage.

**WS K**

As always, this cartwheel kick is super good and damaging. Not only that, it's really safe if it's blocked, and can also ring out!

**3B**

Like 2, B, 3B is a staple launch attack that you'll need to use frequently whenever you block an attack. It's ability to launch at any range is a plus, and it's hard to counter if an opponent blocks.



2,B and 66A+B

## New Moves

**1BB**

If you're familiar with Ling Xiaoyu in Tekken, then you'll know exactly how to use this two hit combo. For those who aren't, this attack is a great pressure tool and it also works well when your opponent misses an attack. On top of that, it's great for finishing off combos, since it hits opponents on the ground.

**44K**

This replaces her old 44K, which wasn't too useful. However, this one is, since it gives you a long stun on counterhit, setting opponents up for a juggle combo, or 66B+K, which is also a new move.

**66B+K**

The animation for this move has been in the game since the beginning, but now it's a totally new move. A short bodycheck with her sword, Xianghua doesn't have much range with this attack, but it's fairly good at ringing opponents out, and it does a pretty good job at interrupting attacks due to its speed.

## Combos

### Combos starting with 3B or 2~B

33A, K  
3B  
3B+K  
1B, B  
66B+K

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

Those hoping to play Ivy the same way as in SCII will be sorely disappointed. In as many games as she has appeared

in, Ivy has once again been completely retooled from the ground up, making her nothing like her previous incarnations. In SCII, Ivy had five stances to choose from, but now, she only has two: Sword (SW) and Whip (WP). With each stance, you have access to numerous moves, but it may be hard to deal with at first.

### Key Moves

#### SW 66A

In SCII this was her old 66A and it still works wonderfully here. It's fast, long range and drops your enemy right in front of you if it connects. When it does hit, follow up with 2B immediately for a short two hit combo.

#### WP 33B

Out of her Whip Stance, this is Ivy's best launching attack, and is incredibly powerful if you're hoping to win via ring out. Combine this attack with 3B+K and you have an incredibly powerful ring out combo.

#### SW A+B

Jumping over low attacks, and dealing great damage, this old staple of Ivy's is just as dangerous as before, but you have to be careful with it, since it's open to counterattacks if it's blocked.

#### SW 22K

Every character needs a good low attack, and this is Ivy's best one out of Sword stance. This goes under high attacks and sweeps the feet out from under her opponents. Follow up with 22B for a quick, and damaging two hit combo.

#### SW 66K

This is Ivy's fastest move, but it's also very short ranged, so use it with caution.



SW 66A and WP 33B

### New Moves

#### Whip Mode

One of Ivy's main strengths is her diversity of moves due to the fact that she essentially has two movelists. Whip Stance is activated by pressing B+K, and can actually be transitioned to via various moves in Sword, and vice versa. All of her moves save for four are totally new to her, and are intended for mid-range combat. One dangerous aspect of her Whip Stance is that she can ring out from almost anywhere on the screen. By using 3B+K, you can send your opponent flying across the arena, and into the depths below.

### Combos

#### Combos starting with Serpent's Embrace K

6B+K  
B:B:B  
B:4B:6B:4B:6B

#### Combos starting with SW 22A

22B  
1A+B  
33B, 6B~9  
214K, 214K

#### Combos starting with WP 33B

3B+K  
6B+K

#### Combos starting with 22K

22B  
1A+B

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Volto	Yoshimitsu	Yunsung	Zasalamel	

He didn't get overhauled as other characters did, but Kilik does have some significant changes fromSCII that make him a little different to play, although a lot of what he received makes him look really, really stylish. Think Donnie Yen in Hero kind of stylish. His long range and damage are his strengths, and while he's not particularly adept in close-combat melee, he can hang with the best of them if need be.

### Key Moves

#### 2A

One of the best low attacks in the game, Kilik still needs to use this a lot to stop any pressure from faster characters as well as maintaining his range game against short-range characters. It ducks under high attacks well and can actually ring out on top of that. Unfortunately, he lost his fantastic WS K, which makes this move a little more predictable, but otherwise it's still great.

#### 6AAA

If an opponent should ever pressure Kilik, this chain is what you'll need to get them out of your personal space. Fast and damaging, this is a series of high staff checks that chain into a combo on counterhit, and is relatively safe if blocked.

#### 6B+K

For pure damage in combos, you can't beat the cartwheel of doom! Kilik also hops over low attacks with this move, although it's a little hard to time it. Additionally, it tracks well so it's hard to side step.

#### A~B

For guys who love their vertical moves, this will give them a rude awakening as you slyly sidestep them and poke them with the butt of your staff. It works wonderfully with slow vertical moves, and it has an incredibly reach that you just can't buy at your local hardware store.



2A and 6AAA

### New Moves

#### 44B

Have you ever seen the One Inch Punch before? It's where a fighter can literally put all of his power behind a punch and move his fist only one inch, and it'll feel as if he was winding up for hours. This is a similar principal. An incredibly quick move, anyone who comes into contact with this move will be stunned and fall straight down. It's quick and unpunishable, so use it without prejudice.

#### B+K

Kilik's old B+K is seen in his Monument (236) stance, but this new move is fantastic as a combo ender, as well as to jump over low attacks. Not only does it do all of that, but it also rings out and allows you to follow up with a quick B attack if you time it right!



## Combos

### Combos starting with 22B

3K~B  
6A, A, A  
6B+K  
A+K

### Combos starting with CH 3B, B

3K~B  
6A, A, A  
A+K

### Combos starting with WS B

66B  
3K  
214A  
6B~2  
6B+K

### Combos starting with CH A~A

6B  
3B, B, 6A, A, A  
3B, B, 6B+K  
66B into AT  
6B+K  
B, B  
44B

### Combos starting with CH 1B

3B, B, 6A, A, A  
3B, B, 6B+K

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

Like many clone characters, Lizardman has gotten a complete facelift from his previous incarnation as Sophitia's clone. Now wielding an axe and shield, Lizardman is more dangerous now more than ever. He has an array of damaging moves that are quick and unpredictable. However, his combos are a little on the weak side.

## Key Moves

### 66B

This is one of Lizardman's many new moves, and it's an overhead swing that causes a juggle on counterhit, and it also hits opponents who are lying on the ground. In terms of versatility it's fairly good, although it can be sidestepped easily.

### 236B:B

A short headbutt into a toss is what you get with this somewhat new move for the Lizard. With the Just Frame you can add more damage to your attack, not to mention it allows for a wicked combo follow up if you time it right.

