

Soul Calibur Kilik Character FAQ

by Sherman Tam

Updated to v0.5 on Nov 22, 1999

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*           Author: marshmallow
*           E-mail Address: marshmallow@nintendomail.com
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Mmmm...Soul Calibur. I could babble on for hours why this is pretty much one of the best fighters I've ever played, but I'll spare you. I'll just say that I never was a titanic fan of fighters, mainly because they were so dull and lacked any real fun...at least, that was when they were two dimensional. I feel that they have become more fun with the addition of the "new" dimension...it just seems to add so much more strategy.

Basically, it's a sin to own a Dreamcast and not have this game.

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"So, Voldo, is that a grape-fruit in your bikini underwear, or are you just happy to see me?"

1) REVISION HISTORY / UPDATES

Version 1.2 (October 10th, 1999):

I fixed a nasty alignment mistake...and that's pretty much it.

Version 1.0 (October 9th, 1999):

This is the first release, of course, and I have to say, writing a FAQ for a fighting game is INCREDIBLY tedious and boring. I think this is the last FAQ you'll ever see me write for the genre...I'll stick to Action-RPGS/Platformers/Racers/Shooters, thank you very much.

On that light-hearted note...let us begin!

2) IMPORTANT LEGAL INFORMATION

This FAQ can only appear on the following sites

- GameFaqS <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>

Why? Because those are the only three sites that can keep my FAQs updated. GameFAQS gets away with murder, though, on account of the fact I send my FAQs there myself. Gamesages is GameFAQS sister site, so they share information. Cheat Code Central is great, because they always seem to have the most updated version without me having to tell them. Great job, guys and gals.

I just hate it when people have outdated versions of my FAQs, because I get loads (e.g. 100+) of e-mails telling me to "update my FAQ" even though it IS updated, or they ask a question that has been answered in the new versions, or make additions that are already there, etc., etc. I've had problems with this with other FAQs, and I'm taking steps (e.g. this note) to put an end to it!

Here are a few "do's" and "don'ts". Webmasters! Take note...

WEBMASTERS -- DO NOT:

Post this FAQ on your site directly. The only sites that this rule DOES NOT apply to are GameFaqS, GameSages, and Cheat Code Central, as shown above.

WEBMASTERS -- DO:

If you are a webmaster of a site that wants to post this FAQ, what do you do? As you read above, you can not post it directly. Instead, link to the page at www.gamefaqs.com that lists all the FAQs for this game. Why GameFAQS? Because I said so. To clear up some confusion, you can not link to the URL if it ends in ".txt" or ".doc", you just can't use that. If it ends in anything else, such as the page where it lists all the FAQs for a game, you can link to THAT, but not to the actual FAQ. I'm only repeating myself, but I had to because some people have to be told something twice. If you have any questions on linking, notify me. To answer the most common question I'll get, you can not link to any GameFAQS URL that ends in ".txt" or ".doc" because it's in GameFAQS' legal section. So there.

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3) REASONS FOR DOING THIS GUIDE

I really hate it when people do FAQs for fighters and simply list the move's name, how to do it, how much damage it does, and leaves it at that. I despise this because you can simply go to the options/practice menu and look up your desired character's moves and how to do them, making the FAQ completely useless. The proper way to do a FAQ of that type is to list the move, how to do it, etc., and then describe how to use it, when to use it, it's pros, cons, etc., etc...

Finally, why did I choose KILIK instead of some of the other characters? Well, originally, I planned to do a guide for my favorite guy, Nightmare, but several people took care of that...unfortunately. Next, I wanted Lizardman, but yet again, someone snatched that up. What about Mitsurugi? Nope, too late.

And my next favorite is, as you have guessed, Kilik! Seeing as there's only one, short FAQ for him, I thought the world needed my assistance!
;))

4) KILIK OVERVIEW

Kilik is a regular looking guy, who wears no shirt, showing off his chest muscles (required for all guys in a fighting game almost). Draped over his shoulder is a mirror-like belt, which protects him from the evil mind of Soul Edge. His main weapon is a staff, nicknamed Kali-Yuga, which he is very good with. Kilik is fast, agile, and can pull off combos at a frightening speed, leaving opponents dazed and unsure what is coming up next.

KILIK'S GOOD POINTS:

- Very fast, enabling him to dodge attacks while setting up for throws
- Very agile
- Awesome mid-range game.
- Can pull off combos almost effortlessly
- Can switch from one move to another quickly
- Devastating throws
- In a fight, players will have flashbacks of the Darth Maul swordfight in Star Wars: Episode 1

KILIK'S BAD POINTS:

- Some of his more useful attacks require use of the X AND Y or X AND B buttons, which are located in difficult to reach positions (e.g. X + Y or X + B)
- A single attack will not cause much damage, meaning it is imperative for you to set up combos/throws to get a lot of hits. Depending on your style, this might actually be a pro! :)
- He is a "light" character, meaning a player such as Maxi or Ivy can

easily juggle him in mid-air

- His close-up game is rather poor. His strong point is the mid-range area.

- Seemingly slow defense

- He is the game's "good guy", and everyone hates the good guy ;)

5) TERMINOLOGY TO KNOW

These are some terms I will use often, so you will need to know what they mean. For those of you who are saying, "I already know these, better start holding down the space-bar to skip this section" you had better listen up near the end, because I have some "made-up" terms that I have, er, made up. :p

COMBO:

A series of attacks in which the adversary can not resist once it had begun, usually. Nearly all fighters have adopted a system of this sorts since Killer Instinct hit the SNES...

JUGGLE:

When a character is in mid-air, the other character will do an attack to the character in the air, causing the air-borne person to go higher, and this will keep going on until the attacks stop.

