

Soul Calibur Mission Battle FAQ

by Professor Revolution

Updated to v1.5 on

Soul Calibur Mission Battle FAQv1.5
by Professor Revolution(ProfRev777@aol.com)
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REVISION HISTORY v1.5--Readied this FAQ for public consumption :-)
Everything is done except for the last Art Gallery. *Whew!*

v1.0--Rough Draft(was only on "test" at my site)

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2.Mission Mode Guide
3.Art Gallery Index
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1.INTRODUCTION

Welcome to my FAQ for the Mission Battle Mode in the Dreamcast import version of Soul Calibur. The Mission Battle is one of the key additions Namco made to the DC port of this game. It's very much like the Edge Master mode in the PSX version of Soul Blade. Only this time there is alot more to open up.

The Mission Battle is divided into two main parts. The actual Mission Mode and The Art Gallery. Their very closely intertwined though. You need the points you earn from winning missions in Mission Mode to open up the stuff in the Art Gallery, and you need to open up certain things in the Art Gallery to move on in the Mission Mode. Simple enough, eh?

Well then let's get started!

One more thing. This FAQ is written assuming you have a basic understanding of the Soul Calibur gameplay and terms, like Soul Charge, Unblockable, etc.

2.MISSION MODE GUIDE

Here's a quick rundown of how this Guide is setup:

AREA #-Name of Area(Fighter you will face)
Mission #-Description of Mission
Mission #-Description of next Mission

Any special occurances will be listed between the area descriptions

AREA #-Name of Area(Fighter you will face)

Mission #-Description of Mission

(Note that if there is more than one Mission for an area I list them starting from left to right.)

Got it? Not too hard right? Now, the reason you are going through all of these missions is to earn points. You then use the points to unlock the goodies in the Art Gallery. I usually wait until I have enough points to buy up a whole section of the Art Gallery rather than just winning a match and buying something right away. But I do list what opens up what in the Art Index if you just want to open up the extra items. Some of the special items appear only after you've opened a certain amount of the pictures, so you may not get a special feature exactly where I list it. When this happens you should get the listed item or feature in the next couple of pics, so no hate mail please^_^

Select the 'Mission Battle' option from the Main menu, then pick a character(it doesn't matter which, there's no ongoing story or anything). You'll be met with a screen of a map. On this screen you'll see the character's name that you are using in the upper left corner, a menu in the middle, the 1st Mission Area with a pointer on it, some japanese text near the button, and your total number of points(which should be at zero) at the very bottom right.

The Menu reads:

MOVE-let's you move the pointer around the map screen

MISSION-Pick to view to Missions for the Area you are currently at

ART GALLERY-Choose this to go to the Art Gallery section

SELECT CHR-If you want to change your current character

SAVE DATA-Hmmm? Hit start on the save screen to actually save

RESET-Back to the Title Screen

Well, you're in the Mission Battle so you might as well select "Mission" and get going. Once you select Mission, you'll be greeted with the Mission Box. It has a picture of the Mission Area at the very top in the center, a little box to the right with stars, and a bunch of Japanese in the middle. The stars in the little box represent the difficulty of the mission, the more stars the harder the Mission will be to accomplish. Scroll down to the bottom of the text by holding down and you'll get a sign prompting you to hit A to start the mission. All the writing in the box is a description of the Mission and sometime it has commands and whatnot. The seperated red and orange yellow text at the bottom is the main point of what the white text is saying. Here's what the Area Description would look like right now:

AREA 1-The Pure Training Spot(Edge Master)

MISSION 1-Guard Enemy Attacks

From this you can tell that you're fighting in the Stage called "The Pure Training Spot" and that you'll be fighting Edge Master. You can also see that your first Mission will be to block Edge Master's attacks. You don;t have to block them all, just survive until the clock runs out. So give it a shot! Hit A to start the Mission.

Alright! Fun huh? When you are victorius in a Mission a sign will pop up as your fighter is doing his/her winning pose. The first number tells you how many points you've won for completing the mission, and

the second number is your total points.