### 236A,B

To complement the headbutt, this rising strike into a grounding stab makes Lizardman's crawl stance a real pain in the butt to handle. Mix up these two moves for best results.

### 4B

Out of all the moves that you can use to start your Stun combos, this is probably the only one that will hit on a regular basis. Damaging and fast, this quick gut stun is very useful when interrupting opponents.

### 22AA

If you ever need to stop sidesteppers, you ought to rely on this two hit attack that's similar to Sophitia's attack with the same command. On counterhit, both attacks are guaranteed, so feel free to abuse it as much as possible.



66B and 236B:B

## Combos

66B, 66A+B  
44B, 66A+B  
CH 236A, B, 236K  
236B:B, 236K  
33B, 22A, A  
33B, BK

CH 66B+K, A, B, 7K  
CH 66B+K, A,B, 236K  
CH 4B, 2B, K  
CH 4B, 44K  
CH 4B+K, 44K

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

The pimp with the Elvis hairstyle is still a lock-down specialist, but in SCIII he's gotten some new, damaging moves that will help him become a better character overall. He's now gotten some of his old SCI combos back, as well as a variety of new attacks that are great for finishing combos or faking out opponents.

## Key Moves

### 3A+K

Aside from 1K, this is Maxi's best low attack, as it's relatively fast and extremely hard to read if you haven't seen it many times. It hits twice and knocks down, and in addition to that, if you're positioned properly, it can also ring out your opponent!

### 4BB

In SCII this move was pretty good, but weakened when compared to the first SC game. Now, the properties have change and it's exactly like it was in Soulcalibur. If the first hit is a counterhit, perform 4BBK and it will be a guaranteed combo! This is extremely damaging, and it can also ring out with proper positioning.

### 33B

In the last game, using a Soul Charge and then firing this off was one of Maxi's best strategies. Unfortunately he's lost the Guard Break on this move, but it's still wonderful to start off combos, or to finish them. It now hits grounded opponents, so go wild with it. It's also fairly safe on block!

### 6A+B

While the animation has been changed, it's still the same move that you had in Soulcalibur II. With a longer reach, this high strike is perfect for interrupting opponents due to its speed and damage potential. Bulldog players will think twice about messing with you after this attack!



3A+K and 4BB

## New Moves

### 2A+B

Maxi really needed a good, quick low and this is exactly what this does. Ducking under high attacks is no problem with this attack, and it does a fairly good amount of damage. Just be careful not to use it too many times.

### 66A

The jury is still out on this move; is it better than SCII's 66A? No one is going to say outright if it is, but it does have good applications and is damaging enough. Plus it also rings out, which Maxi's old 66A didn't do!

### 6BBB

This three hit string is wonderful to use due to its speed! On counterhit, all three attacks are guaranteed, and on hit the first two will be guaranteed. Unfortunately the third hit is unsafe as hell if it's blocked, but you can input the third attack as soon as you see the first one hits on counter, so it makes it very safe!

### 33B~A

Maxi's 33B was a great move, but it's fairly easy to do see since it's a little slow. This eliminates the fear of someone interrupting you during 33B, since this has the same animation but quickly changes into a quick horizontal move that will destroy anyone who has the audacity to get too close to you. Mix this up with 33B to keep the enemy on their toes!

## Combos

66B~G, 33B (82 damage)  
33A, 66B+K (67 damage)  
K~B[K], 66B+K (73 damage)

CH Left Inner K, 3B, 66B+K (104 damage)  
236K, 4B, B, K (111 damage)

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

When new players first play Soulcalibur, this is the character that they usually flock to. Be it his cool samurai look or his ease of use, Mitsu is one of the most powerful characters in the game, combining great speed, power and flexibility into one sweet, but scruffy package. Veterans of Mitsu will find that overall, the character has not changed that much, but many of his properties have been modified slightly. However, he still kicks a holy amount of butt!

## Key Moves

### 22B

When sidestepping a move, this is not only your fastest option, but also your most damaging. Mitsu will swing down his katana, which forces them to crouch if they block it, and leaves them at your feet if they get hit by it. After it hits, try following up with 2K, B for optimal damage.

### 66A+B

While a little slower than 22B, this attack is great because you can cancel it by pressing G just before it hits, causing your opponents to guess what your next course of action will be. Will you actually attack, or will you stop and do something else?

### 2KB

Out of all the low attacks in the game, Mitsu's 2K is probably the nastiest of them all. It can't be blocked on reaction (like other quick, low attacks) but if it hits then it knocks the opponent



down, which leaves them at the mercy of Mitsu's awesome ground game.

66BB

At E3 this attack was one of the newest moves that Mitsu had, and it was uber-powerful. Now it's a little less damaging, but has its uses. It's great if an opponent misses with an attack, and on block it's completely safe for Mitsu, since it forces the opponent into a crouch.



22B and 66A+B

Combos

**Combos starting with 3B**  
22B  
236B  
33K, 2K  
4K, 236B

**Combos starting with 22B**  
3B  
2K

**Combos starting with B~6**  
3A  
66K  
236B

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

In the storylines, Nightmare isn't really the same person that you knew in Soulcalibur II. Actually, the entity known as Nightmare in SCIII is completely different; he's just a spirit that's powered by the Soul Edge. As such, he doesn't have any of the techniques that made him so powerful in the first two games. Although limited in options, he more than makes up for it in power.

Key Moves

33B

Forget 3B with Nightmare, it's not that great. This is where you'll be getting your juggle damage from! Powerful and able to go into Grim Step easily, 33B is your perfect mid-range launcher!

6K

This quick fist to the face is a great attack to interrupt fast characters, and allows you to follow up with either 33B or 22B as a combo on a counterhit. The only downside to this is that it's a high attack, so enemies can duck it. However, mix it up with 4K to keep them guessing.

22B

Seigfried's 66B is now 22B for Nightmare. It's still majorly powerful, and it's completely safe on block. For a quick strategy, perform this move after connecting with 4B, and it will be totally unblockable!

Grim Step

By inputting 236, Nightmare will go into a quick crouch dash that will duck under high attacks. He has two fantastic attacks from Grim Step. One is GS KK, which is a double kick combo, while the other is GS B, a high damage launcher that's perfect for ending combos with.

### Side Stance A+B

Nightmare's only launcher from Side Stance is great because it's deceptively quick and does a good amount of damage. Unfortunately, the move is not safe if blocked, so be careful with how you use it.

