

Soul Calibur Arcade to Dreamcast Changes FAQ

by Sherman Tam

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Soul Calibur
Arcade to Dreamcast Changes
version 3.0
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---INTRODUCTION---

This is a quick (well, not anymore) list of changes between the arcade and Dreamcast versions of the arcade game Soul Calibur. The list is intended for arcade players interested in what has changed between the versions and anyone who is using an arcade FAQ and wants to know the differences.

---VERSION CHANGES---

3.0 (3/8/00): A small update to Kilik, Yoshimitsu, and Seung Mina regarding some obscure Soul Charge cancels. Thanks to WCMaxi for the info.

2.91 (11/22/99): After finally finding an arcade machine, I've determined that the QCF moves from crouching are actually in the arcade version, which I've noted. Also, Kilik's Sheng Lung Kick Combo and Seung Mina's Banishment actually hit as far in the arcade regardless of counterhit, so I've modified their descriptions.

2.9 (11/10/99): Little tidbit to Kilik's Bridge added.

2.8 (11/9/99): New info on Voldo's Gate Opener added courtesy of a misato-san posting on the Soul Calibur forum. Weird! Also info on his Lunatic Wheel.

2.71 (11/6/99): Formatting. I swear I'm going to learn this editor...

2.7 (11/5/99): Found an interesting new set of changes: new ways to do non-crouching moves from full crouch. I'm pretty sure these aren't in the arcade version, although, not having access to a machine, I'm not completely sure. I'll refer to these new inputs as "crouch crawls." They're similar to the new input for Xianghua's Lian Hua Cannon that I noted earlier, namely that some moves can now be done from a crouch if a diagonal d/b or d/f is held. This trick seems only to work when the character starts inching backwards or forwards, thus the "crawl" part. It's not quite as versatile as the Recovers Crouching Cancel, working only on moves that require multiple button presses, but it doesn't require the character to rise from a crouch. Somewhat related are the QCB/QCF moves which can now be done from crouch, allowing Mitsurugi to crouch dash from a crouching position. It seems that except for Kilik characters with QCB/QCF moves didn't get crouch crawls, and vice versa. See below for specifics; all characters except Ivy (who I couldn't find anything new for) have been updated.

2.61 (10/31/99): Typos. Not worth a whole version change.

2.6 (10/25/99): Found some more damage for Seung Mina's Spinning Divide. And more typos corrected.

2.5 (10/15/99): New Kilik, Seung Mina, Yoshimitsu info. Added description of Siegfried's new costume. Modified the conventions a tad.

2.4 (10/6/99): More typos = more corrections. Added some Lizardman and Rock info, including new Rock throw info courtesy of Mishmashi. Also added sections for Edge Master, Inferno, and Cervantes and added more stuff to general changes.

2.3 (10/4/99): Mr. Hibiki has kindly pointed out that some of the moves I've listed are in the System Technical section of the official Soul Calibur site (www.soulcalibur.com/systemtec.html). I've thus noted some of the moves as from the SysTech section, which means that they're actually possible in the arcade version but not formally documented. Also, I've added a few of them as move changes to characters, both for my personal edification of moves I will never be skilled enough to do and as a note to those who haven't seen the section, which I recommend everyone to do if they haven't already. A few of these neat tricks from that section are made obsolete in the Dreamcast version, which I have also noted. Oh, and of course, there are more minor corrections...

2.2 (10/2/99): A few more corrections. Added new Kilik, Seung Mina info.

Also added a small general section for changes that affect all characters.

2.1 (9/28/99): Minor grammatical and notational corrections. Removed some Sophitia SCUs (too slow to work, but the unblockable part is irrelevant for the air combos anyways...).

2.0 (9/27/99): I decided to revamp the format to waste less space. The Spirit Charge unblockables have been put into their own section; the non-running, running, and any other inputs for the same move have been put in one place. Also a lot more esoteric information about jumping attacks, most of which isn't really useful for gameplay but is something I discovered anyways. Also, I greatly expanded the lists of SC unblockables after reading Jesster's FAQ and finding a bunch I missed. As I'm only doing the changes from the arcade, anyone who's interested in the full listings from the Dreamcast should look at Jesster's FAQ. All the characters have new stuff added and should now be complete, barring corrections.

1.3 (9/22/99): Made corrections, added lots more to SC and damage info. Also, I've discovered weird differences in the jumping attacks depending on the direction you jump, which I documented even though I have no idea whether these modifications are in the arcade, as not a lot of people use jumping attacks; thus a number of new comments are added to Mitsurugi, Voldo, Sophitia, Astaroth, Nightmare, and Ivy.

1.2 (9/20/99): Fixed some errors and added more information. Characters through Sophitia should be complete.

1.1 (9/16/99): Added more Ivy modifications. Boy, talk about her getting an upgrade... Also added more to Kilik and started noting the Spirit Charge and damage changes on all characters.

1.0 (9/12/99): First version, from a simple playtest and move list comparison between the game and online lists. As I'm not an expert on every character, I'd appreciate info on the more obscure changes, i.e. modified properties of existing moves, changes to the Spirit Charge properties, removal of different items, etc.

---CONVENTIONS---

--Movement Conventions--

| | | | |
|-----|-------------------------------------|-------|---------------------|
| f | tap forward | [f] | hold forward |
| b | tap back | [b] | hold back |
| d | tap down | [d] | hold down |
| u | tap up | [u] | hold up |
| d/f | tap down + forward | [d/f] | hold down + forward |
| d/b | tap down + back | [d/b] | hold down + back |
| u/f | tap up + forward | [u/f] | hold up + forward |
| u/b | tap up + back | [u/b] | hold up + back |
| QCF | quarter circle forward (d,d/f,f) | | |
| QCB | quarter circle back (d,d/b,b) | | |
| HCF | half circle forward (b,d/b,d,d/f,f) | | |
| HCB | half circle back (f,d/f,d,d/b,b) | | |

--Position Conventions--

| | | | |
|----|----------------------------|----|-------------------------------|
| WS | while rising from a crouch | FU | while lying down, facing up |
| FC | while fully crouching | FD | while lying down, facing down |

BK while facing backward DN while lying down

Some positions can be combined. For instance, FC/BK means "fully crouched while facing backward."

--Button Conventions--

| | | | |
|---|--------------------|-----|---------------------|
| G | tap guard button | [G] | hold guard button |
| A | tap A slash button | [A] | hold A slash button |
| B | tap B slash button | [B] | hold B slash button |
| K | tap kick button | [K] | hold kick button |

Note that these are the arcade button conventions. The Dreamcast equivalents for the default settings are:

G->A B->Y A->X K->B

I happen to be more comfortable with the arcade settings, so those are the button notations I will use.