GUARD:

Simply press A and your character will put up his/her weapon and use it as a shield. It will deflect all attacks except for Unblockables, and anything done below or above the shield. To counter low attacks, either jump, do an attack that lets you jump, or crouch and use guard.

PARRY:

Pressing A and back at the same time will result in your character using his weapon in some way. If the attackers weapon hits this, his/her attack will be reflected in another direction, and leave that person very vulnerable. The only problem is that this requires a lot of eye-hand co-ordination!

8-WAY RUN:

Tap the stick in any direction to run in that direction...with this, you can avoid attacks and set up your own in the meantime. Some attacks can only be done while running.

SOUL CHARGE:

To do a Soul Charge, simply hold down the right shoulder button. The longer you hold it, the more powerful the charge will be. At full charge, your character will glow green. During this time, all moves are counters and their properties can potentially change e.g. they may stun your opponent, allowing you to do an easy combo. Others will totally blow the other fighter away.

SPIRIT CHARGE:

First do a Soul Charge, but before it turns into the Soul Charge, tap A (guard) to turn your character into a golden color. During this charge, your moves are more powerful, and some may even turn into unblockables! With both Soul and Spirit Charge, it is best to start the charge when your opponent is on the other side of the ring, as it leaves you WIDE open to attack.

RING OUT:

One or more characters fall out of the ring and into the surrounding liquid (water, acid, lava, poison, blood, etc.), killing them instantly. If both characters get a ring-out, the first one to fall over the edge will lose.

GROUNDING:

The opponent will be on the ground, unable to do anything until they get up (or do a ground attack, but this is unlikely). A "grounding move" means the move will cause them to be grounded.

OPENING MOVE:

Generally speaking, the first attack in a self-made combo. E.g. you're not fighting, but then you rush the opponent and start. Usually, good opening moves are quick yet leave the foe dazed.

COMEBACK RATE:

The time it takes for you to regain your defenses after performing an attack. The more powerful attack, the longer the comeback rate -- meaning, if you miss, you are wide open to attack.

FINITE LOOPING ATTACK:

Yes, I made this up, but I thought this maneuver deserved a special name. You see, some moves become unblockables when in the Spirit Charge state. This means that, unless they dodge to the side at light-speed, they will be hit no matter what -- even if they put their shield up. So we come to the Finite Looping Attack. It happens when you do an unblockable, and the attack literally blows the opponent to the other side of the ring. The common reaction is to get up and run at break-neck speed towards you. While they were busy fooling around with this, you do another Spirit Charge, and unleash the unblockable, blowing them to the opposite side again. They get up, run at you...etc., etc...you get the picture. This can easily turn a match in your favor! And, if the foe wises up, you can delay the unblockable by a few seconds, even if they back off.

Note: Finite Looping Attacks are best used against CPU controlled opponents. I doubt there are many human players this would work on -- but try it out! There has been many-a-time when I have used this trick to easily embarrass them :p

6) KILIK'S OFFENSIVE MANEUVERS

Button Conversions:

X, X = Tap X twice

X, A = Tap X and THEN A

X ~ A = Tap A as soon as you press X, but not at the same time

X + A = Hit both X and A simultaneously

(X) = Hold X

<X, Y> = Slide your thumb over X, then up to Y.

Analog/Digital Pad Conversions:

UL = Upper left

LL = Lower Left

UR = Upper Right

LR = Lower Right

U = Up

D = Down

<- = Back
-> = Front
8*WAY = You must be in 8-way run for this to work
* = Leave the stick/pad neutral

Don't worry though, you can always look in the practice menus for button combinations, and even see a little repeating movie of your character doing said move. When trying to master ANY character in ANY fighting game, Practice Mode is the place to be!

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===== HORIZONTAL ATTACKS =====
=====

Name: Bo Tap # 1
Input: X
Plane: High
Comments: Kilik swings his rod at the foe's face. Nothing very exciting...

Name: Bo Rush # 2
Input: X, X
Plane: High, high
Comments: Kilik will swing his rod twice. Use this to overwhelm an opponent when they get up from the ground.

Name: Bo Rush Combo # 3
Input: X, X, Y
Plane: High, high, medium
Comments: Two small swings followed by a long vertical slam, which can ground opponents, and even cause them to ring out.

Name: Bo Rush Right Feint # 4
Input: X, X + Down
Plane: High
Comments: First you smack the foe's head, then you will swing into the foreground, avoiding any of your opponent's attacks.

Name: Bo Rush Left Feint # 5
Input: X, X + Up
Plane: High
Comments: The same as the Bo Rush Right Feint, except you dodge into the background. Either maneuver is fine.

Name: Phoenix Tap # 6
Input: -> + X
Plane: Medium
Comments: This move is rather slow, so it's best to do it when you dodge the enemy's attack. This way they will be recovering, and be wide open for your assault! If you hit, you should be able to get another move in before they attack.

Name: Raging Phoenix # 7
Input: -> + X, X

Plane: High, high

Comments: I will not comment on this move because it will inevitably lead to the next move.

Name: Raging Phoenix Combo # 8

Input: -> + X, X, X

Plane: High, high, high

Comments: One of the first programmed combos you will find, this is the perfect move for a newbie to perform when your attacker misses, or leaves themselves open to attack for some reason. Combine with a low rod attack to leave them grounded!

You will find yourself using this move very much, so I suggest mastering it.

Name: Cross Bo # 9

Input: -> + ->, X

Plane: High

Comments: Kilik will slam his rod across the foe's face with all of his strength, and will leave them grounded, open to low attacks. As you will notice by the input, you must be running for this to work.

Name: Ling Su # 10

Input: Lower right + X

Plane: Medium

Comments: A worthless medium attack that will cause little damage, and it won't even ground the opponent.