### Side Stance K

Without this attack, Nightmare's Side Stance would be completely useless. Due to the slow moves out of Side Stance, it would've been easy to guess what was going to come next, but thanks to this move, you can keep players really honest.



33B and 6K

## Combos

### Combos starting with 33B

Grim Step B

### Combos starting with 3B

Grim Step K, K  
Side Stance A+B  
Side Stance B

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

Making his debut in Soulcalibur II, Raphael is regarded as one of the cheapest characters in the game, when he's actually quite difficult to use when going up against the best players in the world. His range and speed are his strengths, so you need to exploit them to their fullest. Unfortunately he lost a lot of his damage potential this time around, but he can still compete with the best.

## Key Moves

### 236B

One of the most feared moves in SCII has made a return in the third Soulcalibur game. The range of this move is still impressive, as is its damage. Unfortunately it's still very unsafe if it's blocked, so use it sparingly. The best time to use it is when your opponent has just missed an attack.

### 6BBB

The cries of 'cheap! cheap!' bellow from any newbie's mouth when they come into contact with this three hit combo. Sure, it may seem really hard to defeat, but it really isn't. Be patient against this move and counterhit accordingly.

### 1K

Other than Raph's 2K, this is one of the best low attacks he has at his disposal. While it's not particularly fast, Raph can trip up opponents easily, and it's great for pressuring your opponent.

### 33B

This used to be Raph's 3B attack, but it's gotten changed since SCII. Containing the same properties as before, it's the best launch attack that Raphael has in his arsenal, so abuse it like there's no tomorrow.

### 1BB

While by itself it's not particularly effective, these series of low pokes are pretty good for ending combos with. The first attack is particularly hard to see, so as a poking tool it's very good.

## 22B

Dance around your opponents and stab their feet! 22B is great because of its long range, which makes it completely safe if you're far enough, and it produces a long stun when it connects. Follow up with 22A+B for a nice combo.



236B and 6BBB

## New Moves

### 33KB

To add more depth to his 8-way run skills, Raph has acquired this really cool two hit combo that allows the player to launch his opponent into the air and then slam them down with a quick swipe of the rapier. It's extremely effective when you sidestep an attack.

## Combos

### Combos starting with 66A+B

4B+K

### Combos starting with CH WS K

33K, B

### Combos starting with 22K

33B, 236A+B

6A+B, A

1B, B

3B, 6B, B

66A+B

### Combos starting with CH 4A

66A+B

1B, B

236A+B

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Volto	Yoshimitsu	Yunsung	Zasalamel	

Before Astaroth, there was the White Giant known as Rock. Slightly smaller than Astaroth, Rock is just as powerful, but is completely different from his predecessors. His attacks don't have the variety that Astaroth does, but what he does possess is still very dangerous.

## Key Moves

### BBB

For damage, you can't beat this three hit attack, which can also ring out fairly well. It's best application is for forcing opponents outside of their range and into Rock's space. It also works well when you're countering an attack.

### 6K

Aside from 6A, the shot knee that Rock performs here is great because it's his quickest move, and it sets up a potential ground throw if you can score a counterhit with it.

### 66K

While Astaroth's bullcharge is great for ringing out opponents, Rock's version of the same move is great for damage. It's fast and actually launches the opponent into the air. You can usually score an easy combo off of this move!

### 2A+K

What Astaroth doesn't possess that Rock does is a good low attack. This sweeping leg attack keeps your opponents honest and in check, something that Astaroth cannot do, unfortunately.





BBB and 6K

## New Moves

### B~6, B

One of Rock's newest moves is also really effective, and a welcomed addition to his arsenal. Rock performs two quick butts with the mace, which is great for forcing opponents out of his personal space.

### 4B

Astaroth also has an effective 4B attack, and Rock's move is somewhat similar, although it can't be charged, and has slightly shorter range. What's really good is that it automatically knocks down on counterhit, making it really dangerous due to Rock's great throw game.

### 66B

Rock performs a charging downward spike with this move, which knocks down on any kind of hit. It also works great as a combo ender.

## Combos

66K, B+K  
66K, 11B  
66K, 22A, A  
CH 66B, 22A, A  
214B+G, B+K  
6B+K, 2K

CH 6B, 44B  
CH 6B, B+K  
CH 6K, 2B  
CH 66A, B, 6K, 2B  
CH 66A, B, 6K, 1B

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

Seeking vengeance over the death of her love, Setsuka is one beautiful, and deadly woman. Draped in a kimono and carrying a deadly umbrella, Setsuka's strengths lie in her speed and damage. While her range leaves a lot to be desired at times, she more than makes up for it with her ability to close the gap between her and her foe in a short amount of time.

## Key Moves

### 66A

Although this move hits high, it's perfect for closing the gap between you and your opponent, and is extremely quick. It's also great for stopping sidesteppers if they try to avoid your attacks.

### 66B

Setsuka is deceptively fast, and this move is one of the reasons why. Setsuka will barrel towards her adversary and spin, thrusting out her sword in the middle of her spin. She has an additional attack that you can use after this hits.

### A~G~B and 33B

One area where Setsuka isn't lacking is in her launchers, and these two launchers are among her best for starting combos. Extremely quick and safe on block, both moves will launch your opponent high enough on any hit to deal a devastating combo.

### B~A

With a long reach, quick speed and the ability to ring out, this move is Setsuka's main punisher if your opponent whiffs their attacks. On top of that, it's relatively safe on block, although some characters can counter you.



66A and 66B

## Combos

### Combos starting with A~G~B

B~A  
214~3A~B

### Combos starting with CH 33B

66B, A, 33B  
214~3B, B, 214~3A~B

### Combos starting with CH 4A

B~A  
33B, 66B, A, 33B  
33B, 214~3BB, 214~3A~B  
B+K 61B 44B+K or 11A+B

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Volto	Yoshimitsu	Yunsung	Zasalamel	

Also known as the hottest Korean to ever grace a video game, Seong Mina has undergone a drastic change, much like Siegfried and Nightmare. To get her away from any similarities with Kilik, Mina has her own set of moves, and only shares a couple with Kilik. However, while she can deal out good damage, her speed leaves a lot to be desired.

## Key Moves

### 66A

The guys at Namco may have gotten a little old, because in SCIII, some of the commands of Seong Mina have been switched around. What used to be B~A is now 66A, and vice versa. 66A is a great rushing tool to have, but it's effectiveness depends on when it hits. If it hits point blank, then it's not that great, but at maximum range it produces a special stun that allows you to follow up with a combo.