You'll notice that the Mission Area is now blinking on the map screen and the word "NEW" is above it. This means you've opened up new missions for this area, hooray! When a new Mission Area is opened(through the Art Gallery) it will look like this until you've attempted a Mission there. Ready for another? The Guide is going to get a bit more straight forward from here on out, and less wordy. Here's your first taste:

AREA 1-The Pure Training Spot(Edge Master)

MISSION 1-Guard Enemy Attacks

MISSION 2-Perform an 8-Way run completely around opponent

MISSION 3-Soul Charge and attack to win

MISSION 4-Throw CPU from Front,Back,Left,and Right to win

MISSION 5-Perform an Unblockable Attack to win

MISSION 6-Perform a Guard Impact to win

==See Soul Calibur Prolouge(i)==

So, know what you need to do? Keep going through these missions until you have enough points, 220, to buy the Collection called "Soul Calibur Prolouge" in the Art Gallery, or just get enough to buy the ones that open up the new stuff. It's your call^_^ I list the subsequent Mission Areas in the order they are opened up in the Art Galleries.

Anytime you want to get back to the Menu hit B. You'll also notice some numbers popping up in the little box with the stars. The first one is your completions and the 2nd one is your attempts. So, if the number was 2/3 that means that you tried this Mission 3 times and passed it twice.

I'll start the whole Guide over now in case you just want to print the needed info or something, and cut out all my babbling^_^

AREA 1-The Pure Training Spot(Edge Master)

MISSION 1-Guard Enemy Attacks

MISSION 2-Perform 8 Way Run completely around opponent

MISSION 3-Soul Charge and attack opponent

MISSION 4-Throw Opponent from Front,Back,Left, and Right

MISSION 5-Perform and Unblockable attack on opponent

MISSION 6-Perform a Guard Impact

==See "Soul Calibur Prolouge"(i)==

AREA 2-Remain in the Desert(Hwang)

MISSION 1-Quicksand in ring slows you down, Normal Battle

AREA 3-Indian Port(Random)

MISSION 1-Handicapped Match(2 to 1)

AREA 4-Turkish Labrynth(Random)

MISSION 1-Soul Charge to Speed Up/Handicapped Match(2 to 1)

==See "Passed Up(?) CG"(ii)==

AREA 5-The Colluseum(Random)

MISSION 1-Endurance Match, you must win 6 rounds, the enemy only needs to win 1. After every round you can choose to go for more points(left option), or take the points you have and quit(right option).

AREA 6-Corridor to the Sanctuary(Random)

MISSION 1-Windy Battle, you are constantly being blown towards the edge of the ring. Handicapped Match (2 to 1)

AREA 7-The Edge of Chaos(Random)

MISSION 1-Explosive Ring, the edges of the ring "explode" when a fighter steps onto them. Handicapped Match(3 to 1)

AREA 8-The Edge of Chaos(Dark) (Lizard Man)

Mission 1-Poisoned Battle, you constantly lose energy during the battle. Handicapped Match(2 to 1)

==See "Passed up CG 2"(iii)==

AREA 9-The Chinese Temple(Random)

MISSION 1-Battle of 16 Hits, you must hit the enemy 16 times before they hit you 16 times. Handicapped Match(2 to 1)

AREA 10-The Money Pit(Random)

MISSION 1-Deadly Rat Battle, as you fight rats crawl across the floor and hurt you if you step on them.
Handicapped Match(2 on 1)

AREA 11-The Inundated Castle(Random)

MISSION 1-Knock Down Battle, you must knock down the enemy
Handicapped Match(4 to 1)

==See "Special CG"(iv)==

AREA 12-The Hoko-ji Temple(1st always Taki, 2nd Random)

MISSION 1-Super Float Battle, any lifting attack causes fighter's to float super high. Handicapped Match(2 to 1)

AREA 13-Odalisque and Adrian(Cervantes)

MISSION 1-Windy Battle, you are constantly being pulled towards the edge of the arena you are closest to.