Name: Advancing Ling Su # 11

Input: Lower right + X, X

Plane: Medium, high

Comments: A useful barrage in which Kilik strikes the enemy's torso, then does a spin and leaves them on the ground looking up. A very good opening move!

Name: Inner Peace # 12

Input: Down + X

Plane: Low

Comments: I don't see any peace in this; all I see is Kilik using his rod to cause the foe's legs to escape the floor, grounding them. Best used when they use a high attack. Not only will you avoid it, but you will hurt them!

Name: Pounding Stones # 13

Input: (Down) <X, X> + Y OR While crouching X + Y

Plane: Medium, Medium, Medium, Medium

Comments: Generally, not very useful, but it could be if a large adversary, such as Nightmare or Astaroth, were charging you. Kilik will bend down and smack his rod on both sides of him...and you know you did it right if he screams, "Cuando!!"

Name: Pounding Stones Feint # 14

Input: (Down) + X, X + Y

Plane: Low, Medium, Medium, Medium

Comments: A variation of Pounding Stones, it starts off with a low attack and then torso hits. Again, not overly useful, but it's there if you want it. He also says "Cuando!!" during this move.

Name: Lower Bo Slice # 15

Input: Lower Left + X

Plane: Low

Comments: A low attack that does little damage. Skip it!

Name: Escaping Bo # 16

Input: <- + X

Plane: High

Comments: A very useful move in which Kilik moves down to a stancing position, then spins around and smacks his adversary in the cranium with his rod. If done right, not only will it ground your opponent, but it will allow you to dodge any high attacks at the same time!

This move, if done near the edge, has a high ring out chance.

Name: Wave Part # 17

Input: <- + <- + X

Plane: Medium

Comments: A basic attack which does very little damage. You must be moving backwards to perform this pathetic move.

Name: Cross Tide # 18

Input: <- + <- + X, X

Plane: Medium, Low

Comments: A variation of Wave Part with an extra low hit. Chances are your foe will block the first hit, but when the second hit comes they'll be wide open! If the second hit does connect, expect them to be grounded.

Name: Ling Sheng Slash # 19

Input: While Rising Up -- X

Plane: Medium

Comments: By "rising up", it means to crouch and then let go of the stick/pad so your character returns to the standing position -- so in other words, crouch, return to standing, and tap X as you go up. The best time to use this move is when dodging a high attack.

Name: Phoenix Feather # 20

Input: <X, X>

Plane: High, high

Comments: As its name suggests, this move does not do much harm at all to your adversary.

Name: Twin Phoenix # 21

Input: <X, X>, Y

Plane: High, high, medium

Comments: Much like the Phoenix Feather, except with the added horizontal punch. Will most likely send your foe flying backwards if

blocked!

Name: Phoenix Feint # 22
Input: <X, Y>
Plane: Medium
Comments: This move only works when close up, yet the animation takes so long to get to the hitting part! :p You will most likely be crushed when you attempt this move. I think this was meant to be a faking move...you do the move, and your opponent goes, "Ha! I'll wipe the floor with him!" and then you switch to another move in mid-swing, and catch them off guard. That's my best theory.

Name: Phoenix Roar # 23
Input: X + Y
Plane: Medium, medium, medium...
Comments: Kilik will spin his staff in a windmill-like fashion, causing several hits to your enemy. Most likely, the enemy will dodge to the side and use a throw! Only use this against novices.

Name: Biting Phoenix # 24
Input: -> + X + Y
Plane: Medium, medium, medium...
Comments: A more useful move in which Kilik maims the other person's torso...Best used when they are getting up, or if you dodge their moves and leave them open. Can also be a good opener!

Name: Trick Bo # 25
Input: Lower right + X + Y
Plane: Low, unblockable
Comments: First Kilik strikes their kneecaps, and then he rises the rod straight up, and if it connects you will see a large ball of fire with electricity flowing about, the signature of an unblockable attack. The trick is to get the first hit in, which can be hard, seeing as it is so simple.

Name: Lower Bo Smack Down # 26
Input: Down + X + Y
Plane: Low, low, low...
Comments: A variation of the "Mid Bo Smack Down", this one will cause a few blisters on their feet I would imagine. The best use of it, however, is when an adversary is grounded, when they are totally defenseless!

Name: Dirty Bow # 27
Input: Lower left + X + Y (my note: hold this for half-a-second or so)
Plane: Low
Comments: As I said in the "Overview of Kilik", one of Kilik's biggest cons is that his best attacks are hard to pull off due to the button placement -- this is a shining example. In this move (which strangely resembles one of Nightmare's throws), Kilik smashes the opponent's legs, puts the rod so the character is sitting on it, lifts the rod over his shoulder, and smashes the person into the ground! Ouch! But, you need to press both X and Y to do it! Argh!

Name: Phoenix Flare # 28
Input: <- + X + Y
Plane: Medium, medium, medium...
Comments: Similar to the Phoenix Roar, except that the radius of the spin is much larger. I do not suggest using this against anyone but a novice!

Name: Phoenix Flare ~ Raven Slaughter # 29
Input: <- + X + Y, Y
Plane: Medium, medium, medium...
Comments: At the end of the Phoenix Flare, Kilik will jump up and pummel the opponent's chest. Reiterating what I said early, this is only useful against novices, seeing as anyone skilled in Soul Calibur could simply go to the side and throw you.

Name: Phoenix Flare ~ Raven Slaughter Thrust # 30
Input: <- + X +Y, Y, Y
Plane: Medium, medium, medium...
Comments: When you start it, your foe will be paralyzed by the windmill like fashion of the rod, then your uppercut will send them into the air, and then the last hit will, if aimed correctly, send them flying about 10 feet in the opposite direction! A useful move if you can time it correctly.