### B~A

As we mentioned in the above section, Seong Mina's B~A is actually her 66A from Soulcalibur II, just so there's no confusion. It's a great tool to use to pressure your opponent, and it also rings out, so use it often, but be careful! It's a high attack, so if you're predictable an opponent can duck it easily.

### 4A

This is probably the most annoying move that Mina has in her entire arsenal! A retreating low attack, Mina cannot be touched by anyone if they block it, and it's so hard to side step that opponents have no choice but to wait to see what Mina will do next before going forward!

### 6B+K

Kilik has a different move, but you can apply it in the same fashion. It's great for catching sidesteppers since it tracks well, and it does an unhealthy amount of damage to your opponents due to its knockdown abilities!

### 33K,B

This is a totally new move to Mina! Think of this as the last part of one of Kilik's combos. Mina will jump kick and then launch her opponent with her spear. It's her best launcher along with 3B because it comes out of your sidestep, so when you side step an attack, go immediately into this for an easy combo.



66A and B~A

## Combos

### Combos starting with 3B

1B, A  
8A+B  
66A+B  
B~A

### Combos starting with A+B

3B, B~A  
6B, B

### Combos starting with 22\_88B

44A+B

### Combos starting with 33\_99KB

6A, K  
3B  
6B+K  
B~A

### Combos starting with CH 66A

44A+B  
3K, K  
9B

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

Now that he's finally rid of Soul Edge, Siegfried can finally move on with his life, or can he? The separation of Siegfried and Nightmare has left both characters very different from their usual monstrous selves. Whereas Nightmare has been left with only a couple of special stances, Sieg still retains all four that he used to have, although he's lost a lot of moves that he used to have when he was Nightmare. Nevertheless, he's still a powerhouse that you'll have to be careful around.

## Key Moves

### 3B

Point for point, Sieg's launcher is one of the best in the game. Although not safe on block, it does so much damage and has so much range that you'll be crazy not to use this all the time!

### 66A

To kill sidesteppers, 3B isn't the best move to use, since it's so easy to avoid via sidestep that you'll be eating damage if you're too predictable. This attack has a similar range to 3B, but it'll kill any sidestepping antics that you come across.

### 4A

For close combat, you can't beat this short range attack. It does a good job in stunning opponents long enough for you to gain the advantage, and it's relatively safe on block.

### 66KB

Unfortunately this move has changed drastically from SCII, where it actually launched high on counterhit. Now it just knocks down, but that should be good enough for most players, as you can tack on some extra damage after this attack with a simple 3B.





3B and 66A

## New Stances

Now that Siegfried has escaped the clutches of Soul Edge, he has some new tools available to him in the form of his stances. Here's an overview of what they are and how you can use them.

### Chief Hold (CH)

Siegfried carries his sword over his shoulder. His options are limited here, but for damage, Chief Hold B is great for damage, while Chief Hold K is great for a quick attack.

### Base Hold (BH)

Siegfried kneels on one knee with his sword over his head. This is his primary stance and it's actually very useful. Base Hold K is a rushing attack that pushes an enemy back, while Base Hold A and B are great for damage.

### Reverse Side Hold (RSH)

Siegfried holds his sword with his left hand, on the ground. His best moves out of this stance are RSH K (which is a low stomp) and RSH A+B, which is a crossover swipe.

### Side Hold (SH)

Siegfried holds his sword in his right hand. This looks the same as Reverse Side Hold, except the sword holding hand is different. Sieg's best move here is SH B, a long range jab with his sword, and SH K, a low hitting sweep that does good damage.

## Combos

### Combos starting with SCH B

66A (76 damage)  
44K (82 damage)  
66A+B (88 damage)

### Combos starting with 6K

3[B], CH B (83 damage)  
1B (87 damage)

### Combos starting with 3[B]

CH A (54 damage)  
CH B (56 damage)

### Combos starting with 44[B]

BH B, 66B

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

The older Alexandra sister is still a force to be reckoned with in SCIII. Not only has she stayed relatively the same (making it easy for veteran players to use her), but her damage potential and her best moves have all gotten some good upgrades. Out of all the characters in the game, she's one female that you'll have to keep an eye on.

## Key Moves

### 11A,A

Not only does this move start off low, but the second hit can be charged to be unblockable! And it's really fast if you can time it right. Sure, later down the road your friends may figure it out, but this move is pretty golden and should be abused like nothing else.

### 4B

A simple downward slash shouldn't be so annoying, but when you're controlling Sophitia, it's probably the most annoying move you could have. On hit it does good damage and gives

you a huge amount of advantage. On block it forces a block, ensuring that Sophie will keep her advantage no matter what.

#### 236B

If Cassandra had a little bit more range with her 236B, it'd be just as deadly as Sophitia's, and that's saying a lot, since Sophie possesses what's easily the best punisher in the entire game. You block an enemy's attack? Use this move. They whiff their move? Use this move. They try to guard impact? Use. This. Move.

#### 44B

Sophitia takes a step back and launches an opponent with an upward strike that's similar in motion to 66B, but has slightly worse range. However, the fact that she steps back is very important in managing your space with her. Use that backstep to avoid counters and then drill them with this!

#### 1K

Aside from 11A, this is Sophie's best low attack. Not only is it fast, but it's also delayable, so Guard Impact-happy players will be eating this all the time if they're too predictable.



11A,A and 4B

### Combos

#### Combos starting with 3B

236B

#### Combos starting with 66B

66A+B, 66B  
9K, 236B

#### Combos starting with 44B

66A+B, 66B  
6K, 236B  
3A+B

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

The buxom ninja of the SC series has made quite the transition over the past four titles. Once considered the queen of rushdown in SCII, she's been downgraded as far as speed is concerned, but her power has been significantly buffed up. She now relies more on big damaging combos than quick, speedy attacks, but she's still one of the best characters in the game!

### Key Moves

#### 66A

In the previous game, you could only perform this move out of Taki's Possession stance, but now you can use it any time you want to! It's great for damage, as well as to ring out opponents. Plus it has a fantastic reach compared to other attacks that Taki has. Just be careful with it, since it's totally not safe if blocked.