--Command Notation--

, "then"; input the first command, then the second
+ "and"; input the first and second commands at the same time
~ quickly input the second command immediately following the first
{ _ } "or"; for example, {f_b} means tap forward or back on the joystick
< the second input can be delayed slightly after the first

--Range Conventions--

H high attack (can be guarded while standing or crouched under)
M mid-level attack (can be guarded while standing; cannot be guarded while crouching)
L low attack (can be guarded while crouching; cannot be guarded while standing)
SM special mid-level (can be guarded while either standing or crouching)
Special this command is a special movement and not an attack
Stance this command is a stance change and not an attack
Cancel this command cancels the previous attack (previous attack does not finish execution)
Throw standard throw (performed on a standing opponent)
LS Throw left side throw (performed from a standing opponent's left side)
RS Throw right side throw (performed from a standing opponent's right side)
BK Throw back throw (performed from behind a standing opponent)
C Throw crouch throw (performed on a crouching opponent)
LK Throw linked throw (performed after the previous move in sequence)

--Range Modifiers--

U the indicated attack cannot be guarded, repelled, or parried
() indicates a modified range for a delayed/charged attack
(*) indicates a modified range as a result of maximum delay/charge

--Miscellaneous--

8WR during 8-Way Run
SCU this move becomes unblockable during a spirit charge (A+B+K,G)
SysTech this move is documented in the System Technical web page on the official Soul Calibur web site

---CHARACTERS---

Format:

Move Name (Input) / (Other Input) / ...

Hit Level / Damage

Description:

Comments:

The moves listed under the modified sections won't have the hit level and damage, unless it's listed under the comments.

--General--

Obviously there are a ton of cosmetic changes to the game, since it looks and moves better in the Dreamcast version. There are more animations, although they don't seem to affect gameplay. One notable changes that does affect play, though, is that there are no longer different shouts for each throw. All the characters now say the same thing when they are attempting a throw, making throw escapes more difficult, as you cannot rely on the shout to determine which button to push to escape the throw. I don't know whether this was just an oversight on Namco's part or if they intended this change in throw effectiveness, but it does count as a significant enough to mention.

Also, the transparent costume available for all costumes has been replaced by a liquid metal costume, a silver one and a gold one for the second player. This is a step down, IMO, because the new costume doesn't look as good as the transparency effect did. While the highlights on the new costume continually shift as the character moves, they don't take into account the stage lighting and look wrong in strong light conditions compared to non-metallic characters. The costumes also don't reflect the surrounding area, remaining a constant silver/gold color. Lastly, they seem to exhibit more dot crawl and aliasing than the non-metallic costumes, perhaps because of their smooth nature compared to the textures on the normal costume. I would have preferred that Namco kept the transparency, although realistic shadowing would have then been a problem due to light shining through the characters...

These are the new stages that are not present in the arcade version:

The Adrian and the Fortress (Cervantes's stage)

Emperor's Garden (Autumn) (Xianghua's stage with Autumn leaves)

Maze of the Dead (Seung Mina's new stage)

Additionally, these stages have had their names changed:

Chaos (formerly Gap of the World, now selectable)

Emperor's Garden (formerly Ming Emperor's Villa)

Harbor of Souls (formerly Indian Port)

Hoko Temple (formerly Hoko-ji Temple)

Kunpaetku Shrine (formerly The Edge of Chaos)

Palgaea Shrine (formerly The Evil Shrine)

Proving Grounds (formerly Pure Training Spot)

Shrine of Eurydice (formerly Shrine in the Air)

Silk Road Ruins (formerly Remain in the Desert)

Silk Road Ruins (Night) (formerly Remain in the Desert)

Takamatsu Castle (formerly The Inundated Castle)

--Kilik--

--New Stances/Moves--

Pounding Stones Feint Cancel (FC,A,A+B~A+B+K)

A cancel of the Pounding Stones from the crouching A feint (see below) into a Soul Charge. Very difficult to do (and a mouthful to say).

Legend Rush (b+B~K)

Stance / (no damage)

Description: Kilik rushes forward while waving his bo in circles.

Comments: Press any direction except forward to cancel Legend Rush into an 8-Way Run.

Legend Rush Thrust (During Legend Rush,B)

M(UM) / 55(71)

Comments: Damage depends on when you push B. A fast push will result in the normal Phoenix Thrust animation, while a later push (when Kilik's bo circling gets tighter) results in an unblockable with increased damage.

--Modified Moves--

Raging Phoenix (f+A,A,A)

Damage for the last hit has been increased to 33.

Escaping Bo (b+A)

Now seems to knock the opponent head over heels whenever it hits, instead of just on counterhit.

Pounding Stones (FC,A~A+B or FC,A+B)

Additional input. This is noted in SysTech. The new input is a faked crouching A fake cancelled into Pounding Stones.

Pounding Stones Feint (FC,A,A+B)

Noted in SysTech. This is a crouching A followed immediately by Pounding Stones.

Sky Divide (b_u_u/f+A) / (Hold [G],b_u_u/f+A)

Doing Sky Divide while guarding reduces the damage to 18.

Trick Bo (d/f+A+B) / (FC,[d/f]+A+B)

New crouching input.

Dirty Bo (d/b+A+B) / (FC,[d/b]+A+B)

New crouching input.

Phoenix Cross (A+K)

The second hit is now medium level instead of high.

Phoenix Claw (d/f+A+K) / (FC,[d/f]+A+K)

New crouching input.

Phoenix Tail (d/b+A+K) / (FC,[d/b]+A+K)

New crouching input.

Yin and Yang (QCB+B) / (FC,d/b,b+B)

New crouching input. Can be done in the arcade version as well.

Phoenix Thrust (b+B) / (8WR,{d/b_u/b}+B)

Will now Guard Impact vertical attacks.

Phoenix Rage Thrust (b+[B]) / (8WR,{d/b_u/b}+[B])

Will now Guard Impact vertical attacks. The motion delayed version seems to have a slightly larger window of opportunity for the Guard Impact.

Sheng Mirage Kick (B~K)

The aim of the second hit seems to have improved so that it whiffs much less.

Bridge (Sidestep Left,B)

Not sure whether it's really in the arcade, but Bridge can actually hit twice at point-blank range.

Rising Bo Feint (B+K) / (8WR,{d/b_d_u/b_u}+B+K) / (During Monument,B+K)

Additional inputs for the running version.

Yin Rising (f+B+K) / (8WR,{d/f_f_u/f}+B+K)

Damage for the second hit has been increased to 28.

Playful Phoenix ({d/b_d_d/f}+B+K) / (FC,{{d/b}_[d/f]}+B+K)

Additional inputs and a new crouching input. Make sure not to hold down the direction when doing this from crouching if you don't want to cancel.