Name: Phoenix Cross # 31
Input: X + B
Plane: Medium, medium
Comments: X + B?! Geez, if I ever use this in the heat of battle I'm going to sprain something! :) Players might want to tinker around with the controller options menu to see if they can find a configuration that allows them to do moves such as this...

Name: Bo Smack Down # 32
Input: -> + X + B
Plane: High, high, high...
Comments: Another hard one to use. This time, Kilik thrusts his staff against the opponent's skull very quickly, causing a lot of damage in a short amount of time. Use it when they rush you, or when they are about to stand up from being grounded!

Name: Phoenix Claw # 33
Input: Lower right + X + B
Plane: Low
Comments: A low attack that does little damage.

Name: Wave Divide # 34
Input: Down + X + B
Plane: Low
Comments: A powerful, low swipe that will leave your foe grounded, open to attacks. When you use this, you will automatically avoid any high attacks from your 'friend.'

Name: Phoenix Tail # 35

Input: Lower left + X + B

Plane: Low, low

Comments: A slow, yet very powerful rod/foot combination swipe which will not only ground your opponent, but stun them as well. Try this when they're getting up from the ground. Like other low attacks, you can avoid high attacks in this manner.

=====
===== VERTICAL ATTACKS =====
=====

Name: Waterfall # 1

Input: Y

Plane: Medium

Comments: Kilik lifts his rod and slams it down on the opponent -- a basic vertical attack! Feel free to use this on grounded adversaries.

Name: Rushing Waterfall # 2

Input: Y, Y

Plane: Medium, medium

Comments: Kilik simply does the "Waterfall" move twice. Nothing spectacular...

Name: Bo Thrust # 3

Input: -> + Y

Plane: Medium

Comments: Your character sticks the rod out in front of him, stabbing the enemy. Short-range attack only!

Name: Lower Bo Feint # 4

Input: -> + Y + Down

Plane: Low

Comments: A spinning move targeted at the enemy's feet...useful on a grounded foe, I suppose.

Name: Heavy Bo # 5

Input: -> + -> + Y

Plane: Medium

Comments: Best used against ducking enemies or when the enemy has just done an attack with a slow comeback rate.

Name: Bo Upper # 6

Input: Lower right + Y

Plane: Medium

Comments: A simple attack in which Kilik strikes the foe's chest after a semi-spin of sorts. Nothing to wet your pants over.

Name: Twin Bo Upper # 7

Input: Lower right + Y, Y

Plane: Medium, medium

Comments: Kilik does the Bo Upper, then uses his knee to propel the victim upwards. If done correctly, it can be powerful, and has a high chance of a ring-out if done near the edge of the arena!

Name: Advancing Bow # 8

Input: Lower left + Y

Plane: Medium

Comments: Kilik ducks, does a 360 degree spin, and smacks the staff against the foe's torso as he rises up. If you do a Spirit Charge, this move becomes an unblockable! Other than that, though, there isn't much to discuss about this move.

Name: Phoenix Thrust # 9

Input: <- + Y

Plane: Medium

Comments: A weak, long-range thrust. It pales in comparison to the next move...

Name: Phoenix Rage Thrust # 11

Input: <- (Y)

Plane: Medium

Comments: If you ask me, this is going to be one of your most valued vertical maneuvers! Let me explain it in terms you can come to grips with...You see, this attack is the most far reaching that Kilik owns. As such, you can attack from quite a distance. It is VERY useful in disrupting an enemy's attack pattern -- and if you've played this game so long you can tell what move a foe will do by looking at the animation, you will be able to find a window of opportunity to just stick that rod in there and throw them backwards; yes, you heard right, this is a grounding move! A powerful one too, which does a damage of 55!

That's not all, though. By doing a Spirit Charge, this move becomes...you might want to sit down for this one...an unblockable! However, you need to find the right time to do the charge and then the attack. The best time is when your adversary is on the other side of the ring, or close to it. Simply do this attack many times, and if they block it they will stagger backwards, so you can push them there. Another way is to simply use grounding attacks. Point is, if you do all of this correctly, you can easily turn this into an Finite Looping Attack <see Terminology to Know>!!

Name: Stream Thrust # 12

Input: <- + <- + Y

Plane: Low

Comments: A very low attack which hits the foe's shins. Anything else to discuss? Anyone at all? Anyone read this far? Heh, you must have a lot of time on your hands to read this far...

Name: Yin and Yang # 13

Input: Down, Lower left, <- + Y

Plane: Unblockable Low

Comments: I'm not trying to be vulgar or anything, but I want to ask everybody reading this an honest question. I don't know where I heard this, but it's in my memory for some perverse reason: Does "Yin and Yang" not mean "Cock and Dick" in Chinese or something? I don't want to offend anyone (Ahahaha), just a question...Er...OK, back to the "Kilik FAQ", heh, heh...

This powerful unblockable must be done up close, so be sure to find the

perfect moment -- on a grounded opponent, a stunned one, someone who did an attack with a long comeback rate, etc. During this maneuver, Kilik ducks, charges up energy in his rod, and SLAMS it down on the enemy's abdomen, creating a gigantic flame and an enormous electrical discharge. Mmmm...gratuitous eye-candy.

