SOULCALIBUR™

SEGA®

namco®

TEEN
T
CONTENT RATED BY ESRB

T-1401N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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USING DREAMCAST CONTROLLERS

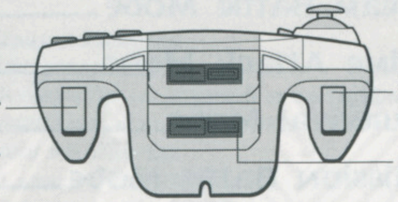
This section provides an introduction on how to use the Dreamcast controllers for Soul Calibur. For additional information on other functions or character moves, refer to the Controls and Character Profiles sections of this manual.

•Soul Calibur is intended for 1 or 2 player use. Before powering up the console, connect the controller and other peripherals (if applicable) to the Dreamcast's Controller Ports. To reset the game and return to the Title Screen during the game, hold the Ⓐ, Ⓑ, Ⓧ, and Ⓨ **Buttons** down simultaneously while pressing the **Start Button**.

Standard Controller

DREAMCAST CONTROLLER

Forward View



Expansion Slot 1

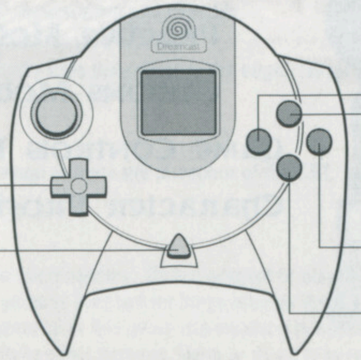
R Trigger
Switches between screens, menus, etc.

Simultaneously presses X, Y, and B Buttons (during gameplay).

L Trigger
Switches screens, displays, etc.
Guard (during gameplay)

Expansion Slot 2

Overhead View



Digital and Analog Directional Pads
Selects menu options.
Character movement (during gameplay)

Start Button
Starts and pauses game.
Opens the Pause Menu window.

X Button
Horizontal attack
(during gameplay)

Y Button
Vertical attack (during gameplay)

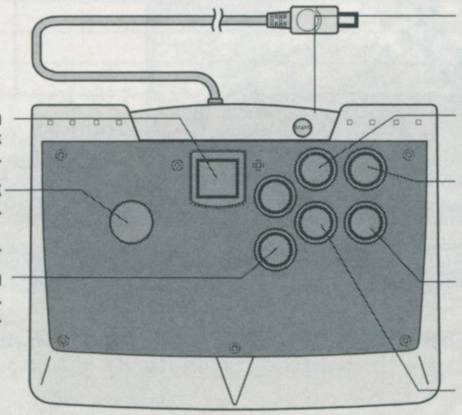
B Button Cancels menu selection.
Kick attack (during gameplay)

A Button Accepts menu selection.
Guard (during gameplay)

- A second controller (sold separately) is necessary for all two player games.
- All settings listed here are default settings. You can make your own controller settings from the Options Mode (see page 13).
- When powering up the Console, do not press the **Analog Directional Pad** or the **Left/Right Triggers**. Doing so prevents proper calibration of the controls, and they may operate improperly as a result.

Arcade Stick

DREAMCAST ARCADE STICK



Start Button
Starts and pauses game. Opens the Pause Menu window.

X Button
Horizontal attack
(during gameplay).

Joystick
Selects menu options.
Character movement
(during gameplay).

A Button
Accepts menu selection.
Guard (during gameplay).

Y Button
Vertical attack
(during gameplay).

Z Button
Switches screens, displays, etc. Kick attack (during gameplay).

C Button
Switches screens, displays, etc. Simultaneously presses X, Y, and B Buttons (during gameplay).

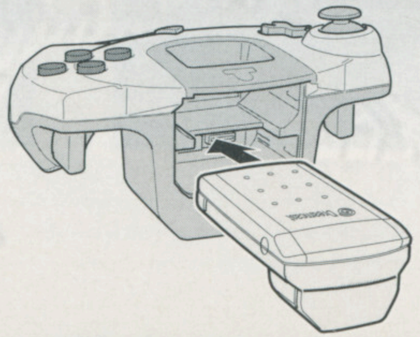
B Button
Cancels menu selection.
Kick attack (during gameplay).

- To change controller settings, press the Start Button during the Title Screen, select Options Mode, then adjust the settings.

Jump Pack

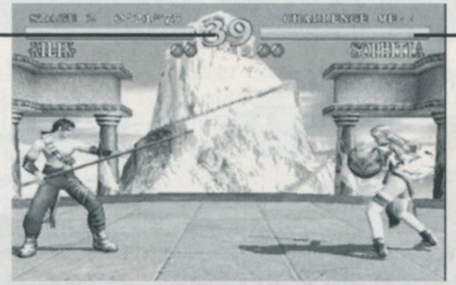
DREAMCAST JUMP PACK™

Always use expansion Slot 2 when using the Jump Pack with the Dreamcast Controller. If the Jump Pack is inserted in Slot 1, it will not connect properly with the controller, and it may fall out during gameplay or operate incorrectly.