Phoenix Lunge ((b+B+K) / (8WR,b+B+K)

New running input.

Sheng Lung Kick (f+K)

Will now knock down instead of stunning if it connects.

Sheng Lung Kick Combo (f+K~B)

Not sure, but might knock the opponent farther away.

Yang Hop Kick (f,f+K,K~A+B+K)

As noted in SysTech, the Yang Hop Kick can be cancelled into a Soul Charge after the second hit. The timing is quite strict.

Biting Kick (b+K)

Damage has been reduced to 15. You can now tag on the stab from Biting Heaven (see below).

Biting Heaven (b+K~B or b+K<B)

Additional input. The difference here is slight but important. The first is one move, so there's an extra sound and the move always executes at the same speed. However, if you hit the B separately, the stab will still come out. This has the advantage that you get one more point of damage on the kick. Also, depending on how fast you press B, you can vary the speed of the second attack. The variation in speed can be quite large; you can actually execute the move faster than the original by pressing B quickly, or you can wait until Kilik's foot starts coming down before stabbing. This does have the slight disadvantage of whiffing a little more than before, since it's now two separate attacks. In both versions, the second hit now has an increased damage of 40.

Ling Sheng Su Sweep (WL,K)

No longer recovers crouching.

Mountain Carve (8WR,{d_u}+A,B)

The second attack can now be cancelled by hitting G.

Monument (QCF) / (FC,d/f,f)

New crouching input. Can be done in the arcade version as well.

--Moves No Longer SCU--

Mountain Carve (8WR,{d_u}+A,B)

--Moves Now SCU--

Phoenix Tail (d/b+A+K) / (FC,[d/b]+A+K)

Advancing Bo (d/b+B) (non-Monument version only)

Phoenix Thrust (b+B) / (8WR,{d/b_u/b}+B) (only motion delayed version was before)

Sheng Mirage Kick (B~K)

Retreating Thrust (G+K)

Rising Flare (DN,A+K)

Legend Rush Thrust (During Legend Rush,B)

--Xianghua--

--New Moves--

Reverse Shui Shian (d/b+A+B)

M / 22

Description: Xianghua twists horizontally while swinging her sword and leg in a circle.

Comments: Will pass under high attacks. On counterhit this move will spin the opponent and allow for a free attack.

--Modified Moves--

Feng Yun (A~K) / (8WR,{Any Direction except f_b},A~K)

New running input. This leads into the Feng Yun Feint or Double Feng Yun.

Muu Jiann (A+B)

If A+B is held, the second hit can now be delayed and made unblockable, doing an increased damage of 50. Xianghua will avoid high attacks as she ducks down to charge.

Lian Hua Cannon (d/f+A+B) / (FC,[d/f]+A+B)

New crouching input.

Ma Chiueh (b,b+A+B) / (8WR, {Any Direction except f},A+B)

New non-running input.

Guei (FD,A+B or FU,A+B)

New input. Xianghua can now pout face up, which looks different than when she's face down but has the same effect.

Playful Thrust (f,f+B~[b]) / (8WR,f+B~[b])

This leads into the Playful Rhythm. Laughing Bea Her Hua is now possible even when the move connects, instead of only when it is blocked or misses.

Mei Guei Hua Feint (FC,d/f+B,B)

Damage has been reduced to 36.

Yann Slash ({u/b_u_u/f}+B) / (Hold [G],{u/b_u_u/f}+B)
Doing Yann Slash while guarding reduces the damage to 24.

Lower Great Wall (d/f+B+K) / (FC,[d/f]+B+K)
New crouching input.

Hwu Dye (d/b+B+K) / (FC,[d/b]+B+K)
New crouching input.

Inner Heh Kick ({u/b_u_u/f}+K) / (Hold [G],{u/b_u_u/f}+K)
Doing Inner Heh Kick while guarding reduces the damage to 20.

Hou Lee (A+K) / (FC,{[d/b]_[d/f]}+A+K)
New crouching input.

--Moves No Longer SCU--

Lower Great Wall (d/f+B+K or A+K,B+K)

--Moves Now SCU--

Lian Hua Twist Left (A~B)
Muu Jiann Retreat (b+A+B)
Mei Guei Hua (FC,d/f+B)
Mei Guei Hua Feint (FC,d/f+B,B)
Shiang Gyh Kwei Feint (WS,B~A)
Quake Step (d+B+K)

--Maxi--

--New Moves--

Scythe Fang (FC,d/b+A,B)
L,M,Stance / 30, 30
Description: A low swipe followed by a jumping overhead stab.
Comments: Essentially a Snake Scythe followed by a Venom Fang, with damage adjustments. Ends in Pure Soul Left Outer.

Serpent's Breath (B~d)

M / 44

Description: Maxi fakes and then advances with a large overhead swing.
Comments: Pin Down Stagger when blocked, Crumple Stun if it connects.

--Modified Moves--

Dragon's Brand (d+A~B or WS,A+B or FC,A+B)
Additional input.

Dandy Surprise (QCF+A) / (FC,d/f,f+A) / (8WR,{Any Direction}+A+K)
New crouching and running inputs. The crouching input can be done in the arcade version as well.

Nunchaku Lick (WL,B)
Jumping backwards reduces the damage to 22.

Hurricane (QCF+K) / (FC,d/f,f+K) / (8WR,{d_d/b_u/b_u}+B+K)
New crouching input. Can be done in the arcade version as well.

Stone Kick (WL,K)
Jumping backwards reduces the damage to 26.

--Moves No Longer SCU--

Serpent's Pleasure (A+B) / (8WR,{d_d/f_f_u/f_u}+A+B)

Hurricane (QCF+K) / (FC,d/f,f+K) / (8WR,{d_d/b_u/b_u}+B+K)

Northern Lights (8WR,{d_u}+A)

--Moves Now SCU--

Steel Dragon (f+B) / (8WR,{d_u}+B) / (b+A,B) (after Nunchaku Slap)

--Mitsurugi--

--New Moves--

Flag Dance (WS,A+B)

M / 38

Description: Mitsurugi stands up with an enormous uppercut.

Comments: Recovery time isn't as good as the standard uppercut; however, if it connects as a counter the opponent is floated ridiculously high.

Moon Mask Fake (HCB+[B])

H / 28

Description: Mitsurugi fakes a Full Moon Death before doing a quick slash.

--Modified Moves--

Stump Cross ({u/b_u_u/f}+A) / (Hold [G],{u/b_u_u/f}+A)

The up/back versions have a reduced damage of 28.

Wheel Slash ({u/b_u_u/f}+A+B)

Additional inputs. The jump direction can now be controlled somewhat.