Another way to use this move is to cancel is while you charge up! Most opponents will seize the opportunity and run at you while you start the charge: simply hit cancel (guard/a) and surprise them with another attack of your choice!

```
*****
Name: Bridge # 14
Input: Up, * + Y
Plane: High
Comments: I've tried to pull off this maneuver hundreds (maybe not) of
times, but I always end up doing an eight-way attack. Sorry.
```

```
*****
Name: River Thrust # 15
Input: From Full Crouch -- Lower left + Y
Plane: Low
Comments: A very low attack that does little damage.
```

```
*****
Name: Ling Sheng Slash # 16
Input: While Rising Up -- Y ...OR... 8*Way Running Up or Down + Y
Plane: Medium
Comments: A simple uppercut using the rod.
```

```
*****
Name: Ling Sheng Slash II # 17
Input: Up + Y
Plane: Medium
Comments: This move isn't listed in the practice mode whatsoever, yet
it's quite easy to pull off. Hmmm...Anyways, this move will see Kilik
jumping into the air and slamming the rod against the opponent. The
great part is, if you do it in Spirit Charge form, it becomes an
unblockable. Also of note is that you can attack grounded foe's this
way...
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```
*****
Name: Sheng Mirage Kick # 18
Input: <Y, B>
Plane: High, medium
Comments: Kilik does a high kick and a stab with his staff
simultaneously, causing adequate damage. If you do a Spirit Charge, it
becomes an unblockable.
```

```
*****
Name: Legend Rush # 19
Input: <- + <Y, B>, quickly tap Y
Plane: Medium
Comments: Kilik swings his rod around in tight circles, then speeds
forward.
```