AREA 14-City of Water(Random)

MISSION 1-Random Battle, you are given a random fighter and and you battle 2 random CPU fighters. Your 2nd fighter is the one you are using regularly.

==See "Character CG"(v)==

AREA 15-The Ruins of Ostrheinburg's Castle(Nightmare)

MISSION 1-Counter Battle, every attack hits as a counter.

AREA 16-The Valentine Mansion(RANDOM)

MISSION 1-Speed Battle, CPU fighters start out sped up but whenever they block or are knocked down they become sped down. Handicapped Match(2 to 1)

AREA 17-The Water Vein(Yoshimitsu)

MISSION 1-Poison Tag Battle, you start out Poisoned and Sped Up but when you hit the enemy, HE becomes Poison/Sped Up.

After you complete this mission a new Mission Area shows up on the map, right in the center at the bottom. It is burning. Description:

AREA 18-The Gap of the World(1st enemy is your mirror,2nd is Inferno)

MISSION 1-Damage is Life Battle, each hit gives the fighters some

Life back. Handicapped Match (2 to 1)

After you complete this mission there will be a burning area on each screen, the mission will always be the same unless noted.

==See "Character Art"(vi)==

AREA 3 REVISITED-Indian Port

MISSION 2-Short Time Battle(Maxi), you only have 20 seconds

AREA 2 REVISITED-Remain in the Desert(Hwang)

MISSION 2-Poison Battle, you start out Poisoned but can tag it off to the enemy and vice versa. Whoever is poisoned also continually sinks into the sand.

AREA 4 REVISITED-Turkish Labrynth

MISSION 2-Poison Battle, you are poisoned but using a Soul Charge gives you some life back. Handicapped Battle(2 to 1)

==See "Colorless Art"(vii)==

AREA 6 REVISITED-Corridor to the Sanctuary(Sophitia)

MISSION 2-Ring Out Battle, you must Ring Out Sophitia in the time allotted.

AREA 7 REVISITED-The Edge of Chaos(Random)

MISSION 2-Explosive Ring Battle,the edges of the ring explode if you step or land on them, and you are constantly being pulled towards the closest edge.
Handicapped Match(2 to 1)

AREA 8 REVISITED-The Edge of Chaos(Dark) (Lizard Man)

MISSION 2-Endurance Battle, you must knock down 5 Lizard Men while fighting on a thin strip of ring. After you meet the requirement of 5 you can knock down more until the time runs out for bonus points.

==See "Character Sketches"(viii)==

AREA 11 REVISITED-The Inundated Castle(Winter)

MISSION 2-Low Life Battle, You start the battle with a mere smidgen of life and slowly gain more during the fight.
Handicapped Match(3 to 1)

AREA 10 REVISITED-The Money Pit(Random)

MISSION 2-Invisible Battle, the CPU fighter is invisible except for their weapon. Handicapped Match(3 to 1)

AREA 9 REVISITED-The Chinese Temple(Xianghua)

MISSION 2-Unblockable Battle, You can only hurt the CPU fighter with Unblockable attacks.

AREA 5 REVISITED-The Colluseum(Random)

MISSION 2-Endurance Battle 2, you must win 8 rounds while the enemy only needs to win 1. You can take the points you win after each battle and quit or fight for double

==See "Anime Art"(ix)==

AREA 12 REVISITED-The Hoko-Ji Temple(Taki)

MISSION 2-Life Up Battle, The CPU fighter constantly regains life during the battle.

AREA 16 REVISITED-The Valentine Mansion

MISSION 2-Invisible Weapon Battle, both your fighter's and the CPU fighters' weapons are invisible during the fight.
Handicapped Match(3 to 1)

AREA 13 REVISITED-Odalisque and Adrian(Cervantes)

MISSION 2-Bouncy Battle, the fighters "bounce" when they are knocked down.