Wind Hole Lower (f+B~d)

There are now two versions of this move. If down is entered very quickly, the original, slower move comes out, and the opponent hops on one foot before falling at 35 damage. However, if down is entered later, the move will come out faster but will only do 20 damage and will not knock down.

Heaven Dance (f,f+B,B) / (8WR,{d/f_f_u/f}+B,B)

There are now three levels of damage for the second hit, depending on how long you wait before entering it (arcade had two different levels). The damage for the second hit is 43, 34, or 28, depending on the delay. I suspect this also indicates that the potential delay can be longer between the two hits.

Dragonfly Slash (WL,B)

Jumping backwards reduces the damage to 28 and will not knock down as the other versions do.

Shadow Kick ({u/b_u_u/f}+K)

The up/back version has a reduced damage of 9. The up/forward version will cause the opponent to stagger if it connects.

Silent Step (QCF) / (FC,d/f,f)

New crouching input. Can be done in the arcade version as well.

Mist (f+A+B) / (8WR,{Any Direction except b_f}+A~B)

Reduction of inputs. Back and forward while running are gone. As noted in

SysTech, it is possible to throw from Mist stance. However, the throws have been modified so that the A- and B-throws are no longer the same; both throw inputs will not do Sea of Madness as they do in the arcade version, so you can no longer have an A-throw with a B cancel. However, since everyone uses the same shout when doing any throw in the Dreamcast version (see General), throw cancels are harder anyways. Also noted in SysTech is that doing the direct f+A+B shift into Mist stance allows Mitsurugi to hop while he's shifting by tapping an upward direction. For best results you can do f+A+B~u/f and advance while hopping over a low attack.

Relic (b+A+B) / (8WR, {Any Direction except b_f}+B~A)

Reduction of inputs. Back and forward while running are gone. As noted in SysTech, Relic can be cancelled by holding any direction except forward or back (although SysTech says any direction will work, which is incorrect). The cancel can be buffered into another move that uses the direction, i.e. you can do [d]+K,B from Relic for Stalk Shaver, or [d],d/f,f+B from Relic to do Samurai Thrust. Note that Relic can also be canceled by tapping any direction except forward; tapping back will cause Mitsurugi to step back before unsheathing his sword, while tapping any diagonal direction will cause Mitsurugi to unsheathe before stepping in the indicated direction. This allows Mitsurugi to execute any standing move by canceling using {d/b_d_d/f_u/b_u_u/f} (or back if you want a retreat) and quickly entering another input. For instance, you can do Steel Slicer using d~A+B from Relic stance, or you can back dash by using b,b+A+B from Relic to immediately enter Relic stance after cancelling. Also note that double tapping in any direction besides forward or back allow you to use a running move using that direction.

Mist Stab (During Mist,A,G)

Noted in SysTech. Hitting G after doing the first stab of Mist Stab Combo will shift Mitsurugi out of Mist stance. The timing is more lenient than noted in SysTech, since you don't have to roll the G. Also, with frame shift it is possible to do a throw immediately afterwards, i.e. During Mist,A,G~A will do Mist Stab followed immediately by Sea of Madness.

--Moves No Longer SCU--

Steel Slicer (A+B)

Hell Flash (8WR, {d_u}+B)

--Moves Now SCU--

Mask (B~f)

Time Hole (FC,d/f+B)

Heaven Dance (f,f+B,B) / (8WR, {d/f_f_u/f}+B,B)

(fully delayed second hit only)

Moon Mask Fake (HCB+[B])

Dividing Thrust (During Mist,B) (Mist version only)

--Taki--

--New Moves--

Darkness Shatter (FC/BK,B~[b])

M,Stance / 20

Description: Turning low slash.

Comments: Hold back immediately after to shift into Possession.

Punishing Wind Roll (BK,K~[f])

H,Stance / 17

Description: Kick followed by a Wind Roll forward. Noted in SysTech.

Pure Seal (B~[d])

M,M,H / 0,0,2(47*)

Description: Taki does a quick up/down set of chops with her left hand, then punches using the collected energy.

Comments: Holding down delays the last hit and results in the larger damage; it will also knock the opponent far away if it connects on counterhit.

--Modified Moves--

Darkness Illusion (A~[d/b],B,B or A,B,B~[d/b])

Additional input. You can now cancel by holding d/b at the beginning of the move instead of at the end, which some may find easier to do.

Shadow Cannon (A,B,b+B+K)

Damage for the third hit has been reduced to 19.

Air Phantom ({u/b_u_u/f}+A) / (Hold [G],{u/b_u_u/f}+A)

Doing Air Phantom while guarding increases the damage to 31.

Lightning Strike (B~[d/b],B,B or B,B,B~[d/b])

Additional input. You can now cancel by holding d/b at the beginning of the move instead of at the end, which some may find easier to do.

Ninja Cannon (b+B+K)

Damage has been reduced to 15.

Sealing Punishment (FC,d/f+K~[d/b]) / (FC/BK,[d/f]+K~[d/b])

New input facing backwards. Hold down-back immediately afterward to shift into Possession.

Haste Alternate (Hold [G],{u/b_u_u/f}+K,K,K)

Additional inputs.

Possessed Misery (f,f+A) / (8WR,{d/f_f_u/f}+A)

If you do this move holding forward while running, the move will do 24 damage as in the non-running version, while the diagonals will register the normal 6 damage.

Assassin's Strike (f,f+B) / (8WR,{d/f_f_u/f}+B)

The diagonals do 47 at close range instead of the normal 50 damage when running.

Possession (QCB) / (FC,d/b/b) / (8WR,{Any Direction}+A+K)

New crouching input. Pressing A+K while running and holding forward will cause Taki to do an automatic Possession Rush. The crouching input can be done in the arcade version as well.

Possession Rush (During Possession,f)

As noted in SysTech, Possession Rush can be cancelled after 10 frames by tapping back, immediately causing Taki to stop in her tracks. This can also be buffered with another move using back; for instance, b+A will both stop Taki and immediately execute Curse (and drop her right back into Possession).

Stalker (A+B) / (FC,{N_Any Direction except d/b}+A+B)

While it's probably not new, it's worth noting that Stalker can be done

while crouching.

Wind Roll (B+K) / (FC, {N_Any Direction}+B+K)

While it's probably not new, it's worth noting that Wind Roll can be done while crouching.

--Moves No Longer SCU--

Assassin's Strike (f,f+B) / (8WR, {d/f_f_u/f}+B)

Divine Wind (During Wind Roll Forward,B)

--Moves Now SCU--

Shadow Shrine (A~f)

Shadow Banishment (B,A,[K]) (delayed third hit only)

Oppression (B,[K]) (delayed second hit only)

Pure Seal (B~[d]) (delayed third hit only)

Mat (b,b+K,K) / (8WR,b+K,K)

--Voldo--

--New Moves--

Running With Scissors (b+[A]+[B]) / (8WR, {d/b_b_u/b}+[A]+[B])

M,M,M / 37,18,18

Description: Voldo charges, then snaps his katars together three times.