MAIN SCREEN AND RULES

Game Screen



Time
Time up is called when the time counter reaches 0. The player with the most health at this point wins.

Life Bar
You lose when your life bar is completely depleted.

Pause Menu

Access the Menu screen by pressing the **Start Button** during gameplay. The menu items may vary depending on the game mode.

EXIT	Returns to game (closes this window).
COMMAND LIST	View the character's moves.
OPTIONS	Opens the Basic Options window.

Rules

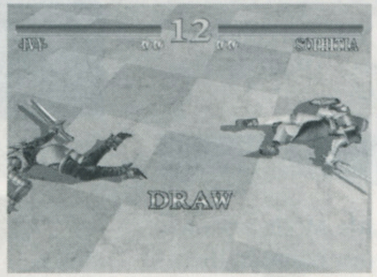
Winning

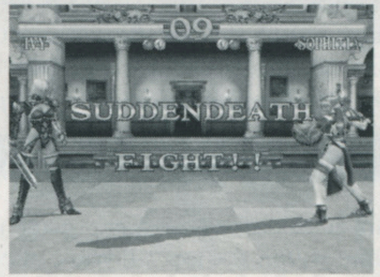
Win rounds under the following conditions, and victory is yours if you achieve the necessary number of wins.

KNOCKOUT	An opponent's life bar is empty.
RING OUT	An opponent leaves the ring's boundaries.
TIME UP	Time runs out and your life bar exceeds your opponent's.

Draw and Sudden Death

If a Double Knockout, Double Ring Out or Time Up is called and both players have the same amount remaining in the life bar, a Draw is called and both players win the round. However, if both players have the same number of wins and get the necessary number of rounds for victory at the same time, a Sudden Death match is called (this is only applicable in Arcade and Time Attack Modes).

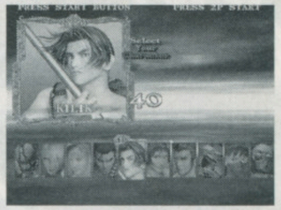




Press the **Start Button** during the Title Screen to display the Mode Select Screen. Select a mode using the **Up/Down** on the **Directional Pad** and press either the **Start** or Ⓐ **Button** to accept.

ARCADE MODE







This mode allows you to enjoy the arcade version of Soul Calibur by playing against computer-controlled opponents. When you beat all the opponents, you win. A second player may join in at any time during this mode. If the 1P Controller is in use, the challenger can join in by pressing Start on the 2P Controller. If the 2P Controller is in use, the challenger can join in by pressing Start on the 1P Controller.

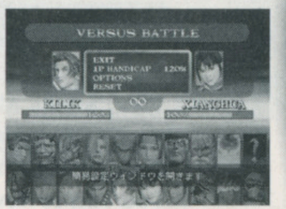
- Press the Start Button to select a character and stage in the Character Select screen. If the Start Button is pressed again without any character or stage selection, the Pause Menu is displayed and various options can be set.
- When a challenger leaves the game, the computer becomes your opponent once again.
- The Continue screen appears after a Game Over. You can continue to play from the stage at which Game Over occurred. (With the correct options set, changing characters is also possible).

Name Entry

When you finish an entire one-player game in Arcade Mode with a total game time within the top 10, you can enter your name in the rankings. Select the letters by pressing **Left/Right** on the **Directional Pad** and press the Ⓐ **Button** to accept.

- If the same character already exists in the top 10, your name cannot be entered unless you beat that character's record.

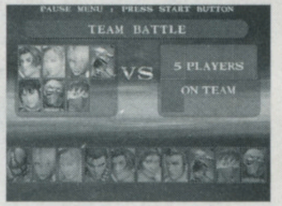
VS BATTLE MODE



VS Battle Mode allows you to start a two-player game quickly and easily. By adjusting the life bar option, handicapped gameplay is also available.

- To set the handicap, press the **Start Button** during the Character Select screen to display the Pause Menu window and press **Left/Right** on the **Directional Pad** to change the handicap value.

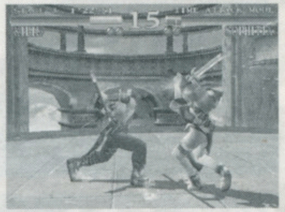
TEAM BATTLE MODE



Team Battle Mode enables you to choose multiple characters to play as a team. You can play against another player or a computer opponent in this mode. You can review your performance on the Results screen after the game is completed.