AREA 14 REVISITED-City of Water(Random)

MISSION 2-Random Battle, you are given 2 random fighters and your selected character at the end. You must win 3 rounds

==See "Anime Art 2"(x)==

AREA 17 REVISITED-The Water Vein(Random)

MISSION 2-Poison Battle, you constantly lose energy at a high rate during the fight. Handicapped Match(2 to 1)

AREA 1 REVISITED-The Pure Training Spot(Random)

MISSION 6-Endurance Battle, you must win 5 rounds while the CPU only needs to win 1. Each round is very short.

AREA 15 REVISITED-The Ruins of Ostrheinburg's Castle(Random)

MISSION 2-Counter Battle, every hit lands as a counter.
Handicapped Match(3 to 1)

After you open up all of the "Anime Art 2" Collection, and a few pics in the "Endings" section, a new mission opens up in the Inferno Area(the burning spots on the map). Here's the skinny:

AREA 18 REVISITED-The Gap of the World(Random)

MISSION 2-Poison Battle, both fighters are poisoned but gain Life back when they damage the opponent.
Handicapped Match(4 to 1)

When you beat Complete this Mission you'll get an ending for your the character you're using, and you'll also get what is called "Mission Battle 2." I would hold of on completing this mission just yet, until you get all the other items in the Art Galleries.

The next two Art Collections are given to you, but the last on is filled with items that are 2000, 2500, or 3000 points each! The easiet way to get a large amount of points quickly is to keep playing the AREA 8: MISSION 2 mission where you must defeat a certain number of Lizard Men. It's an easy mission and you can rack up the points rather quickly if you keep getting 8 or so Bonus kills.

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3.ART GALLERY INDEX
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- i.Soul Calibur Prologue
- ii.Passed Up(?) CG
- iii.Passed Up(?) CG 2
- iv.Special CG
- v.Character CG
- vi.Character Art

- vii.Colorless Art
- viii.Character Sketches
 - ix.Anime Art
 - x.Anime Art 2
 - xi.Endings
 - xii.Endings 2
- xiii.Misc Art(everything is already open here)
- xiv.Misc Art 2(ditto)
- xv.Poster Art
- xvi.Slide Show
- xvii.Collection Data

i.Soul Calibur Prolouge(001-012) 220 points

- 001(10pts)-Cervantes
- 002(30pts)-Soul Edge Mural *opens up "Passed Up(?) CG" Collection*
- 003(30pts)-Cervantes over ? *opens up "Remain in the Desert" Area*
- 004(10pts)-Sophitia
- 005(30pts)-Taki vs Cervantes *opens up "Indian Port" Area *
- 006(30pts)-Taki vs Cervantes *opens up "Passed Up(?) CG 2" Collection*
- 007(10pts)-Taki and Sophitia
- 008(10pts)-Sigfried
- 009(10pts)-Cervantes dying
- 010(30pts)-Sigfreid stabbing *opens up "Turkish Labrynth" Area*
- 011(10pts)-Soul Edge taking over Sigfreid
- 012(10pts)-Spain

ii.Passed Up(?) CG(013-032) 640 points

- 013(20pts)-Kilik
- 014(50pts)-Kilik *opens up "Special CG" Collection"
- 015(20pts)-Xianghua *opens up "Character Profiles" in Muesum*
- 016(20pts)-Xianghua
- 017(20pts)-Maxi
- 018(50pts)-Maxi *opens up "Character CG" Collection*
- 019(50pts)-Mitsurugi *opens up "The Colluseum" Area*
- 020(20pts)-Mitsurugi
- 021(50pts)-Taki *opens up "Remain in the Desert" as a playable Stage*
- 022(20pts)-Taki
- 023(20pts)-Voldo
- 024(20pts)-Voldo
- 025(20pts)-Sophitia
- 026(50pts)-Sophitia *opens up "Corridor to the Sanctuary" Area*
- 027(50pts)-Asteroth +opens up "The Edge of Chaos" Area
- 028(20pts)-Asteroth
- 029(20pts)-Nightmare
- 030(20pts)-Nightmare
- 031(50pts)-Ivy *opens up "The Edge of Chaos(Dark)" Area*
- 032(50pts)-Ivy *opens up "The Inundated Castle" as a playable Stage"