#### 4A+B

The Ninja Cannon is one of Taki's most feared moves, because it hits low and sends you skyrocketing if you don't block it. It's even more painful in SCIII, because it has a total of three variations that you can abuse. The normal Ninja Cannon is done by simply pressing the buttons, while the other two versions can be executed by holding down the buttons for a longer duration. The second type gives you two Ninja Cannons, while the third gives you

three, all of which launch an enemy into the air.

#### FC 1A+B

Who knew that such a small, significant little attack could be so annoying? Taki's Poison Dart isn't much to look at, but it provides you with some amazing setups if you're smart. On counterhit, this produces a special stun on an opponent, and if you use Taki's new 6A+B move, it's a guaranteed attack, leading to a huge combo!

#### 66K

Taki's "hurricane" kick is one of her best interrupting moves due to its speed and total annoyance factor. While it's not the safest move in her arsenal, Taki can abuse this a lot in a match, and it makes for an incredible round ender due to its speed.

#### 66B:A

Replacing her old move (it's still in the game as 33B), this two hit stab is wonderful if you can get the timing down. Just as the first attack connects, press A for the second one to whiz out. This only works if the first one hits. As it stands, it's an incredibly fast stabbing move that allows you to set your opponent up for more damaging setups afterwards.



66A and 4A+B

### Possession

Taki's Possession (PO) stance is one of her most feared weapons. It gives her an unimaginable amount of options to attack her opponent, and her speed makes it extremely hard to read what she's going to do next. Keep yourself unpredictable, and you'll have your opponents pulling their hair out. From Possession, Taki now has more options than ever before!

#### PO K

A double kick that not only knockdown an opponent, but can also ring them out! It also jumps over low attacks.

#### PO 2K

A double kick to the shins, which also knocks down and rings out.

#### PO 6K

An extremely quick cartwheel kick. This is best used when your opponent is trying to counter your Possession moves.

#### PO A

Taki's fastest PO attack. A high swipe with her dagger. This is great against characters like Xianghua or Cassandra, who will try to interrupt your attacks with their own.

#### PO 2A

Taki sidesteps and then delivers a two hit slash. Be careful with this attack, as you can ring yourself out if the positioning is correct.

#### PO B

While the move itself has not changed, it's properties have! Now when you execute this move, it can Guard Break, piercing your enemy's defenses and setting them up for a damaging combo. While it can be easily sidestepped, on block you should have no problem controlling the flow for the rest of the match.

#### PO A+B

Taki's unblockable attack has gotten a significant downgrade since SCII. It's no longer cancelable, meaning that her dreaded EXC technique is no longer valid. You can still perform something similar by dashing while in PO and holding guard, but it's not the same. Use this unblockable to duck under high attacks and deliver a crushing blow!

#### PO 9K, A

Tired of people cutting you off at the knees? Jump over their attacks and whoop them with this two hit combo!



### PO 4B+K

This move doesn't actually do any damage. Rather, it lets you backflip out of danger and back into Possession again, allowing you to continue the pressure if your opponent tries to counter your tactics.

## Combos

### Combos starting with FC 1A+B

6A+B  
4A+B

### Combos starting with 3B

6K~A, 66K

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

Along with Raphael and Cassandra, Talim was one of the new characters introduced in SCII. Armed with dual tonfas, she was considerably smaller than the rest of the cast, but she more than held her own with a confusing set of attacks and deceptive speed. In SCIII, these are still her main strengths, but she has to rely more on pokey, quick attacks than ever before.

## Key Moves

### 33A

This jumping strike was her main attack in SCII due to its range and power. It can also ring out opponents. In SCIII, these properties still remain, although the range is slightly smaller.

### 1A+B

In SCII this move was golden for juggle combos. It instantly crouched under high attacks, making it deadly against kids who loved to abuse those high pokes. However, in SCIII it loses that ability, making it a less effective, but it's still a great weapon to use. When this attack hits, you can combo into 44B for an easy combo.

### 3B6B

Whenever your opponent happens to make a mistake and throw out an attack that's easily blocked, counter with this attack, which launches on counter. The second attack sends them crashing down to the ground, perfect for your ground games.

### 66A

Most characters have a move that used to be in SCII but is now done with another command, and Talim is no different. This used to be 44A, but it's still a great move to use. Quick and short ranged, it's main function is to ring out opponents.



33A and 1A+B

## Special Movements

Talim is all about floating like a butterfly, and stinging like a little bee with beautiful eyes, a perfect body and... oh, sorry, that went off on a tangent, didn't it? In any case, what Talim needs to do in order to win matches is to confuse the living hell out of her opponents. She does this with several options: Gale, Wind Sault and Wind Charmer.

Gale is performed by pressing 4B+K, and makes Talim do a little jump backwards. From here, you can perform several moves:

<b>Gale A</b>	This is the same move as Talim's 33A. Apply it the same way for best results.
<b>Gale B</b>	This is the same move as Talim's 66B. Apply it the same way for best results.
<b>Gale A+B</b>	This is Talim's old unblockable attack. The range is short, so be careful!
<b>Gale K</b>	New move for Talim. This is a double kick attack that launches on any hit.

Wind Sault is performed by pressing 6B+K, and makes Talim jump towards your opponent.

<b>WS A</b>	A low attack that knocks an opponent off their feet. It's the same as SCII, so you can use it in the same fashion.
<b>WS B</b>	This is a new move with the same animation as one of Talim's old moves.
<b>WS A+B</b>	This is a totally new move, and it's very useful! Talim will roll up into a ball and attack the opponent. It's very damaging, and has great priority over other moves.
<b>WS K</b>	A quick drop kick, similar to SCII.
<b>WS B+K</b>	This used to be Talim's WS B in SCII. It now bounces opponents off the ground, allowing you to use a combo!

Wind Charmer is performed by pressing 2B+K or 8B+K. Talim will perform a short sidestep to either side of her opponent, and from there you have several options to choose from.

<b>WC AAB</b>	From Wind Charmer, this is a new combo string for Talim. The damage is fair, and it leaves you with your back turned to your opponent, which is good because Talim has some great options from that position.
<b>WC BB</b>	This is the same move from SCII. A two hit combo that knocks down on any hit!
<b>WC K</b>	This is a new move for Talim. It's a double kick combo that hits high, so it's not as useful as her other options from this stance.
<b>WC A+B</b>	This is a mid level attack where Talim attacks with both of her tonfas. It's a little slow but does great damage.