- The player who wins the most number of matches wins the entire game.
- You may choose from 1 to 8 characters to create a team, but you cannot choose the same character twice on the same team.

TIME ATTACK MODE



Time Attack Mode is a one-person game where you must play against the computer to finish the game as quickly as possible. The game starts after you choose this mode and your character. You can review your performance on the Results screen after you complete the game.

- The option for a second player to join in or a character change is unavailable in this mode. In addition, no game options can be changed.
- Records from this mode can be saved.
- The Pause feature is not available in this mode.

SURVIVAL MODE



Survival Mode is a one person game where you must defeat as many computer opponents as possible with a single life bar. Game Over is called when your life bar is completely depleted. After each round, your life bar recovers by a set amount. However, you must avoid damage as much as possible since the life bar will not recover completely.

- The game settings are fixed in this mode, and a second player option is not available.
- The Pause and Continue features are not available in this mode.
- You can review your performance on the Results screen after you complete your game. You can also enter your name into the rankings if your record qualifies for entry.

MISSION BATTLE MODE



Mission Battle Mode allows you to fight under many unique situations and rules. The object of this mode is to clear the various missions to earn points and then use them to acquire Soul Calibur Art Cards in the Art Gallery (see the following pages for more information on Art Cards and the Art Gallery).

Map Screen

When the game starts, the Map Screen appears and a menu window is displayed. Press **Up/Down** on the **Directional Pad** to select from the menu and press the Ⓐ **Button** to accept. The menus are as follows

MOVE *Moving from One Mission to Another*



If there is more than map, use the **Left/Right Trigger** to move between Map screens. Use the **Directional Pad** to move the cursor to the desired Mission and press the Ⓐ **Button** to accept.

If the number of maps have increased, use the **Left/Right Trigger** to move between the Map Screens. You may also use the **Directional Pad** to point the cursor on the arrow icon on the left or right sides of the Map Screen and then press the Ⓐ **Button** to change the map.

MISSION *Starting a Mission*

Choose a Mission location and then press the **Left/Right** on the **Directional Pad** to select a mission. The game rules and conditions for completing the Mission are displayed. Follow the on-screen directions to start the Mission.

When you satisfy the objectives for the Mission, the points specified for that Mission are awarded. The Map Screen is displayed when the Mission is completed.

GETTING STARTED PART 3

ART GALLERY See and Buy Art Cards

The Art Gallery feature enables you to browse through your Soul Calibur Art Card collection and purchase cards. The Gallery contains many unique and beautiful pieces of Soul Calibur artwork for you to enjoy.

As you accumulate the Art Cards, new missions and stages will appear. In addition, you can open various hidden features when you get certain Cards. So, do your best to earn as many Cards as possible. Many surprises await you!

Selecting Cards

1. Select Mission Battle and then open the menu window while the Map Screen is displayed. Select **ART GALLERY** and enter the mode by pressing the Ⓐ **Button**
2. The Art Gallery organizes Art Cards according to their design theme. Use the Directional Pad to select a category and press the Ⓐ **Button** to accept and move to the Card Select screen.
3. The Card Select screen displays small icons so use the **Directional Pad** to specify individual Cards.

Buying Cards

You can use the points you earn in a Mission to buy Art Cards from the Card Select screen.

Point the cursor to a Card with a "?" mark, and check the message window to see whether you can buy it. If it is available, press the Ⓐ to open the menu window. Select BUY and press the Ⓐ **Button** to buy the Card. Select **CANCEL** and press the Ⓐ **Button**, or press the Ⓑ **Button** if you do not want to buy the Card.

SELECT CHR Change Characters

Viewing Cards

After you purchase the Soul Calibur Art Cards, you can browse through your Card collection. Select a Card from your collection from the Card Select screen. This takes you to the viewing screen for that card.

Left Trigger	Moves to Card on the left.
Right Trigger	Moves to Card on the right.
Directional Pad	Allows scrolling through the screen.
Ⓧ Button	Enlarges on-screen size of Card.
Ⓨ Button	Reduces on-screen size of Card.
Ⓐ Button	Displays the Art Card Title window.
Ⓑ Button	Closes the Title window if it is open. Returns you back to the Card Select Screen if the Title Window is not open.

SAVE DATA Save Data

Choosing **SELECT CHR** takes you to the Character Select screen and allows you to change your character. After selecting a character, it returns you back to the Map Screen.

The **SAVE DATA** option allows you to save all of your Mission Battle progress, including opened missions and purchased Art Cards.

EXIT End Game

Selecting **EXIT** will return you back to the Title Screen. Your Mission Battle progress is saved automatically when you leave Mission Battle Mode.