iii.Passed Up CG 2(033-050) 570 points

- 033(20pts)-Hwang
- 034(50pts)-Hwang *opens up "The Chinese Temple" Area*
- 035(20pts)-Yoshimitsu
- 036(50pts)-Yoshimitsu *opens up "Odalisque and Adrian" Stage*
- 037(50pts)-Lizard Man *opens up "Money Pit" Area*
- 038(20pts)-Lizard Man
- 039(50pts)-Sigfreid *Opens up Xianghua's 3rd costume*
- 040(50pts)-Sigfreid *opens up "The Inundated Castle" Area*
- 041(20pts)-Rock
- 042(20pts)-Rock

043 (20pts) -SuengMina
044 (50pts) -SuengMina *opens up a a secret page on the Soul Calibur site*
045 (50pts) -Cervantes +opens up "Character Art" Collection*
046 (20pts) -Cervantes
047 (20pts) -Edge Master
048 (20pts) -Edge Master
049 (20pts) -Inferno
050 (20pts) -Inferno

iv. Special CG (051-068) 570 points

051 (20pts) -Mural 1
052 (20pts) -Necklace
053 (20pts) -Xanghua
054 (50pts) -Maxi *opens up "Exhibition Theater" Feature*
055 (50pts) -Mitsurugi *opens up "Colorless Art" Collection*
056 (50pts) -Taki *opens up "Hoko-ji Temple" Area*
057 (20pts) -Voldo
058 (20pts) -Sophitia *opens up Sophitia's 3rd outfit*
059 (20pts) -Asteroth
060 (50pts) -Nightmare *opens up "Odalisque and Adrian" Area*
061 (20pts) -Ivy
062 (20pts) -Hwang
063 (20pts) -Yoshimitsu's Equipment
064 (20pts) -Lizard Men
065 (50pts) -Sigfreid *opens up "City of Water" Area*
066 (20pts) -Rock's masks
067 (20pts) -Seungmina
068 (50pts) -Weapons Mural *opens up "Evening" for Pur Training Spot Stage*

v. Character CG (069-090) 960 points

069 (30pts) -Kilik
070 (30pts) -Xanghua *opens up Maxi's 3rd outfit*
071 (30pts) -Maxi *opens up "Power of Darkness" secret web page*
072 (30pts) -Mitsurugi
073 (30pts) -Mitsurugi
074 (30pts) -Taki
075 (30pts) -Taki
076 (30pts) -Voldo
077 (30pts) -Voldo
078 (30pts) -Sophitia
079 (80pts) -Asteroth *opens up "Turkish Labrynth" as a playable Stage*
080 (30pts) -Nightmare
081 (80pts) -Nightmare *opens up "Ruins of Ostrheinburg's Castle" Area*
082 (80pts) -Ivy *opens up "The Valentine Mansion" Area*
083 (80pts) -Hwang *opens up "Winter" for Inundated Castle Stage*
084 (80pts) -Yoshimitsu *opens up "The Water Vein" Area
085 (30pts) -Lizard Man
086 (30pts) -Sigfreid
087 (30pts) -Rock
088 (30pts) -Seungmina
089 (30pts) -Edge Master
090 (80pts) -Inferno *opens up "Character Raffle(?)" Collection

vi. Character Art (091-109) 820 points

091 (30pts) -Kilik
092 (30pts) -Xanghua
093 (80pts) -Maxi *opens up a new mission at "Indian Port" Area
094 (30pts) -Misturugi *opens up Voldo's 3rd costume
095 (30pts) -Taki
096 (30pts) -Voldo