## Combos

### Combos starting with 1A+B

44B  
1B, A

### Combos starting with 2A+B

44B  
1B, A

### Combos starting with 6B+K

B+K, 44B  
A, 6A+B

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

The misguided angel of death is apparently very proficient at gymnastics! Tira is your prototypical girl character; very weak, speedy and fully of deceptive moves. While she's definitely not the strongest character in the game, she still has enough tools to make her a deadly weapon.

## Key Moves

<b>22A, A or 22A, B</b>	Tira's biggest strength is her sidestep game, and these two moves will make your opponents go crazy if used right. The first attack goes high, then low, while the second goes high, then mid. You can mix it up to keep your opponent on their toes, and best of all, you can infinitely repeat both attacks, making it hard to predict when to counterattack!
-------------------------	---

<b>WS B</b>	Although not particularly fast, this rising attack is one of Tira's best weapons due to its damage. On counterhit, it goes into a special attack throw that does almost 70 points of damage! On regular hit, it leaves your opponent at a significant disadvantage.
<b>WS K</b>	If your WS B attacks are getting interrupted, use this attack, which is nearly twice as fast as WS B is!
<b>33A, B: B</b>	This is a Just Frame attack that starts off with a low attack, and is guaranteed on counterhit! If you hit the Just Frame, then the opponent is slammed into the ground next to you, while the non Just Frame version will have them float to the ground, allowing them to tech roll.
<b>44B</b>	Tira has three special stances in the game, but all of them are very situation specific. 44B allows you to go into a crouching stance which has a couple of different options. We listed it here due to the move's actual usefulness compared to the other moves that go into a special stance. 44B leaves your opponent at your feet on counterhit, making it easier to connect with her stance attacks.



22A,A and WS B

## Combos

### Combos starting with 3B

A+K, 6B  
A+K, 2A+B  
66B+K, 6B  
44K, 1B

### Combos starting with 33A, B

6B

### Combos starting with 66B

66K, 6B

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

Darth Vader's real son is somewhat of an enigma. Top players won't say that he's amazing, but he's one of those characters that you really need to fear due to his unpredictability and damage. In the right hands – and we hate to use that phrase, but it really applies here – he's a monster that's capable of winning tournaments. He requires a lot of dedication, but in the end he can hang with the best of them.

## Key Moves

<b>1K</b>	Voldo doesn't have many juggle combos, as he relies more on pokes, but his main launcher is one of his most dangerous moves. Ducking under high attacks, and useful after you've blocked an attack, this rising kick is the perfect attack to use to setup any combo.
<b>FC 3A+B</b>	This attack used to be 3A+B, but since that's a new move, Namco had to remap this head first dive attack. Chargeable and with plenty of range, for those attacks that require you to punish someone from more than a character width away, this is the best attack to use. It can also ring you and your opponent out though, so be careful!
<b>33B</b>	This move used to be Voldo's 66B, but it has since been changed. Voldo rushes with a



dashing elbow that has quite a bit of range to it. While it's not completely safe if blocked, it does great damage, has many combo opportunities and can ring out an opponent!

**6B, B**

The first part of this combo is the same as in SCII, but the second attack has been changed. It used to be Voldo's dashing elbow, but now it's changed to a slash that leaves Voldo in Blind Stance. It's very effective, since Voldo operates best when his back is turned to his opponent.

**66A+B, K**

With good range and the ability to ring out, this two hit combo is very dangerous due to the fact that it leaves the enemy at your feet, making them vulnerable to Voldo's dangerous ground game.



1K and FC 3A+B

## Combos

### Combos starting with 1K

Blind Stance 3B  
Blind Stance B~6, B  
Blind Stance 6A+B

### Combos starting with 22B

2B, B  
2B~4  
2A+B

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

The dangerous ninja from Japan has been greatly changed from his SCII incarnation, and now he resembles his Tekken form more than anything else. Yoshimitsu's power lies in his ability to do great damage from his regular attacks while mixing things up using his Pogo, Meditation and Dragonfly stances. By staying unpredictable, you'll be able to inflict a lot of damage on an opponent in an instant!

## Key Moves

**A+K**

The Flash is Yoshi's specialty move; a non-offensive attack that stops nearly everything in its path. When an enemy tries to attack Yoshi while he's using Flash, they're instantly Guard Impacted. It doesn't matter what it is! Use this in situations where it's hard to read an opponent's next move.

**1A**

Yoshi loves to spin, spin, spin and it turns out that this move is one of the best attacks he has for pressuring an opponent. In SCII it was great because it gave him an advantage on block, but that's no longer the case. You can still use it as a pressure tool, but your options afterwards are limited.

**6B+K**

The Doorknocker has come a long way since SCI, where it meant nearly 50% off your opponent's lifebar. It was weakened greatly in SCII, but in this game, it's been buffed up again. It's a natural combo on counterhit, meaning you can easily take off a good 30% off an opponent's lifebar if they're not careful!

**FC 3K**

For all of the options Yoshi has, he also needs a good low attack, and this works wonderfully. Ducking under high attacks, this low sweep will knock the feet out from under his opponents, leaving them at the mercy of Yoshi's incredible ground game. Be careful with

it though, because it's not safe on block, and opponents can really screw Yoshi if you're reckless with it.

A+B

Also known as “Bad Breath”, this odd move is great for okizeme games. It guard crushes on block, leaving your opponent open to just about anything. Since Yoshi has a great high/low game, you can really mess someone up with his potential setups. Use FC 3K or 3B for good setups after this move.



A+K and 1A

Yoshimitsu has three main stances to mix up his attacks: Pogo (PG), Meditation (MD) and Dragonfly (DGF). The former two have been SC mainstays since the character was introduced in SCI, but Dragonfly is a new addition to the game, and was also in Tekken 5. In Dragonfly, Yoshimitsu hovers above the ground, using his sword as a helicopter.

Pogo, Meditation, and Dragonfly, Oh My!

DGF K

A low kick that can knock down an enemy.

DGF B

A downward slash that can also hit grounded opponents.

DGF A

A horizontal slash that hits mid, and also keeps Yoshimitsu in DGF stance.

Combos

Combos starting with 3B

6K  
4K, B

Combos starting with 33K

22B  
2A, FC 3K

Combos starting with A+B

3B, 6K  
4K, B

Combos starting with 1B+K

6B+K, B, B, B  
3A, B, 6K

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

Known as the weakest character in Soulcalibur II, the Korean Kicker has undergone a little refinement for the third iteration of the series, and whether the transition was good or bad, he plays slightly differently from his past incarnation. Yunsung relies more on short combos and playing it safe than anyone else in the game. While he's capable of good damage, most of his moves are really unsafe if blocked, so be careful!