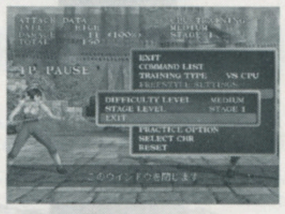
MUSEUM MODE

The Museum Mode is a virtual museum of Soul Calibur art, sound, information and more! New features are added to this mode as you play Soul Calibur, so keep playing!

BATTLE THEATER	Enables you to view battles between CPU players. Press the Start Button to pause the game and change settings.

PRACTICE MODE

You can learn the basic game system and practice your skills in Practice Mode. Use this feature to develop your own unique move combos and battle strategies.



- Press the Ⓐ **Button** while in the Command List to see a demonstration of how the move is done.
- The game screen is displayed after you select the mode and characters. Pressing the **Start Button** will pause the game and display a menu window. Press **Up/Down** on the **Directional Pad** to select and change the settings. Follow the on-screen directions to make changes to the settings.

OPTIONS MODE

The Options Mode enables you to adjust various game settings.

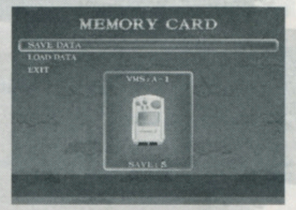
GAME OPTIONS

The Game Options feature allows you to make various game settings like the CPU difficulty level and game rules.

DIFFICULTY LEVEL	Sets the games difficulty level (unavailable in Time Attack and Survival Modes).
FIGHT COUNT	Sets the number of rounds for each game (unavailable in Time Attack and Survival Modes).
LIFE BAR (1P GAME)	Sets the life bar amount for a 1P game (unavailable in Time Attack and Survival Modes).
LIFE BAR (VS GAME)	Sets the life bar amount for a VS game.
ROUND TIME	Sets the round time for each round (unavailable in Time Attack and Survival Modes).
CHARACTER CHANGE AT CONTINUE	Sets character change at Continue
QUICK CHARACTER SELECTION	Sets character select interface mode.
STAGE SELECTION	Sets stage select interface mode.
NEUTRAL GUARD	Sets Neutral Guard.
COMMAND DISPLAY	Sets Command List display mode.
HELP MESSAGES	Sets online help message display mode.
EXIT	Exits the Game Options menu.

MEMORY CARD

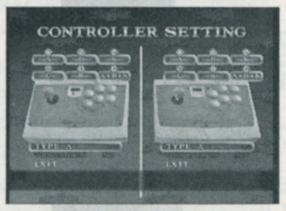
Allows saving and loading of game data.



SAVE DATA	Saves game data.
LOAD DATA	Loads game data.
EXIT	Exits the Memory Card menu.

CONTROLLER SETTING

Use the Controller Setting option to adjust controller settings.



TYPE A	Controller preset TYPE A.
TYPE B	Controller preset TYPE B.
TYPE C	Controller preset TYPE C.
FREE SETTING	Press the button and use <> to set.
VIBRATION	Sets the Jump Pack vibration feature.
EXIT	Exits the Controller Setup menu.

RECORDS

The Records option enables you to see various game rankings data for the various game modes.

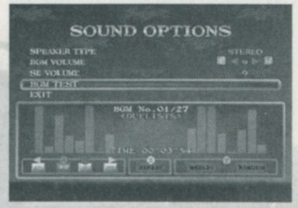
CHARACTER DATA	Frequency of use records for all characters.
WINNING AVERAGES DATA	Win/loss average records for all characters.
TIME ATTACK DATA (ARCADE)	Time attack records for Arcade Mode.
TIME ATTACK DATA (NORMAL)	Time attack records for Time Attack Mode.
SURVIVAL DATA (NORMAL)	Number of opponents defeated in Survival Mode.

ADJUST DISPLAY

The Adjust Display feature enables you to change the screen display position on your TV. Follow the on-screen explanations to adjust the display.

SOUND OPTIONS

The Sound Options feature enables you to make various sound-related settings.



SPEAKER TYPE	Sets the speaker output mode.
BGM VOLUME	Adjusts background music (BGM) volume.
SE VOLUME	Adjusts sound effects (SE) volume.
BGM TEST	Enables playback of game music.
EXIT	Exits the Sound Options menu.

EXIT

Selecting **EXIT** will allow you to leave the Options Mode and save any changes you have made.

GAME CONTROLS *PART 1*

Pressing combinations of the **Directional Pad** and the Ⓧ, Ⓨ, Ⓐ and Ⓑ **Buttons** enable you to control your characters effortlessly in Soul Calibur.