097 (30pts) -Sophitia
098 (30pts) -Asteroth
099 (30pts) -Nightmare
100 (30pts) -Ivy
101 (80pts) -Hwang *opens up new Mission at "Remains in the Desert" Area*
102 (30pts) -Yoshimitsu
103 (80pts) -Lizard Man *opens up "Anime Art" Collection
104 (80pts) -Sigfreid *opens up "Dark" for Edge Of Chaos Stage*
105 (30pts) -Rock
106 (80pts) -Seungmina *opens up new Mission in "Turkish Labrynth" Area*
107 (30pts) -Cervantes
108 (30pts) -Edge Master
109 (30pts) -Inferno

vii. Colorless Art (110-126) 730 points <126 opens "Anime Art 2">

110 (30pts) -Kilik *opens up "Age of Apocalypse" secret web page*
111 (30pts) -Xianghua
112 (30pts) -Maxi
113 (30pts) -Mitsurugi
114 (30pts) -Taki
115 (30pts) -Voldo
116 (80pts) -Sophitia *opens up new mission in "Corridor to the Sanctuary"*
117 (80pts) -Asteroth *opens up new mission in "Edge of Chaos" Area*
118 (30pts) -Nightmare
119 (30pts) -Ivy
120 (30pts) -Hwang
121 (30pts) -Yoshimitsu
122 (80pts) -Lizard Man *opens up new mission in "Edge of Chaos (Dark) Area*
123 (80pts) -Sigfreid *opens up "Dark" option for Remain in the Desert Stage*
124 (30pts) -Rock
125 (30pts) -Seungmina
126 (80pts) -EdgeMaster *opens up "Anime Art 2" Collection*

viii. Character Sketches (127-156) 2060 points

127 (50pts) -Kilik
128 (50pts) -Kilik
129 (50pts) -Xianghua
130 (120pts) -Xianghua *opens up "Gap of the World" as a playable Stage*
131 (50pts) -Maxi
132 (120pts) -Mitsurugi *opens up new mission in "The Inundated Castle"*
133 (50pts) -Taki
134 (120pts) -Voldo *opens up new mission in "Money Pit" Area*
135 (50pts) -Sophitia
136 (50pts) -Sophitia
137 (120pts) -Asteroth *opens up Taki in Exhibition Theater*
138 (50pts) -Asteroth
139 (50pts) -Nightmare
140 (50pts) -Nightmare
141 (50pts) -Ivy
142 (50pts) -Ivy
143 (120pts) -Hwang *opens up new mission in "The Chinese Temple" Area*
144 (50pts) -Hwang
145 (50pts) -Yoshimitsu
146 (50pts) -Lizard Man
147 (50pts) -Sigfreid
148 (120pts) -Rock *opens up new mission in "The Colusseum" Area*
149 (120pts) -Seungmina *opens up "Endings" Collection*
150 (50pts) -Cervantes
151 (50pts) -Cervantes
152 (50pts) -Edge Master

153(50pts)-Inferno
154(50pts)-Xianghua *opens up "Eye of Evil" page on Namco site*
155(120pts)-Maxi *opens up Voldo in Exhibition Theater*
156(50pts)-Sigfreid

ix.Anime Art(157-185) 1870 points

157(50pts)-Kilik
158(50pts)-Kilik Training
159(120pts)-Kilik is upset *opens up "Endings 2" Collection*
160(50pts)-Kilik beats people up
161(50pts)-Xianghua
162(50pts)-Xianghua
163(50pts)-Xianghua..again
164(50pts)-Guess who? Xianghua
165(50pts)-Maxi
166(50pts)-Mitsurugi
167(120pts)-Mitsurugi sees Nightmare *opens up "Extra Survival" Mode*
168(50pts)-Mitsurugi rushes at some soldiers
169(120pts)-Taki *opens up new mission in"The Hoko-Ji Temple" Area*
170(50pts)-Taki on the statue
171(50pts)-Voldo vs Ivy
172(50pts)-Sophitia and her cleavage
173(50pts)-Sophitia
174(50pts)-Sophitia near a balcony
175(50pts)-Asteroth
176(50pts)-Some statues or something
177(50pts)-Nightmare *opens up Sophitia in Exhibition Theater*
178(120pts)-Ivy *opens up new mission in "The Valentine Mansion Area*
179(50pts)-Ivy *opens up "Opening Direction" Feature*
180(120pts)-Ivy *opens up new mission in "Odalisque and Adrian" Area*
181(50pts)-Maxi
182(120pts)-Nightmare *opens up new mission in "City of Water" Area*
183(50pts)-Nightmare *opens up Nightmare in Exhibition Theater*
184(50pts)-Xianghua
185(50pts)-Mural