Comments: Actually, I think this is in the arcade version, but since it's not documented on the official move list... Anyways, this is basically Guillotine Scissors Alternate with a motion delay. Another two hits come out if A+B is held for the maximum duration.

Taste Rolling (WS, [B],A+B)

M,M,M / 28,25,30

Description: Voldo rises into a Mantis Crawl stance and immediately does a Freak Roll.

Comments: Noted in SysTech.

Fool Ritual (During Mantis Crawl,B+K)

M / 16

Description: Voldo thrusts his crotch... um, lower abdomen in the air.

Comments: A successful hit will float the enemy ridiculously high. This move can also be done in the middle of a Mantis Dance rush, allowing Voldo to rush in and wreak perverted madness. This is also probably the move that convinced Namco to remove those costume spikes. ;)

Rat Bite Kick (During Blind Stance,d/f+K)

L / 17

Description: Voldo crouches while turning and kicks low.

Super Freak Lunge (f+B+K)

Special / (no damage)

Description: Voldo arcs his body backwards while moving forward.

Comments: Will avoid high attacks.

Super Freak Retreat (b+B+K)

Special / (no damage)

Description: Voldo leans forward while moving backwards.

Comments: Will avoid short-range attacks; best suited for avoiding stabs.

--Modified Moves--

Suspended Gears (WL,A)

Jumping backwards will reduce the damage to 22.

Brain Robber (u/b/u/f+A) / (Hold [G],u/b/u/f+A)

The up/back versions will not turn the enemy backwards as the other versions do.

Gate Opener (f,f+A+B) / (d/d/f/f/u/f/u+A+B)

Connecting on counterhit now makes the opponent do an incredibly strange spin on their head while Volodya dances. Yes, it looks as strange as it sounds.

Blind Dive (d/f+A+B or FC,d/f+A+B)

New non-crouching input.

Mad Blind Dive (d/f+[A]+[B] or FC,d/f+[A]+[B])

New non-crouching input.

Guillotine Scissors Alternate (b+A+B) / (8WR,d/b/b/u/b+A+B)

New running input.

Suspended Pendulum (WL,B)

Jumping backwards will not stun the opponent as the other versions do.

Floral Callus (u/b/u/f+B) / (Hold [G],u/b/u/f+B)

The up/back versions have a reduced damage of 22.

Rat Bounce (FC,d/b/d/f+B+K) / (During Calioostro Rush,B+K)

Additional crouching inputs.

Rat Slaughter Kick (WL,K)

Jumping backwards will reduce the damage to 27 and will not knock down the opponent as the other versions do.

Hell Chop (b+B) / (8WR,d/b/b/u/b+B)

Additional inputs for the running version. These replace the Madness Scissors inputs from the arcade.

Demon Pheromone (b+[B]) / (8WR,d/b/b/u/b+ [B])

Additional inputs for the running version. These replace the Madness Scissors inputs from the arcade. Demon Pheromone was known as Hell Digger in the arcade.

Calioostro Rush (QCF) / (FC,d/f,f)

New crouching input. Can be done in the arcade version as well.

Blind Turn (QCB) / (FC,d/b,b)

New crouching input. Can be done in the arcade version as well.

Blind Slap (During Calioostro Rush,A,b+A)

Second hit now Double Over Stuns on counterhit.

Lunatic Wheel (During Blind Stance,f,f+A)

Motion delayed version damage reduced to 22.

Freak Roll (During Blind Stance,A+B)

Air control is now possible after the first hit. Volodya will still travel on the same horizontal axis, but the direction determines where he floats. Using an upward direction will cause him to slow his spin and

float higher, while holding a downward direction spins him faster and causes him to descend faster. The direction can also be changed more than once. This effect is noted in SysTech, although it's not specified whether the direction control and direction changes are also in the arcade version.

Bloody Drill (G+K)

As noted in SysTech, Bloody Drill can be used as an air throw to pluck people out of the sky directly into the appropriate ground throw.

Madness Scissors

This move no longer formally exists, but it's the same as Running With Scissors, so use the running version of that move for the same effect.

--Moves No Longer SCU--

Gate Opener (f,f+A+B) / (8WR,{d_d/f_f_u/f_u+A+B})

Demon Elbow (f,f+B) / (8WR,{d/f_f_u/f}+B)

--Moves Now SCU--

Elegant Claw (f,f+A) / (8WR,f+A)

Lunatic Doll (b,b+A) / (8WR,{d/b_b_u/b}+A)

Silent Embrace (8WR,{d/f_u/f}+A)

Katar Gore (f+A+B)

Running With Scissors (b+[A]+[B]) / (8WR,{d/b_b_u/b}+[A]+[B])

(second and third hits only)

Asylum Dance (d/b+B,K,K) (third hit only)

Rat Bounce (FC,{d/b_d/f+B+K} / (During Calioistro Rush,B+K)

Insane Freak (f,f+G+A+B,K) (second hit only)

Scorpion Kick (During Rat Chaser,K) /

(During Mantis Crawl (Feet Towards),K)

--Sophitia--

--New Moves--

El Fortune (A+B)

Special / 40

Description: A blue glow appears around Sophitia's shield, which she uses to block an incoming attack.

Comments: This move Guard Impacts all horizontal attacks. The damage only occurs if Sophitia is at close range; she will either jump away while throwing her shield at the opponent or do a twirling slash, depending on the move blocked. Both effects do the same damage and knock down the opponent, but the shield throw ends with Sophitia farther away.

Guard Shuffle (Hold [G],[f])

Special / (no damage)

Description: Sophitia shuffles forward while maintaining her guard.

Comments: Actually in the arcade version, but not documented.

--Modified Moves--

Under Spin (WL,A)

Jumping backwards will reduce the damage to 21.

Air Side Spin ({u/b_u_u/f}+A) / (Hold [G},{u/b_u_u/f}+A)

Doing the up/back version of Air Side Spin while guarding reduces the damage to 21.

Gaia Quake ($\{u/b_u_u/f\}+A+B$) / ($\{u/b_u_u/f\}+[A]+[B]$)

Additional inputs. If Gaia Quake is motion delayed for about a second (not enough to turn Gaia Quake unblockable), damage now shifts to 25.

Mirage Satellite (WS,A+B) / (WS,[A+B])

Will now become unblockable if A+B is held down; damage shifts to 42 and the opponent will be turned 180 degrees.

Flare Upper (WL,B)

Jumping backwards will reduce the damage to 28.