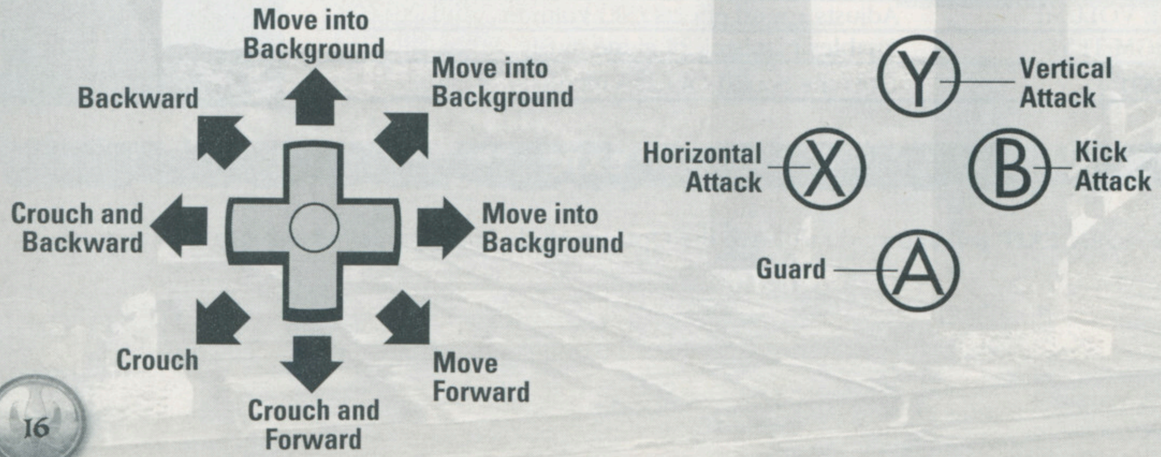
Basic Controls

Button Controls.

The following conventions are used in this manual to explain button controls.

➡ means that you must HOLD down the **Directional Pad** in that direction and ⇨ means that you must TAP the **Directional Pad** in that direction.
To jump, press the Ⓐ while pressing the ⇖, ⇧, or ⇗ on the **Directional Pad**.

Ⓧ	Horizontal Attack	Ⓨ	Vertical Attack	Ⓑ	Kick	Ⓐ	Guard
ⓍⓍ	Hold button down.	ⓎⓎ	Tap each button . quickly, one after the other.	✪	Return Directional Pad to neutral.		



Move Attributes

The following conventions are used in this manual to explain button controls.

Ⓗ	High Attack	Ⓗ	Unblockable Move	Ⓐⓣ	Attack Throw
Ⓜ	Mid Attack	Ⓢⓜ	Special Mid Attack	Ⓢⓟ	Special Move
Ⓛ	Low Attack	ⓍⓎ	Throw	Ⓢⓣ	Stance

- Any moves noted as [While Running] refers to an 8 Way Run move.
- All moves assume that your character is facing right (character's head faces left in a down position).
- You can switch between Arcade and Dreamcast command notations by pressing the **Left Trigger**.

Attack Attributes and Guarding

There are three types of attacks: High, Mid, and Low. You can press the Ⓐ while standing to guard against High and Mid attacks. Press the Ⓐ while crouching to guard against Low attacks. You can also evade High attacks by crouching and Low attacks by jumping.

High Attack	Hits a standing opponent.
Guard Method	Guard while standing or evade by crouching.
Mid Attack	Hits standing or crouching opponent.
Guard Method	Guard while standing. Guard while crouching is ineffective.
Low Attack	Hits standing or crouching opponent.
Guard Method	Guard while crouching or evade attack by jumping.
Special Mid Attack	Hits standing or crouching opponent.
Guard Method	Guard while standing or crouching.



High Guard

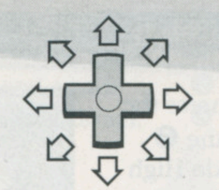


Low Guard

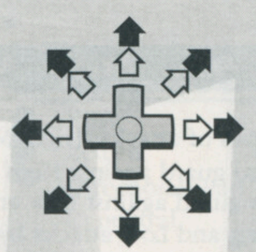
GAME CONTROLS PART 2

Step and 8 Way Run

In order to move in Soul Calibur, you can step forward/backward and left/right. To move quickly to the foreground or background, tap ⇩ or ⇧ on the Directional Pad respectively. To move to the left or right, press either ⇦ or ⇨. The 8 Way Run system enables quick movement in 8 directions using the Directional Pad. Pressing ⇨ and ➡ on the Directional Pad allows a character to move quickly while facing an opponent. Use this technique to repel an opponent's attack and to turn the fight to your advantage. In addition, there are other moves which are only possible during the 8 Way Run.



Step



8 Way Run

⇨ Forward	⇦ Back	⇨ 8 Way Run



Use the 8 Way Run to avoid an attack...



...Circle to the side or rear of an opponent...