x.Anime Art 2(186-215) 3000 points

186(80pts)-Hwang
187(80pts)-Hwang and Seungmina
188(200pts)-Yoshimitsu *opens up new mission in"The Water Vein" Area
189(80pts)-Yoshimitsu *opens up Asteroth in the Exhibition Theater*
190(80pts)-Lizard Men
191(80pts)-Sigfreid
192(80pts)-Sigfreid
193(80pts)-Sigfreid
194(80pts)-Rock
195(80pts)-Seungmina
196(80pts)-Seungmina
197(80pts)-Seungmina vs Ivy
198(200pts)-Seungmina *opens up Hwang in the Exhibition Theater*
199(200pts)-Edge Master *opens up new mission in"Pure Training Spot" Area*
200(80pts)-Inferno
201(80pts)-Mural
202(80pts)-Mural 2
203(200pts)-Maxi/Kilik/Xianhua *opens up "Misc Art" Collection*
204(80pts)-Kilik and Xianghua
205(80pts)-Maxi and Kilik
206(80pts)-Xianghua and Sophitia
207(80pts)-SC Babes *opens up Yoshimitsu in Exhibition Theater*
208(80pts)-Ivy and Sigfreid

209(80pts)-Asteroth vs Kilik
210(80pts)-Xianghua and Seungmina
211(80pts)-Beam of Light
212(80pts)-Soul Calibur
213(80pts)-Mural 3
214(80pts)-Mural 4 *opens up "Soul of Hero" secret web page*
215(200pts)-Mural 5 *opens up new mission in "Ostrheinsburg Castle" Area*

xi.Endings(216-245) 2520 points

216(80pts)-Kilik
217(200pts)-Kilik 2 *opens up "Misc Art 2" Collection
218(80pts)-Kilik 3
219(80pts)-Xianghua
220(80pts)-Xianghua 2
221(80pts)-Xianghua 3
222(80pts)-Maxi
223(80pts)-Maxi 2
224(80pts)-Maxi 3 *opens up "Weapon Select" Feature*
225(80pts)-Mitsurugi *opens up Lizard Man in Exhibition Theater*
226(80pts)-Mitsurugi 2
227(80pts)-Mitsurugi 3
228(80pts)-Taki
229(80pts)-Taki 2 *opens up Sigfreid in Exhibition Theater*
230(80pts)-Taki 3 *opens up Maxi in Exhibition Theater*
231(80pts)-Voldo
232(80pts)-Voldo 2
233(80pts)-Voldo 3 *opens up Rock in Exhibition Theater*
234(80pts)-Sophitia
235(80pts)-Sophitia 2
236(80pts)-Sophitia 3
237(80pts)-Asteroth
238(80pts)-Asteroth 2
239(80pts)-Asteroth 3 *opens up Seungmina in Exhibition Theater*
240(80pts)-Nightmare
241(80pts)-Nightmare 2
242(80pts)-Nightmare 3
243(80pts)-Ivy
244(80pts)-Ivy 2
245(80pts)-Ivy 3