Diving Splash ($\{u/b_u_u/f\}+B$) / (Hold [G], $\{u/b_u_u/f\}+B$)

Doing the up/back version of Diving Splash while guarding reduces the damage to 28.

Jet Stream Rush (f,f+B+K,A,B) / (8WR,f+B+K,A,B) /

(During (Twin) Angel Step Inner/Outer,B,A,B)

Damage on the last hit has been reduced to 19.

Tornado Low Kick (d/b+K) / (d/b+[K])

Can now be delayed by holding down K; damage increases to 30 if it is fully motion delayed.

Holy Crest Kick (Hold [G], $\{u/b_u_u/f\}+K$)

The up/back, up, and up/forward versions do 18, 28, and 33 damage, respectively. Note that there is also a Holy Crest Kick from (Twin) Angel Step Inner/Outer, but since there's no ability to move forward or backwards in that kick the damage is constant at 28.

Angel Kick ($\{u/b_u_u/f\}+K$)

Additional inputs. This leads into the Angel Stroke/Spiral Alpha, Angel Spiral, and Angel's Sault.

Gaia Kick (b,b+K) / (8WR, $\{d/b_b_u/b\}+K$)

Additional inputs in the running version. These replace the Tornado High Kick/Feint inputs from the arcade.

Angel Step (QCF) / (FC,d/f,f)

New crouching input. Twin Angel Step and the Inner or Outer cancels will also work. Can be done in the arcade version as well.

Tornado High Kick/Feint

The Tornado High Kick and Tornado Feint can no longer be started using $\{d/b_u/b\}+K$ while running; you must now use the A+K version when running.

--Moves No Longer SCU--

Guardian Strike (d+B,B)

Guardian Strike (FC,d/f+B,B)

Temperance Strike (B+K,B)

Jet Stream Rush (f,f+B+K,A,B) / (8WR,f+B+K,A,B) /

(During (Twin)Angel Step Inner/Outer,B,A,B)

Angel's Strike (During (Twin) Angel Step,B)

--Moves Now SCU--

Guardian Upper (b,b+B) / (8WR, $\{d/b_b_u/b\}+B$)

Gaia Kick (b,b+K) / (8WR, $\{d/b_b_u/b\}+K$)

Angel's Spring (WS,K) / (During (Twin) Angel Step,K)

Grace Sault (K~B) / (8WR, $\{d_d/f_f_u/f_u\}+K\sim B$)

Tornado High Kick (8WR,{Any Direction}+A+K) (running version only)
Elk Strike (8WR,{d_u}+B)
Holy Crest Kick (During (Twin)Angel Step Inner/Outer,K)
(running version only)
Heaven's Judgement (During Angel Step,B~A,A,K) (third hit only)

--Astaroth--

--New Moves--
(none)

--Modified Moves--

Poseidon Tide Rush (QCB+A,A,A,A,A) / (FC,d/f,f+A,A,A,A,A)

New crouching input. The first hit will now apparently throw regardless of whether you enter the other button presses. Also, you can now move Astaroth in any direction by holding a direction while performing this move. The damage for every hit past the first has been reduced to 8, however.

Jumping Hades Break (WL,A)

The jumping forward, up, and backwards versions do 28, 26, and 21 damage, respectively.

Decapitation ({u/b_u_u/f}+A) / (Hold [G},{u/b_u_u/f}+A)

The up/back, up, and up/forward versions do 38, 35, and 28 damage, respectively. The up/back versions do not knock down as the others do.

Tidal Wave (b+A+B) / (8WR,b+A+B)

New running input.

Breath of Hades (b+[A]+[B]) / (8WR,b+[A]+[B])

New running input. The fully motion delayed version of Tidal Wave now does 28 damage and the throw portion does 30 damage. This is reversed from the arcade but comes out to be the same total, so it's no big deal.

Falling Divide (WL,B)

The jumping forwards, up, and backwards versions do 43, 39, and 34 damage, respectively. The backwards version does not knock down as the other two do.

Jumping Divide ({u/b_u_u/f}+B) / (Hold [G},{u/b_u_u/f}+B)

The up/back, up, and up/forward versions do 42, 37, and 32 damage, respectively. The up/back version does not knock down as the other two do.

Guard Crusher (B+K) / (FC,{[d/b]_[d/f]}+B+K) / (8WR,b+B+K)

New crouching and running inputs.

Demented Moon (QCF+B+K) / (FC,d/f,f+B+K)

New crouching input. Can be done in the arcade version as well.

Body Splash (f+B+K) / (f+[B]+[K]) / (8WR,f+B+K) / (8WR,f+[B]+[K])

New running input. Both normal and motion delayed versions of Body Splash can now Guard Impact high and medium attacks.

Bull Rush (f,f+K) / (f,f+[K]) / (8WR,{d/f_u/f}+K) / (8WR,{d/f_u/f}+[K])

Damage for the motion delayed version has been reduced to 59 when done at

close range.

Command Kick (b+K)

The kick has been modified to hit twice. Instead of doing 36 damage, it will now do two mid-level hits at 16,19 damage. Astaroth no longer recovers crouching after kicking. The second hit will Pin Down Stagger.

Base Command Kick (WL,K)

Jumping backwards will reduce the damage to 17 and will not knock down as the other versions do.

Dive Kick ({u/b_u_u/f}+K) / (Hold [G],{u/b_u_u/f}+K)

The up/back versions have a reduced damage of 22.

Stamp of Hades (8WR,{d_u}+K) / (8WR,{d_u}+[K])

The fully motion delayed version of Stamp of Hades has a reduced damage of 42 and will now knock the opponent high in the air.

Colossus (G+B)

Will bypass Guard Impacts no matter whether it is motion delayed or not.

This was actually in the arcade version but not fully explained in the official move lists, so I decided to add a reference. This also applies to the Titan Bomb and Flight of the Wicked throw variations.

Burial (While Opponent is Down,d+{A+B_B+K}) / (While Opponent is Down,FC,d+{A+B_B+K})

New crouching input.

--Moves No Longer SCU--

Discus (d/b+A) / (8WR,{d/b_u/b}+A) (non-delayed, see below)

Titan Ax (A+B)

Bull Rush (f,f+[K]) / (8WR,{d/f_u/f}+K)

--Moves Now SCU--

Tornado Spike (f,f+[A],B) / (8WR,{d/f_f_u/f}+[A],B) (second hit only)

Reverse Spiral Ax (WS,A)

Great Divide (B,B) / ([B],B) / (B,[B]) / ([B],[B]) (second hit only)

Lower Command Kick (b,b+K) / (8WR,{d/b_b_u/b}+K)

Discus (8WR,{d/b_u/b}+[A]) (delayed running version only)

Stamp of Hades (8WR,{d_u}+[K]) (delayed version only)

----- --Nightmare-- -----

--New Moves--

Spin Slash Quick Double Grounder (A+K,A,d+A+K,A) / (8WR,{d_u}+K,A,d+A+K,A)

H,L,L / 21,22,35

Description: Nightmare kicks, fakes a high slash, then does two low spinning slashes.