...And attack with a powerful 8 Way Run Move!

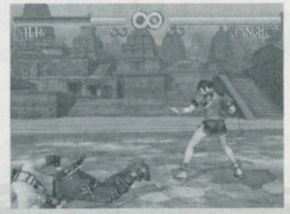
Moves While You're Down

Use the **Directional Pad** or any of the ⓧ, ⓨ, ⓑ, or ⓐ **buttons** to get up after you are knocked down. For faster recovery, press the ⓐ repeatedly. Press an attack button while using the **Directional Pad** to pull off various attacks while you recover. You can avoid further attacks by your opponent or regain control if you recover quickly.

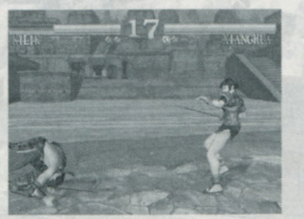
Immediate Recovery	Press the ⓐ while down.
Forward/Backward Roll Recovery	Press Directional Pad toward/away from the opponent while down.
Side Rolls	Press Up/Down on the Directional Pad while down.
Attack Recovery	Press an attack button while down.



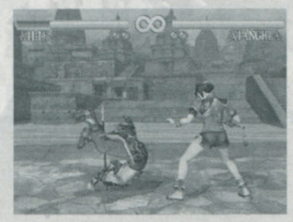
Roll towards background



Roll towards foreground



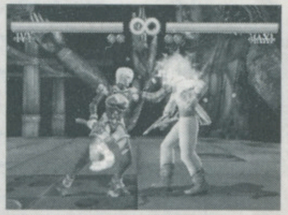
Backward roll



Forward roll

GAME CONTROLS PART 3

Throws and Throw Escapes





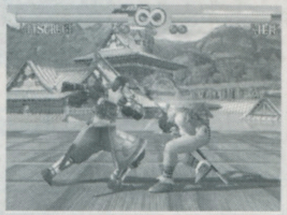
All characters can utilize the Ⓐ+Ⓧ and Ⓐ+Ⓨ **Button** throws. Depending on your position relative to the opponent, side throws and back throws are also possible. Some characters also have special throws, so check them out.

In addition, a Throw Escape helps you to avoid an opponent's throw. The Throw Escape is based on the basic throw, so if an opponent is about throw you with an Ⓐ+Ⓧ throw, press the Ⓧ Button. If the throw is Ⓐ+Ⓨ, then press the Ⓨ to escape.

Stagger Recovery

Some attacks are so damaging that they make you stagger and open you to attack by your opponent again. To recover quickly from a stagger, repeatedly press the **Directional Pad**, Ⓐ, Ⓑ, Ⓧ, or Ⓨ.

Air Control



You can control your character so that he or she can land at a particular location after being thrown up into the air by an enemy attack. Use the **Directional Pad** to enter the landing direction while you are in the air. This strategy is crucial in avoiding mid-air juggle combos and Ring Outs.

Mid Air Juggle Combos



Mid-air juggle combos occur when you follow up with multiple attacks to keep your opponent up in the air. This is important since your opponent will be vulnerable to further attacks during this state.

Guard Impact



Guard Impact is a defense system that enables you to repel or parry an enemy's attack by entering a move immediately before it hits you. When Guard Impact is successful, both players freeze for a moment before the player who successfully executed the Guard starts to move first. Use this feature as a strategy to turn a fight to your advantage. Guard Impact is basically valid for just about all attacks, but note that there are a few that cannot be repelled.

To repel High and Mid attacks, press ⇨ + Ⓐ **Button**. To repel Mid and Low attacks, press ⇩ + Ⓐ **Button**. To parry an opponent's High and Mid attacks, press ⇦ + Ⓐ **Button**. To parry Mid and Low attacks, press ⇧ + Ⓐ **Button**.

Countering Guard Impact

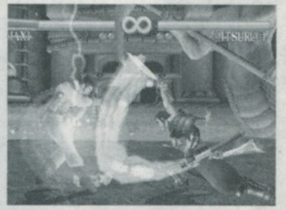
When your attack is repelled or parried with a Guard Impact, you are unable to attack or guard yourself. However, if you are attacked in this state, use Guard Impact to counter the attack.

Quick Roll

After a devastating attack, your character may be juggled into the air, or blown away. Hold the Ⓐ **Button** down while you're airborne to spring up and recover after landing. This is a defensive fall move called Quick Roll. Pulling off a Quick Roll enables you to avoid an opponent's follow through attacks or quickly prepare yourself for a counterattack.

Unblockable Moves

Each character has a special move for which there is no defense. This move is different for each character.



Counter Hits

In comparison to a normal attack, a Counter Hit causes your opponent to stagger more. In some cases, your opponent can be thrown up into the air. Use Counters to toss an opponent into the air and pull off a Mid-Air Juggle Combo for massive damage.