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*****
Name: Legend Rush Unblockable # 20
Input: <- <Y, B>, tap Y a second or two afterwards
Plane: Medium unblockable
```

Comments: Kilik dashes forward and delivers an unblockable thrust. Too bad this requires about three to four seconds of lead-way...something that could be spent more productively.

Name: Rising Bo Feint # 23
Input: Y + B
Plane: Medium

Comments: Our hero does a distracting windmill move, then does an uppercut with his rod, which can actually cause a ring-out if near the edge of the arena! You can also avoid high attacks with this.

Name: Yin Rising # 24
Input: -> + Y + B
Plane: Medium, medium

Comments: Kilik rushes forward and does a cartwheel, literally dancing on the opponent's skull. Why this isn't listed under "Kicks" is beyond me! As for usage, it is definitely one you will want to use as an opener, because you can link up attacks afterwards and make up your own personally combos. A very useful move...

Name: Phoenix Lunge # 25
Input: <- + Y + B
Plane: Low

Comments: A bit of a deceitful move that can be very useful to those with good eyesight and timing. First, Kilik jumps backwards, lands on one foot, dashes forward, and belts the opponent on the shins! I say it's deceitful because at first it looks like a retreat, and the enemy will follow...the rest is self-explanatory.

=====
===== KICK ATTACKS =====
=====

Name: Sheng Front Kick # 1
Input: B
Plane: High

Comments: Kilik does a simple kick.

Name: Sheng Lung Kick # 2
Input: -> + B
Plane: Medium

Comments: Has anybody noticed that these attack descriptions just aren't fun to read? Hmmm, oh well. In this almost exciting move, Kilik does a kick while leaning on his staff.

Name: Sheng Lung Kick Combo # 3
Input: -> + <B, Y>
Plane: Medium, high

Comments: Kilik rushes forward and uses both his foot and rod to injure the enemy. Hey, didn't I cover this move before...? Oh well!

Name: Yang Rising # 4
Input: -> + -> + B
Plane: Medium, medium

Comments: This move is very similar to the move "Yin Rising", so you can use the same strategies pretty much.

Name: Yang Hop Kick # 5
Input: -> + -> + B, B
Plane: Medium, medium, medium
Comments: The exact same move as Yang Rising, except Kilik adds an extra kick as the helpless foe falls down.

Name: Rising Phoenix # 6
Input: -> + -> + B, B, Y
Plane: Medium, medium, medium...
Comments: The same move as the Yang Hop Kick, except Kilik slams the rod against the falling opponent right after the kick.

Name: Sheng Side Kick # 7
Input: Down right + B
Plane: Medium
Comments: Our hero uses his staff as a support for his weight, jumps off the ground, and kicks the enemy. This is a good move to use against someone who is charging at you.

Name: Sheng Su Low Kick # 8
Input: Down + B
Plane: Low
Comments: Kilik slides his foot across the foe's shin, doing little damage.

Name: Ling Sheng Su Sweep # 9
Input: Down left + B
Plane: Low
Comments: What is up with these *weak* moves lately? They barely do any damage, and they don't phase the opponent at all.

Name: Biting Kick # 10
Input: <- + B
Plane: Medium
Comments: He spins his rod, then kicks the opponent in the chest. Boring...and not very powerful, to boot.

Name: Biting Heaven # 11
Input: <- + B, Y
Plane: Medium, medium
Comments: Finally, an attack that grounds the opponent. During this move, Kilik performs the Biting Kick, and then jabs the opponent, very hard, in the torso, sending them flying back.

Name: Sheng Heh Kick # 12
Input: <- + <- + B
Plane: Medium
Comments: Kilik slides to his left and lowers his foot onto the oncoming opponent. This move is best used when the enemy is charging at you from

a distance, or when you are being backed down...it can ground them!

Name: Phoenix Hop Kick # 13
Input: While Rising Up -- B
Plane: Medium
Comments: Best used after the enemy uses a high attack, since you need to be ducking in order to begin this move.

Name: Phoenix Hop # 14
Input: While Rising Up -- B, Y
Plane: Medium, medium
Comments: The same as the Phoenix Hop Kick, except Kilik uses his rod to bat the enemy character away from him...which will, of course, round them.

Name: Sheng Illusion Kick # 15
Input: <B, Y>
Plane: High, low
Comments: Kilik uses both his rod and foot to hurt the enemy. Where's the illusion? Or, for that matter, where is the beef?

Name: Retreating Thrust # 16
Input: A + B
Plane: High
Comments: Our magical friend, Kilik, dives forward to attack, then runs backward out of harm's way. Unfortunately, he does not run backwards unless the staff touches the enemy...ouch!

Name: Fat Whacker? # 17
Input: Up + B
Plane: High
Comments: Strangely, this is not included anywhere in the menus, but is a simple attack to pull off. In this move, Kilik jumps straight up and kicks the opponent, and also kicks in the opposite direction for some odd reason.

=====
===== EIGHT WAY RUN ATTACKS =====
=====

Name: Cross Bo # 1
Input: While Running -- -> + X
Plane: High, high
Comments: A two hit in one slash type attack, this move is best used when charging the opponent, or when they use an attack with a long comeback rate. This move WILL ground them, and is a useful ring-out tool.

Name: Gale Cross # 2
Input: While Running -- Lower right + X
Plane: High
Comments: I refuse to comment on this attack, seeing as it will

inevitably lead to the next one.

Name: Gale Divide # 3
Input: While Running -- Lower right + X, X
Plane: High, high
Comments: Kilik does a 360 degree spin, slapping the opponent with his staff, then does it again, except the second hit is much more powerful, and sends the enemy flying! A superb grounding attack.

Name: Gale Cross Haste # 4
Input: While Running -- Upper right + X
Plane: Medium
Comments: In the same way I won't comment on the Gale Cross, I won't mention anything of this move.

Name: Gale Divide Haste # 5
Input: While Running -- Upper right + X, X
Plane: Medium, medium
Comments: Kilik goes into the background, does a 360 spin, and hits the opponent twice, the second slam grounding them.

Name: Wind Part # 6
Input: While Running -- Up + Up + X OR Down + Down + X
Plane: Medium
Comments: A semi-strong spin attack that isn't very useful.

Name: Wind Divide # 7
Input: While Running -- Up + Up + X
Plane: Medium, low
Comments: First Kilik does the Wind Part, but then does a low attack using his staff, which separates the opponent's feet from the floor (a fancy way of saying it grounds them).

Name: Mountain Carve # 8
Input: While Running -- Up + Up + X, Y
Plane: Medium, medium
Comments: First Kilik does a side-swipe, then does another swipe which grounds the opponent. Have you noticed that a lot of the Eight-Way run attacks ground the enemy?

Name: Ling Sheng Slice # 9
Input: While Running -- Lower Left + X OR Upper Left + X
Plane: Low
Comments: Kilik does a weak foot/swipe attack.

Name: Wave Part # 10
Input: While Running -- <- + X
Plane: Medium
Comments: A weak, yet again, staff attack that does only about 25 damage. Argh! It seems as if we've hit a big pile of worthless attacks that are just here to make the game look complicated.

Name: Cross Tide # 11
Input: While Running -- <- + X, X
Plane: Medium, low
Comments: Similar to the Wave Part, except the second attack, which will ground the opponent <yawns>. Isn't this FAQ so exciting?

Name: Heavy Bo # 12
Input: While Running -- -> + Y
Plane: Medium
Comments: Kilik hunches over and slams his giant, red rod into the ground, hurting anything that may be below it. Great on grounded enemies!

Name: Raven Slaughter # 13
Input: While Running -- Down + Y OR Up + Y