Comments: Only possible when preceded by a Spin Kick; the normal Double Grounder can't be faked. The d+A+K must be executed after the animation for the second hit begins. The input has been modified from the noted execution in SysTech.

Earth Trample (QCF+[K] or While Opponent is Down,d+[K]) / (FC,d/f,f+[K])
UL / 26

Description: Nightmare holds his foot high, then stomps.

Comments: When held for the full duration, the first hit of Stomping now

becomes unblockable and turns into Earth Trample. Nightmare's foot will also now Guard Impact low attacks right before he stomps. New crouching input. The crouching input can be done in the arcade version as well.

Axe Kick Winder (8WR,{Any Direction except b_f}+A+K)

L / 22

Description: Nightmare does a low spinning sweep.

Comments: Will knock down on counterhit, recovers crouching.

--Modified Moves--

Double Grounder (A,d+A,A~b)

The third hit can now be cancelled into the Night Behind Stance by tapping back.

Diving Leg Slash (WL,A)

Jumping backwards reduces the damage to 19 and will not knock down as the other versions do.

Jumping Back Spin Slash ({u/b_u_u/f}+A) / (Hold [G],{u/b_u_u/f}+A)

Doing Jumping Back Spin Slash while guarding will reduce the damage to 43. The up/back versions will not knock down.

Flying Edge (A+B) / (8WR,{Any Direction}+A+B)

New running input.

Spin Kick Slash Cross (A+K,A,A<B) / (8WR,{d_u}+K,A,A<B)

The last hit has a reduced damage of 34 unless it is delayed.

Earth Divide (QCF+B) / (FC,d/f,f+B)

New crouching input. Can be done in the arcade version as well.

Diving Cannonball Lifter (WL,B)

If you jump backwards, damage is reduced to 26 and the opponent will no longer be knocked down.

Fatal Buster ({u/b_u_u/f}+B) / (Hold [G],{u/b_u_u/f}+B)

The up/back, up, and up/forward versions do 26, 35, and 40 damage, respectively. The up/back version while guarding will not knock down as the other versions do.

Grind Low Kick (d/b_d+K)

Additional input.

Stomping (QCF+K,K,K,K,K or While Opponent is Down,d+K,K,K,K,K) / (FC,d/f,f+K,K,K,K,K)

Additional input and new crouching input. Note that the first K cannot be held for the full motion delay if you want the other kicks, as the full motion delay is now a separate move (see Earth Trample above). The crouching input can be done in the arcade version as well.

Jumping Brave Kick (b,b+K) / (8WR,{d/b_b_u/b}+K)

Additional non-running input. Actually in the arcade version, but not formally documented.

Rolling Sobat ({u/b_u_u/f}+K) / (Hold [G],{u/b_u_u/f}+K)

The up/back, up, and up/forward versions do 17, 22, and 25 damage, respectively. The up/back versions will not knock down as the other versions do.

--Moves No Longer SCU--

Shadow Slicer (d/b+A)

Maelstrom (WS,A,A)

Rook Splitter (f,f+B) / (8WR,f+B)

Alternate Cross (8WR,{d_u}+B)

Cannonball Feint (During Night Side Stance,B~A)

--Moves Now SCU--

Flying Edge (f,f+A+B) / (8WR,{Any Direction}+A+B)

Drop Kick (f,f+B+K) / (8WR,f+B+K)

--Ivy--

--New Moves--

Dancing Insanity (b,b+A) / (8WR,b+A)

H / 24

Description: Ivy quickly stabs her whip at the opponent's head.

Comments: This replaces Raven Claw. The opponent will be turned around 135 degrees clockwise if this move connects.

Pleasure Change (A+B)

Special / (no damage)

Description: Ivy waves her weapon in front of her body.

Comments: Will Guard Impact horizontal attacks. Her weapon will change states, i.e. from Sword State to Whip State or from Whip State to Sword State.

Ancient Wheels (d/f+A+K,A) / (8WR,{d/b_u/b}+A,A)

L,L / 18,23

Description: A second sweep with the whip after the original Ancient Wheel.

Note the damage is different for the first hit and no longer distance dependent compared to the original Ancient Wheel. This also applies to the running version.

Caged Silhouette (B,f+[B],K)

M,H,L / 17,29,20

Description: An upward slice, a high extension into the air, and a low kick.

Comments: You can now add a kick just like the normal Silhouette. Note that the second hit does one less damage than before; the air throw does one extra point of damage if you connect with the second hit in the air.

Serpent Silhouette (d,d/f+K)

L / 5

Description: Ivy does a low kick.

Comments: Slightly faster than her normal low kick, for half the damage.

Pleasure (K~d)

L / 12

Description: Ivy stomps with her heel.

Lamenting Tail (During Whip State,A+K) /

(8WR/During Whip State,{Any Direction}+A+K)

L,LK Throw / 14,25

Description: Ivy draws back, then swings her whip in a low circle.

Comments: Ivy will trip the opponent for additional damage when Lamenting Tail connects at long range.

Pleasure Lash (During Whip State,B+K) /
(8WR/During Whip State,{Any Direction}+B+K)

M,M,M / 11,13,16

Description: Ivy lashes out with her whip in a ring of blades.

Comments: Looks like Ivy's doing a "walk the dog" yo-yo trick. Very cool.

--Modified Moves--

Cursed Mark ({d/b_d}+A)

Additional input.

Singing Sparrow (WL,A)

Jumping backwards will reduce the damage to 22 and will not knock opponents left as the other versions do.

Wing Blade ({u/b_u_u/f}+A) / (Hold [G],{u/b_u_u/f}+A)

Doing Wing Blade while guarding reduces the damage to 30, and the up/back version will no longer knock opponents right as the other versions do.

Insanity Light (f,f+A+B) / (8WR,{d_u}+A or f+A+B)

It doesn't seem to be formally documented, but there's an automatic throw if Insanity Light is done at close range. This throw does 23 damage and leaves the enemy with his or her back turned towards Ivy.

Insanity Feast (f,f+A+B~[b]) (8WR,{d_u}+A~[b] or f+A+B~[b])

The close-range throw has been modified so that the opponent is knocked down and Ivy ends with her back turned. Much better looking IMHO.

Razor's Bite (d/b+A+B)

Will now immediately knock the feet out from under opponents if it hits. The opponent will only hop on one foot if Razor's Bite connects as a counterhit.

God Whisper (u/f+A+B,A)

The third hit is now guaranteed if the sweep connects.