Counter Hit Types

On the other hand, if an opponents' Counter succeeds, and you find yourself staggering, press the **Directional Pad** and repeatedly tap the Ⓧ, Ⓨ, Ⓐ, or Ⓑ **Button** to recover.

An opponent's attack becomes a Counter Hit under the following conditions. Note that the damage you receive from a Counter Hit is greater than normal.

Attack Counter	While in attack motion.
Run Counter	While running forward or to the side during an 8 Way Run.
Back Dash Counter	While running backward during an 8 Way Run.

Soul Charge

Each character is able to momentarily summon their energies to charge up their weapon. This charge move is called Soul Charge.

There are two charge states in a Soul Charge. Press the Ⓧ, Ⓨ, and Ⓑ **Button** simultaneously to initiate the Soul Charge. Your body takes on a green glow after a little while. This is the first state of a Soul Charge. Any attacks executed in this state have the same effect as a Counter.

After pressing the Ⓧ, Ⓨ, and Ⓑ **Button** simultaneously to initiate the Soul Charge, press the A Button to cancel. This time your body takes on a golden glow. This is the second state of a Soul Charge. Specific moves executed in this state become unblockable.

- If you are attacked with an Unblockable Move during the second Soul Charge state, Guard Impact is the only way to defend. To cancel an opponent's Soul Charge, force your opponent to guard against your attack.



Hold down the X, Y, and B Buttons for a maximum charge. Your body glows green.



Press the A Button during the charge to cancel. While your body is glows gold, make your move!

Character Profiles

Transcending time and space, an eternal tale of souls and swords...

Considered by some as a Hero's Sword or even the Sword of Immortality by others, rumors of the legendary sword Soul Edge spread throughout the world under its many guises.

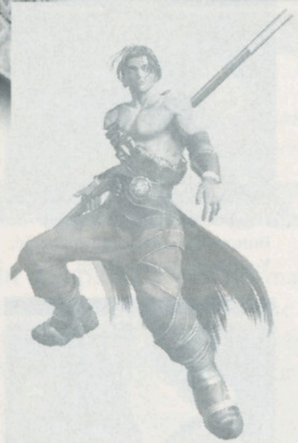
Whatever its name, Soul Edge was without a doubt, a sword of great evil.

The owner of the cursed sword was the dreaded pirate Cervantes, whose reign of terror ended after his defeat at the hands of Sophitia, the sacred warrior, and Taki, the demon huntress.

However Siegfried, who was searching for a sword of vengeance, stumbled upon Soul Edge which was now without a host and on the verge of tearing itself apart because of its uncontrollable evil energy. When he grasped the sword, the nightmare began once again...

...The Evil Seed, radiating from Soul Edge, appeared as a column of white light that shot up into the sky and scattered seeds of misfortune across the world.

Several years after that incident, rumors of an azure knight spread across Europe. In his grotesquely misshapen hand was a giant one-eyed sword. This mysterious knight decimated villages and cities as he made his way towards the Black Forest. A fearsome figure to behold, this knight was said to even surpass Cervantes in his evil...



Kilik

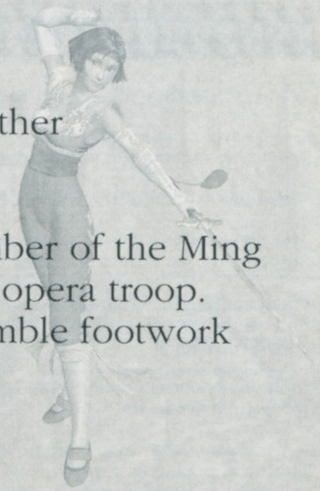
Destiny Awakened

Fighting Style Secret Art of Ling Sheng Su Style Rod
Weapon Rod-Kali-Yuga

Kilik is a chosen heir of the Kali-Yuga, one of the three treasures of the Ling Sheng Su Temple. His fighting moves take advantage of the rod's long reach and have a wide area of efficacy, enabling him to keep enemies at a distance.

Xianghua

Flower in the Breeze



Fighting Style Sword arts passed on from her mother
Weapon Chinese Sword- Krita-Yuga

Xianghua is on a quest to find Soul Edge as a member of the Ming Emperor's search party masquerading as a Chinese opera troop. Xianghua's elegant fighting moves based on her nimble footwork help to catch her enemies off guard.



Maxi

Dandy of the South Seas

Fighting Style Shissen Karihadi
Weapon Nunchaku- Fatibal

Maxi is the young leader of a carefree crew of pirates sailing the high seas. Maxi can turn any battle to his advantage by using his six ever-changing stances to confuse the enemy and attack blows to throw off the enemy's attack timing.