Plane: Medium
Comments: Raven Slaughter? Honestly, some of these names baffle me. Regardless, this move will deflect the opponent upwards, and then they land hard on the ground.

Name: Phoenix Thrust # 14
Input: While Running -- Lower Left + Y OR Upper Left + Y
Plane: Medium
Comments: What in the world? I've already covered this move before...Hmmm...

Name: Phoenix Rage Thrust # 15
Input: While Running -- Lower Left + (Y) OR Upper Left + (Y)
Plane: Medium
Comments: Again, I've covered this move before, so I don't think I'm going to waste any more bandwidth by spewing out more meaningless information...okay?

: : : skipping a bunch of attacks I've already done : : :

Name: Sliding # 16
Input: While Running -- -> + B
Plane: Low
Comments: Kilik slides on his knees, much like when you steal a base in Baseball, and the enemy is grounded, and sent backwards. This is the perfect move for when you want to ring out someone!

: : : skips even more attacks that have already been covered : : :

Name: Mountain Sweep # 17
Input: While Running -- Down + B OR Up + B
Plane: Low
Comments: A pathetically weak, low kick.

Name: Mountain Breaker # 18
Input: While Running -- Down + <B, X> OR Up + <B, X>
Plane: Low, high
Comments: Low kick, high rod thrust -- will ground opponents. For those
of you who have read this far: whoohoo!!!

You see, I had to do this, just to make it semi-exciting.

=====
===== THROWING ATTACKS =====
=====

Name: Heaven Monument # 1
Input: In front of enemy -- X + A
Plane: Not Applicable
Comments: Kilik grabs the enemy, uses his rod to push them to the
ground, then uses his rod to jump high into the air. As the enemy is
about to get up, Kilik falls down and SLAMS the rod against their
back...sweet. If this was in "real life", the enemy would be killer --
that, or paralyzed!

Name: Light Breeze # 2
Input: In front of enemy -- Y + A
Plane: Not Applicable
Comments: This is also very cool to see...Kilik pushes the opponent
down, wracks them into the air, then BEATS them to the ground using his
rod, slamming them against the floor.

Name: Cutting Sadness # 3
Input: From the left side of enemy -- X + A OR Y + A
Plane: Not Applicable
Comments: Kilik does an assortment of kicks, rod attacks, etc. to pummel
the enemy into the ground.

Name: Summer Gale # 4
Input: From the right side of enemy -- X + A OR Y + A
Plane: Not Applicable
Comments: Our main man Kilik uses his rod to support the enemy, swings
them around (with the enemy still on the rod), slams them against the
floor, and then jumps up into the air and lands on their back! Yeah!

Name: Phoenix Pounce # 5
Input: From behind the enemy -- X + A OR Y + A
Plane: Not Applicable
Comments: Kilik kicks the enemy down, jumps off their back, and FLINGS
his rod at the foe's back. After a delightful cracking sound, the rod
returns to Kilik's hands as if by magic. A very nice throw!

Name: Tricky Bo # 6
Input: Lower Right + X + Y
Plane: Not Applicable
Comments: Kilik outs the staff between the opponent's legs, and lifts

STRAIGHT up, slamming their delicate genitals to pieces. Ouch...this physically pains me to watch. ;)

Name: Dirty Bo # 7

Input: (Lower left + X + Y)

Plane: Not Applicable

Comments: I've covered this before, but let's do it again! First, Kilik puts his rod under the enemy's genitals, then lifts straight up, and uses pure strength to throw them OVER his shoulder and into the ground behind him...yay!

=====

===== SPECIAL ATTACKS =====

=====

Name: Inner Peace # 1

Input: Down, lower right, -> + X

Plane: Low

Comments: A weak, low attack that will ground the enemy. HOORAY! I'm glad they threw all of these weak attacks in, otherwise this game wouldn't be so "complicated"...

Name: Scythe # 2

Input: Down, lower right, -> + B

Plane: High, high

Comments: Kilik uses his staff as a pole, then kicks the enemy, sending them far, far away over the edge of death...er, almost. This has a great ring out capability! Too bad you'll get whooped why you attempt to enter the button combination, which is the case with half the moves in the game.

Name: Heaven Monument # 3

Input: Down, lower right, right + X + Y

Plane: Medium

Comments: Kilik uses his staff to get high into the sky, then slams down using an electrified staff. A useful move, but don't use unless the enemy is about five virtual feet away from you, otherwise they will beat your ass down when Kilik is shinnying up the rod. If you use a Spirit Charge, this becomes an unblockable!

The only problem with this attack is that it strikes a small area, so the enemy can easily move to the side to avoid.

=====

===== KILIK'S UNBLOCKABLES =====

=====

Name: Trick Bo # 1

Input: Lower right + X + Y

Plane: Low, unblockable

Comments: First Kilik strikes their kneecaps, and then he rises the rod straight up, and if it connects you will see a large ball of fire with electricity flowing about, the signature of an unblockable attack. The trick is to get the first hit in, which can be hard, seeing as it is so

simple.

Name: Advancing Bow # 2
Input: Lower left + Y
Plane: Medium
Comments: Kilik ducks, does a 360 degree spin, and smacks the staff against the foe's torso as he rises up. If you do a Spirit Charge, this move becomes an unblockable! Other than that, though, there isn't much to discuss about this move.

Name: Phoenix Rage Thrust # 3
Input: <- (Y)
Plane: Medium
Comments: If you ask me, this is going to be one of your most valued vertical maneuvers! Let me explain it in terms you can come to grips with...You see, this attack is the most far reaching that Kilik owns. As such, you can attack from quite a distance. It is VERY useful in disrupting an enemy's attack pattern -- and if you've played this game so long you can tell what move a foe will do by looking at the animation, you will be able to find a window of opportunity to just stick that rod in there and throw them backwards; yes, you heard right, this is a grounding move! A powerful one too, which does a damage of 55!

That's not all, though. By doing a Spirit Charge, this move becomes...you might want to sit down for this one...an unblockable! However, you need to find the right time to do the charge and then the attack. The best time is when your adversary is on the other side of the ring, or close to it. Simply do this attack many times, and if they block it they will stagger backwards, so you can push them there. Another way is to simply use grounding attacks. Point is, if you do all of this correctly, you can easily turn this into an Finite Looping Attack <see Terminology to Know>!!

Name: Yin and Yang # 4
Input: Down, Lower left, <- + Y
Plane: Unblockable Low
Comments: I'm not trying to be vulgar or anything, but I want to ask everybody reading this an honest question. I don't know where I heard this, but it's in my memory for some perverse reason: Does "Yin and Yang" not mean "Cock and Dick" in Chinese or something? I don't want to offend anyone (ahaha), just a question...Er...OK, back to the "Kilik FAQ", heh, heh...

This powerful unblockable must be done up close, so be sure to find the perfect moment -- on a grounded opponent, a stunned one, someone who did an attack with a long comeback rate, etc. During this maneuver, Kilik ducks, charges up energy in his rod, and SLAMS it down on the enemy's abdomen, creating a gigantic flame and an enormous electrical discharge. Mmmm...gratuitous eye-candy.

Another way to use this move is to cancel is while you charge up! Most opponents will seize the opportunity and run at you while you start the charge: simply hit cancel (guard/a) and surprise them with another attack of your choice!