xii.Endings 2(246-265) 1720 points

246(80pts)-Hwang
247(80pts)-Hwang 2 *opens up "Terror of Nightmare" secret web page*
248(80pts)-Yoshimitsu
249(80pts)-Yoshimitsu 2
250(80pts)-Lizard Man
251(80pts)-Lizard Man 2 *opens up Cervantes in Exhibition Theater*
252(80pts)-Sigfreid
253(80pts)-Sigfreid 2
254(80pts)-Sigfreid 3
255(80pts)-Rock
256(80pts)-Rock 2 *opens up Edge Master in Exhibition Theater*
257(80pts)-Seungmina
258(80pts)-Seungmina 2
259(80pts)-Cervantes
260(80pts)-Cervantes 2
261(80pts)-Cervantes 3
262(80pts)-Edge Master
263(200pts)-Edge Master 2
264(80pts)-Inferno

xiii. Misc Art (266-294) Free

- 266 (free) -Kilik
- 267 (free) -Kilik
- 268 (free) -Xianghua Cards
- 269 (free) -Xianghua
- 270 (free) -Xianghua with a hot dog
- 271 (free) -Xianghua Legend
- 272 (free) -Maxi
- 273 (free) -Maxi
- 274 (free) -Mitsurugi
- 275 (free) -Mitsurugi
- 276 (free) -Taki
- 277 (free) -Taki
- 278 (free) -Voldo
- 279 (free) -Voldo
- 280 (free) -Sophitia
- 281 (free) -Sophitia
- 282 (free) -Sophitia
- 283 (free) -Sophitia
- 284 (free) -Asteroth
- 285 (free) -Asteroth
- 286 (free) -Asteroth
- 287 (free) -Asteroth
- 288 (free) -Uhhh
- 289 (free) -Nightmare
- 290 (free) -Nightmare
- 291 (free) -Ivy
- 292 (free) -Ivy
- 293 (free) -Ivy
- 294 (free) -Ivy

xiv. Misc Art 2

- 295 (free) -Hwang
- 296 (free) -Yoshimitsu
- 297 (free) -Yoshimitsu
- 298 (free) -Lizard Man
- 299 (free) -Sigfreid
- 300 (free) -???
- 301 (free) -Rock
- 302 (free) -Mitsurugi and daughter
- 303 (free) -Seungmina
- 304 (free) -Seungmina
- 305 (free) -Cervantes
- 306 (free) -Edge Master
- 307 (free) -Edge Master
- 308 (free) -Kilik and Xianghua
- 309 (free) -Asteroth vs Xianghua
- 310 (free) -Mitsurugi and Yoshimitsu
- 311 (free) -Taki, Ivy, and Nightmare
- 312 (free) -Sophitia and Lizard Man
- 313 (free) -Sophitia and Lizard Man
- 314 (free) -Ivy, Nightmare, and Voldo
- 315 (free) -Hwang and Seungmina
- 316 (free) -Sophitia and Sigfreid
- 317 (free) -Asteroth vs Maxi
- 318 (free) -Yoshimitsu and Lizard Man
- 319 (free) -Rock and Asteroth
- 320 (free) -Soul Calibur on the beach

321 (free) - Anime Mural

322 (free) - Mural

xv. Poster Art (323-338) 35,900 points

323 (2000pts) - Light Poster

324 (2000pts) - Dark Poster

325 (2000pts) - Kilik Poster

<<under construction>>

xvi. Slide Show

Choose this option to get some random slides from all the Art Collections

xvii. Collection Data

<<under construction>>

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4. NEXT REVISION
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The next revision should complete everything that's marked <<under const.>> as well as fix up any misspellings (they're in there) and whatnot. I'll also probably add a "Mission Battle 2" section as well. Depending on how long it takes, it will either end up in the next update or the one after that. I hope you enjoy!

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ABOUT THE AUTHOR
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You can find this and any other FAQ I've written at my site. Also feel free to E-Mail me if you have any questions, I'll do my best to answer them. Here's the info:

E-Mail: ProfRev777@aol.com

Web Site: <http://members.aol.com/profrev777/index.html>

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END
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