Nightmare

Azure Nightmare

Fighting Style Memories of Soul Edge
Weapon Soul Edge

Siegfried was transformed into Nightmare by the demonic powers of Soul Edge. The evil sword held in his grotesque hand is capable of slashing through anything with one fatal stroke.





Ivy

Twisting Blade of Solitude

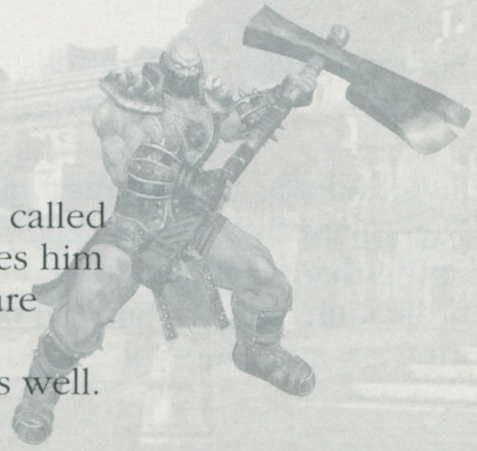
Fighting Style	Unrelated Link
Weapon	Snake Sword- Ivy Blade

Ivy is a platinum-haired warrior on a mission to destroy Soul Blade. Her Ivy Blade has the longest reach of all the weapons. It functions as a sword in close combat, and transforms into a whip for mid and long distance attacks.

Astaroth

A Soldier of the Heretics

Fighting Style	Gyulkus
Weapon	Giant Ax- Kulutues



Astroth is the creation of a heretical order called Fygul Cestemus. His great strength enables him to wield a giant ax easily, and his blows are devastating. Astaroth's close combat body throws also pack a lot of damage as well.

Heishiro Mitsurugi

Mercenary in a Wartime Age



Fighting Style	Tenpu-Kosai-Ryu Kai
Weapon	Katana- Shishi-oh

Mitsurugi is a samurai who is known as "the Demon" for his fighting style on the battlefield. He mastered the art of the sword in order to triumph over firearms. Mitsurugi can approach the enemy in an instant and attack with a single deadly strike.

Taki

Shadow Huntress of Demons

Fighting Style	Musoh-Battoh-Ryu
Weapon	Ninja Swords: Rekki-Maru & Mekki-Maru



Taki is a woman dedicated to destroying demons. Her strength is in close quarter combat, where her special moves and skills are the most effective. Her beloved sword Rekki-Maru and the mysterious phantom sword Mekki-Maru accompany her on the quest to destroy Soul Edge.



Sophitia Alexandra

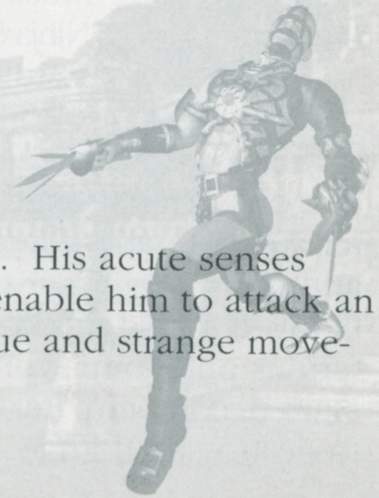
Renewal of the Vow

Fighting Style Athenian
Weapon Short Sword- Omega Sowrd
Small Shield- Elk Shield

Sophitia is a warrior who received an oracle to destroy Soul Edge from Hephaestus, the god of fire and smithery. The thrust attacks from her sword as well as shield attacks are extremely powerful. With weapons forged by her betrothed, she embarks on her journey to destroy Soul Edge once again.

Voldo

Hell's Guardian



Fighting Style Self-taught
Weapon Katar x 2- Shame & Blame

Voldo is the dreaded guardian of the Money Pit. His acute senses developed through years of living in darkness enable him to attack an opponent even with his back turned. His unique and strange movements can confound the enemy.

CREDITS

Published by:	Namco Hometek Inc.
Designed and Developed by:	Namco Ltd.
Producer:	Yas Noguchi
Assistant Producer:	Noriko Wada
Localization Coordinator:	Paul Guirao
Director of Marketing:	Mike Fischer
Assist. Product Manager:	Jennifer Fitzsimmons
Manual Development:	Jennifer Fitzsimmons
	Yas Noguchi
	Noriko Wada
Manual Design:	Price Design Team
Special Thanks:	Yoshi Homma
	Jesse Taylor
	Jeff Miller
	Tak Hyodo

For questions and information not listed on the 900 line, write to:
Namco Hometek Inc.
2055 Junction Avenue
San Jose, CA 95131

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Namco Hometek Inc.
2055 Junction Ave.
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