Name: Ling Sheng Slash II # 5

Input: Up + Y

Plane: Medium

Comments: This move isn't listed in the practice mode whatsoever, yet it's quite easy to pull off. Hmm...Anyways, this move will see Kilik jumping into the air and slamming the rod against the opponent. The great part is, if you do it in Spirit Charge form, it becomes an unblockable. Also of note is that you can attack grounded foe's this way...

Name: Sheng Mirage Kick # 6

Input: <Y, B>

Plane: High, medium

Comments: Kilik does a high kick and a stab with his staff simultaneously, causing adequate damage. If you do a Spirit Charge, it becomes an unblockable.

Name: Legend Rush Unblockable # 7

Input: <- <Y, B>, tap Y a second or two afterwards

Plane: Medium unblockable

Comments: Kilik dashes forward and delivers an unblockable thrust. Too bad this requires about three to four seconds of lead-way...something that could be spent more productively.

Name: Heaven Monument # 8

Input: Down, lower right, right + X + Y

Plane: Medium

Comments: Kilik uses his staff to get high into the sky, then slams down using an electrified staff. A useful move, but don't use unless the enemy is about five virtual feet away from you, otherwise they will beat your ass down when Kilik is shinnying up the rod. If you use a Spirit Charge, this becomes an unblockable!

The only problem with this attack is that it strikes a small area, so the enemy can easily move to the side to avoid.

=====
===== KILIK: IAQ -- INFREQUENTLY ASKED QUESTIONS =====
=====

Q: I keep getting my hairy ass beat like a defenseless wombat. Can you offer some advice?

A: Except for your lack of a perceivable vocabulary, I believe I can assist you in some way. First thing to remember with Kilik: Don't go in and expect to be able to kill them in a few seconds! For the first few days of playing as Kilik, base your offense around the foe's. E.g. they make an attack, you block, they make another attack, you block, then you do a side-swipe and ground them. After about two days of this, you should have the hang of his basic moves, and be able to go in and "kick ass", as most people would say.

Q: What is the best way to get a Finite Looping Attack with Kilik?

A: Vertical Attacks: Number 11 -- Phoenix Rage Thrust...use in Spirit Charge form. With this attack, you will become nigh invincible...er,

against the CPU at least. Don't use it too many times against a living player, as they will quickly wise up and back away.

Q: Have you made up some combos of your own? If so, would you mind sharing?

A: Sure, why not. I call the first one, "Rod of Doom." You run at the opponent, press Y/B at the same time to do a spinning kick, then press <- and X to do a back-swing that will leave the foe grounded for the second time! Total damage: 66

I call this the "Pointy Stick" maneuver. You run at the opponent and press Y/B at the same time to do a spinning kick, then immediately press <- + (Y), so the second the foe gets up they get plastered again! Total damage: 97

I could go on some more, but those are my best combos as of yet. Some button-mashing sessions in Practice Mode should surely turn up something interesting...just be sure to remember what you did!

Q: Why didn't you list down like half of Kilik's "specials"?

A: Because they are so utterly pointless it literally shocks me the programmers spent any amount of time putting this into the game! All it involves is Kilik falling onto the ground! WTF?!

And the rest, such as the "Advancing Bo", etc., were already in my FAQ.

Q: Have you ever done a FAQ for a fighting game before?

A: No, actually. I really only do guides for games I immensely enjoy, and quite frankly, this is the first fighter I've played where I have actual FUN. Of course, this might have to do with the fact that I don't own a Playstation, but still, it's a good excuse, eh? :p

Q: Is there any real point to this so called "Kilik: IAQ"?

A: Not really -- though, I wouldn't want the readers to know that. Haven't you ever heard of blackmail?

In reality, I do think the first four questions needed answering.

7) OTHER MEANINGLESS SOUL CALIBUR BABBLE / RAMBLINGS

In this intellectual section, marshmallow shares some of his opinions on the game of Soul Calibur in an honest, frank way. He uses his vocabulary skills to the limit, and makes sure his sentences come off as professional, profound, and respectable.

...yeah, right!!

There are a lot of incredibly awesome moves for this game, but alas, it seems that the CPU is simply too quick, even for those of you with super-human reflexes. Which is, you must admit, pretty damn annoying. Hmm...I guess that's why they call it Ultra Hard, eh? :p

Inferno and Edge Master are basically the same characters...why can't Inferno have attacks that are like twice as powerful as anybody else's? I mean, c'mon, I beat the game using all of those other LAME characters...I deserve something special.

In one of the introductions of Lizardman (at the start of a new battle), the one where his sword passes in front of his nose, sometimes the blade goes through his face. Rather embarrassing, eh Namco?

Why do all fighting games require stereotypical Japanese/Chinese women? It's really annoying, and it just seems to be there for tradition. There are enough Takis and Xianghuas in the world, thank you very much.

What the heck is up with Voldo's strange BDSM clothing? It looks like he wants to get spanked, or something...They never explained that in the profile in the museum mode...Also, why are his eyes covered? And why does he have a rod in his mouth? Is it for him to bite down when his homosexual partner spanks him with a whip? :P...did I miss something?

Why do Yoshumitsu and Rock have such disturbing masks? I mean, sure, Rock "enjoys nature", but you don't see me running around in bear skin underwear, do ya?

8) CREDITS SECTION

Companies

= = = = =

Sega: Obviously, it's their machine, so they should get some credit.

Namco: For developing such a fun game. I don't even want to think about how many hours I wasted on this piece of trash ;)

Internet Sites

= = = = =

GameFAQS <www.gamefaqs.com>: Has all of my FAQs, plus thousands from other authors. If you can't find help there...well, you're going to have a hard time finding some! :D

Namco's Official Site <www.namco.com>: Nothing much, but hey, it's there.

Namco's Official Soul Calibur Site <www.soulcalibur.com>: Some very lengthy and detailed explanations for you newbie Soul Calibur fighters.

People

= = = = =

Jeff "CJayC" Veasey <gamefaqs@gamefaqs.com>: The owner/webmaster of GameFAQs. I thank him for making such a site, and for taking my FAQs --

as do many others.

Solid Snake <N/A>: Don't ask who he is...I doubt he'll read this, but if he does, I just want to say thanks for your, er, "intellectual" Soul Calibur rants at the Nintendorks chatroom! :P Hahaha! This is one funny bastard!

9) CONTACT INFORMATION

Feel free to contact the insane author of this FAQ, marshmallow, with any e-mail, corrections, adorations, admonitions, praise, damnation, condemnation, or death threats at: marshmallow@nintendomail.com.

I also have ICQ, but after changing my number, I only allow special people to be on my list. Note that I only check my e-mail every other few decades, so please be patient. If you don't receive any replies within a few weeks, it's safe to say you asked a very idiotic question.

Until we meet again...

Sincerely,
marshmallow

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