Key Moves

33A,K

This move replaces 33A,B from SCII, and it's used in the same manner. The only difference is that it's no longer a Guard Break like it was when Yunsung first debuted. Use it to kill sidesteppers and for ring out purposes.

<b>3B</b>	Most characters have a launcher if you use 3B, but not Yunsung. Instead, you'll get a short-range thrust, but it's actually quite useful because it rings out, and it also knocks down on counterhit. Follow up the knockdown with 2B for an easy two hit combo.
<b>44B</b>	While Yunsung is very much an in-your-face character, there are times where he needs to be swift and deceptive, and this retreating stab allows him to do that. Yunsung rears back and then thrusts his sword out, allowing him to avoid advancing slashes while countering immediately. It's also cancelable, so if your retreat isn't going to work, press Guard to block an attack.
<b>11K</b>	What Yun really lacked in SCII was a decent low attack that set up good damage. Unfortunately, he still doesn't have a great low like other characters do, but this works just as well for any situation. This low sweep knocks down at close range, but at maximum range it only trips up, so be careful with how you use it.
<b>K,K,B</b>	This new string is very useful, as it's all guaranteed on counterhit! What's best is that his kicks are some of the fastest in the game, so you won't have to worry about getting beaten to the punch with your attacks.



33A,K and 3B

## Combos

### Combos starting with 3B

2B+K  
2B

### Combos starting with 33B

Crane A  
Crane A+B  
Crane B+K, K, K

### Combos starting with 3K or WS K

1K, K  
3B  
44K

Astaroth	Cassandra	Cervantes	Xianghua	Ivy	Kilik	Lizardman	Maxi
Mitsurugi	Nightmare	Raphael	Rock	Setsuka	Seong Mina	Siegfried	Sophitia
Taki	Talim	Tira	Voldo	Yoshimitsu	Yunsung	Zasalamel	

He is the man behind the reappearance of Nightmare in Soulcalibur III, and he's also one of the game's most dangerous characters. Combining incredible range and speed, Zasalamel is a force to be reckoned with. He's a fairly simple character to figure out, but new players will have a hard time adapting to his style of play.

## Key Moves

<b>66B, B</b>	One of Zasalamel's most powerful moves is this two hit combo, which hits low and actually lifts your opponent into the air. It's very hard to read this attack, and if you connect with it, use 4A+B for an easy three hit combo. Opponents may adjust to this attack after a while, but if you do 66B, K instead of B, then you'll tag them with a knee to the head.
<b>3A, B</b>	Zasalamel's strength is his ability to drag opponents in with his scythe, and this is a perfect



example of how to do it. By just pressing 3A, you'll do a mid level attack, but tack on the B to the end of this move, and Zassy will reel his opponent in for the kill. This is a great tactic to use to apply pressure on your opponent.

#### 4B+K

While Zas can use his scythe to pull in opponents, he can also use it for long range attacks, keeping his opponent at bay. With this attack, Zas jumps back and spikes his scythe into the ground. Opponents who block it have very limited choices because Zas is too far to punish with conventional attacks, but opponents such as Astaroth and Cervantes can nail him with some of their long range attacks.

#### 66A

We talked about Zas' speed before, and this is one exemplary move to display it. Spanning neary half the screen, Zasalamel swipes his scythe across the battlefield, and knocks his opponent down. Despite being a high level attack, it's incredibly effective for cutting off sidesteppers.

#### WS B

You've probably seen this in many of the trailers for SCIII, but to put it simply, this move is much, much better than the movies let on! Not only does it do an amazing amount of damage, but it also Guard Impacts attacks rather easily, making it one of the most feared weapons in Zas' arsenal!

#### 4A, B

If you've ever felt pressured in a match, with your back to the edge of the ring, busting this out of nowhere will make your opponent think twice about needlessly rushing into things. On hit, this move switches positions with the opponent, and on top of that, if you're close enough, it will also ring out an opponent!



66B,B and 3A,B

### Combos

#### Combos starting with 3B

3A, B  
66A

#### Combos starting with 33B

4A+B

#### Combos starting with 22BB

22KK

#### Combos starting with WS K

33B, 4A+B  
6A+B, B

#### Combos starting with 66B, B

6A, 66A+B

## Q & A

### Q: Who's the best character in the game?

**A:** That's a tough question to ask, since it can be taken many different ways. Do you mean who's the best in terms of power, speed or ability? For beginners, the best character to use would have to be Mitsurugi, since he does moderate damage and isn't that hard to learn. You can learn the basics with him and then move onto a more complex character. Power-wise, the best character would be Cervantes, as his moves do insane damage, and his combos are the most damaging in the game.

### Q: So what constitutes a powerful character in Soulcalibur?

**A:** I'm glad you asked that! In Soulcalibur, it's all about the damage you can do, and how easy you can pull it off. Sure, a character like Maxi can dish out the pain just as good as anyone else, but can he do it as easily as other characters? Sadly, the answer is no, he can't. This is why characters like Cervantes and Sophitia are so powerful; their main damaging moves are easy to perform, and don't put them at risk.

### Q: No really, give me your list of characters! I want to know who's the best!

**A:** Well, okay...

<i>Tier S</i>	<i>Tier B</i>
Cervantes	Voldo
Sophitia	Raphael
Ivy	Taki
Cassandra	Rock
	Astaroth
<i>Tier A</i>	Xianghua
Mitsurugi	Yoshimitsu
Kilik	Seong Mina
Setsuka	Talim
Nightmare	Maxi
Seigfried	Lizardman
	Yunsung
	Talim

### Q: I don't agree with your list! It sucks!

**A:** Well, you asked for it, didn't you?

### Q: During Chronicles of the Sword, my saved game keeps getting corrupted! What should I do?

**A:** It's best to complain to Namco about that, wouldn't you say? In any case, the only good fix for it is to turn off auto-save, and keep a second memory card handy just in case you need to save your game on another card.

### Q: I can't seem to unlock [insert random item here]

**A:** Check our Secrets section for more information

### Q: How do I fight Night Terror?

**A:** Basically, you have to choose the correct path in Tales of the Soul, and then you cannot lose a match. Not once! Yeah, it's difficult, but no one said life was easy, junior.

## Secrets

Soulcalibur III has been blessed with a deluge of secrets for players to find. Here is a complete listing of what you can unlock in the game.

Unlockable Characters	
Unlockable	How to Unlock
Abelia	Clear Chronicle 18 in Chronicles of the Sword or play 1050 battles.
Abyss	Defeat him after Yoshimitsu, Olcadan, Rock, Sophitia, Lizardman, and Cervantes are unlocked or play 725 battles.
Amy	Beat Beloved on Easy
Arthur	Defeat him in Tales of Souls or play 550 battles.
Aurelia	Clear Chronicle 12 in Chronicles of the Sword or play 900 battles.
Cervantes	Defeat him in Tales of Souls or play 625 battles.
Chester	Clear Chronicles 19 in Chronicles of the Sword or play 950 battles.
Demuth	Clear Chronicle 10 in Chronicles of the Sword or play 850 battles.
Giradot	Clear Chronicle 15 in Chronicles of the Sword or play 800 battles.
Greed	Defeat him in Tales of Souls or play 500 battles.
Hualin	Defeat him in Tales of Souls or play 750 battles.
Hwang	Defeat him in Tales of Souls or play 600 battles.
Li Long	Defeat him in Tales of Souls or play 1150 battles.
Lizardman	Defeat him in Tales of Souls or play 675 battles.
Luna	Beat Chronicle 11 in Chronicles of the Sword or play 650 battles.
Lynette	Defeat her in Tales of Souls or play 1100 battles.
Miser	Defeat him in Tales of Souls or play 450 battles.
Olcadan	Defeat him in Tales of Souls or play 575 battles.
Revenant	Defeat Revenant in Tales of Souls, or when 1200 battles have been played.
Rock	Defeat him in Tales of Souls or play 475 battles.
Sophitia	Defeat her in Tales of Souls or play 525 battles.
Strife	Clear Chronicle 20 in Chronicle of the Sword or play 1000 battles.
Valeria	Defeat her in Tales of Souls or play 700 battles.
Yoshimitsu	Defeat him in Tales of Souls or play 425 battles.
Unlockable Stages	
Unlockable	How to Unlock
Chaos (Spiritual Realm)	Defeat Night Terror in Tales of Souls, or Fight 775 battles.
Egyptian Temple	Clear this stages in Tales of Swords, or Fight 825 battles.
Egyption Temple	Clear Sudden Death Rally (Easy) in Soul Arena, or Fight 1025 battles.
Eurydice Shrine	Clear this stages in Tales of Swords, or Fight 525 battles.
Grand Labyrinth	Clear this stages in Tales of Swords, or Fight 575 battles.
Grand Labyrinth (Corridor)	Clear this stages in Tales of Swords, or Fight 925 battles.
Grand Labyrinth (Darkness)	Clear this stages in Tales of Swords, or Fight 975 battles.
Lakeside Coliseum	Clear this stages in Tales of Swords, or Fight 475 battles.
Lakeside Coliseum (No Cage)	Clear this stages in Tales of Swords, or Fight 875 battles.
Lost Cathedral (Ruin)	Clear this stages in Tales of Swords, or Fight 725 battles.
Pirate Raid	Clear this stages in Tales of Swords, or Fight 625 battles.

Sacred Mt. Fuji	Clear this stages in Tales of Swords, or Fight 425 battles.
Silk Road Ruin	Clear this stages in Tales of Swords, or Fight 675 battles.
<b>Upgrade Disciplines with Created Soul</b>	
<b>Unlockable</b>	<b>How to Unlock</b>
Assassin	Get to level 30 using Ninja class in Chronicles of the Sword, or have 410 total battles.
Gladiator	Get to level 30 using Barbarian class in Chronicles of the Sword, or have 410 total battles.
Knight	Get to level 50 using Gladiator class in Chronicles of the Sword, or have 610 total battles.
Pirate	Get to level 30 using Thief class in Chronicles of the Sword, or have 410 total battles.
Sage	Get to level 30 using Saint class in Chronicles of the Sword, or have 410 total battles.
Samurai	Get to level 50 using Assassin class in Chronicles of the Sword, or have 610 total battles.
Swordmaster	Get a level up when all other jobs are above level 50 in Chronicles of the Sword, or have 610 total battles.

There are some Soul Arena missions that can only be unlocked when certain conditions are met. Some can be purchased from the Shop, while others need to be unlocked by scoring in other missions.

<b>Soul Arena Unlockables</b>	
<b>Unlockable</b>	<b>How to Unlock</b>
Beloved (Easy)	Beat Amy in Tales of Souls
Beloved (Hard)	Score a Clear or higher in Beloved (Normal)
Beloved (Normal)	Score a Clear or higher in Beloved (Easy)
Blast Chase (Hard)	Score a Clear or higher in Blast Chase (Normal)
Blast Chase (Normal)	Score a Clear or higher in Blast Chase (Easy)
Coin Collector (Hard)	Score a Clear or higher in Coin Collector (Normal)
Coin Collector (Normal)	Score a Clear or higher in Coin Collector (Easy)
Dancing Statue (Easy)	Score a Clear or higher in in Soul Smash (Easy)
Dancing Statue (Hard)	Score a Clear or higher in in Dancing Statue (Normal)
Dancing Statue (Normal)	Score a Clear or higher in Dancing Statue (Easy)
Final Battle (Easy)	Beat Night Terror in Tales of Souls
Final Battle (Hard)	Score Clear or higher in Final Battle (Normal)
Final Battle (Normal)	Score a Clear or higher in Final Battle (Easy)
Hard Workers (Easy)	Purchase from the Shop.
Hard Workers (Hard)	Score a Clear or higher in Hard Workers (Normal)
Hard Workers (Normal)	Score a Clear or higher in Hard Workers (Easy)
Soul Smash (Hard)	Score a Clear of higheer in Soul Smash (Normal)
Soul Smash (Normal)	Score a Clear or higher in Soul Smash (Easy)
Sudden Death Rally (Easy)	Score a Clear or higher in Turntable (Easy)
Sudden Death Rally (Hard)	Score a Clear or higher in Sudden Death Rally (Normal)
Sudden Death Rally (Normal)	Score a Clear or higher in Sudden Death Rally (Easy)
Wisp Shoot (Easy)	Score a Clear or higher in Coin Collector (Easy)
Wisp Shoot (Hard)	Score a Clear or higher in Wisp Shoot (Normal)
Wisp Shoot (Normal)	Score a Clear or higher in Wisp Shoot (Easy)