Serpent's Venom (f,d,d/f+A+K)

Will no longer hit after being cancelled, which was noted in SysTech.

Ivy Lash (f+[B])

Damage is reduced to 33 at close range.

Ivy Lick/Silhouette (f+B~u,K or u+B+K,K)

Additional input.

Serpent's Breath (f,f+B) / (8WR,f+B)

No longer knocks down unless it connects as a counterhit.

Spiral Dominance (b+B~A,[B])

The last two hits of the Spiral Punishment can now be motion delayed, turning them into unblockable medium hits that do 51 damage each.

Fear's Lash (Hold [G],{u/b_u_u/f}+B)

The up/back version does 17 damage, while the other two do the normal 18 damage.

Fear's Flame ({u/b_u_u/f}+B)

The up/back version has a reduced damage of 33 and will not knock down as the other versions do.

Mind Shatter (f,f+K) / (f,f+[K]) / (8WR,f+K) / (8WR,f+[K])
Can now be motion delayed.

Rage Kick (d/f+K) / (d/f+[K])

Connecting with the full motion delay will immediately cause the opponent to crumple while holding a sensitive area. Interestingly enough, this effect only occurs when Ivy has a clear shot, i.e. the opponent will not crumple if this connects from either side, only from the front and back.

Raven Catcher (b+K)

Will now hit high instead of medium and do 26 damage. It's also very fast and will knock opponents head over heels and a fair distance away.

Night Sparrow (WL,K)

Jumping backwards reduces the damage to 17 and will not knock down as the other versions do.

Rambler Sobat ({u/b_u_u/f}+K) / (Hold [G],{u/b_u_u/f}+K)

The up/back versions will not knock down as the other versions do.

Wolf Lash (8WR,{d/f_u/f}+A)

Now does 36 damage and will Crumple Stun if it connects.

Summon Suffering (d/f,u/b,f,d,d/f,d/b+A+B)

Damage has been increased to 105.

Raven Claw

This move no longer exists; replaced by Dancing Insanity.

--Moves No Longer SCU--

Insanity Light (f,f+A+B) / (8WR,{d_u}+A or f+A+B)

Embrace of Guilt (f+B+K) / (8WR,f+B+K) (non-delayed version)

--Moves Now SCU--

Raven Butt (f+A)

Menace Slice (b+A)

Poison Ivy (d/b+[B]) / (8WR,{d/f_u/f}+B)

Pride (FC,d/b+B)

Fear's Void ({d/b_d_d/f}+B+K)

Mind Shatter (f,f+K) / (f,f+[K]) / (8WR,f+K) / (8WR,f+[K])

Wolf Lash (8WR,{d/f_u/f}+A)

Pleasure Lash (During Whip State,B+K) /

(8WR/During Whip State,{Any Direction}+B+K)

--Hwang--

--New Moves--

Earth Cross Kick (d+K~B)

L / 11

Description: Hwang does a crouching low kick.

Comments: Gives Hwang a normal, fast low kick; since his d+K doesn't

recover crouching as other characters normally do, this kick makes up for the oversight.

--Modified Moves--

Sunset Dance Strike (A~K) / (8WR,{d_d/f_u/f_u}+A~K)

New running input. This leads into the Sunset Dance Thrust and Rapid Sunset Dance; the running version is not documented in the Dreamcast move list.

Diving Wind Divide ({u/b_u_u/f}+A) / (Hold [G],{u/b_u_u/f}+A)

The up/back version without guarding has a reduced damage of 31. Doing Diving Wind Divide while guarding will do 35 damage for all versions.

Twin Heavens (A+B) / (FC,[d/b]+A+B)

New crouching input.

Ultimate Void Divide (d/f+A+B) / (FC,[d/f]+A+B)

New crouching input.

Dancing Leaf Kick (A+K) / (FC,{{d/b}_[d/f]}+A+K)

New crouching input.

Separating Thrust (f,f+B~[b]) / (8WR,f+B~[b])

This leads into the Splitting Red Sky. Rain Storm is now possible even when the move connects, instead of only when it is blocked or misses.

Opening Void Slash (d/b+B)

Now recovers crouching.

Striking Void ({u/b_u_u/f}+B) / (Hold [G],{u/b_u_u/f}+B)

Doing Striking Void while guarding reduces the damage to 24.

False Radiant Cross (FC,d/f+B,B)

Will now knock opponent's feet out from under them if it hits.

Forced Divide (d/f+B+K) / (FC,[d/f]+B+K)

New crouching input.

Willow Slice (d/b+B+K) / (FC,[d/b]+B+K)

New crouching input.

Double Circular Heaven Kick (f,f+K,K~A+B+K)

Triple Circular Heaven Kick (f,f+K,K,K~A+B+K)

As noted in SysTech, the second or third kick of the Circular Heaven Kicks can be cancelled into a Soul Charge with good timing.

Liquid Kicks (b,b+K,K~A+B+K)

As noted in SysTech, the second kick can be cancelled into a Soul Charge with impeccable timing.

Shatter Star Kick ({u/b_u_u/f}+K) / (Hold [G],{u/b_u_u/f}+K)

Doing Shatter Star Kick while guarding reduces the damage to 20.

--Moves No Longer SCU--

Twin Heavens (A+B) (both hits, see below)

--Moves Now SCU--

Base Return Blade (A~B)

Twin Heavens (A+B) / (FC,[d/b]+A+B) (second hit, only when first is blocked)

Hail Storm (B~A)

False Diving Thrust (WS,B~A)

Radiant Cross (FC,d/f+B)

False Radiant Cross (FC,d/f+B,B)
Roundhouse Kick (8WR,{d_u}+K)
Hook Claw Kick (8WR,{d/b_u/b}+K)

--Yoshimitsu--

--New Stances/Moves--

Sudare Wheel ({u/b_u}+A+B)

M / 28

Description: Yoshimitsu leaps in the air before coming down with a slash.

Comments: Same as Mitsurugi's Wheel Slash, except that Yoshimitsu can't jump forward. Note that this makes the information in SysTech obsolete.

Yoshimitsu Flash (A+K)

Special / (no damage)

Description: Yoshimitsu holds his sword vertically across his body.

Comments: Will Guard Impact horizontal attacks.

Manji Blood Petals (d+A+K,A,A,A,A)

UM,UM,UM,UM,UM / 97,13,13,13,13

Description: After stabbing himself through the gut, Yoshimitsu spins in circles.

Comments: A way to compensate more for causing yourself 100 damage...

Steel Wind (u/f+B+K,K)

M,M / 20,20

Description: Yoshimitsu does two somersaulting stomp kicks.

Comments: The original Poison Wind now has a second kick. Note the reduced damage for the first kick from Poison Wind.

Firmiana Solar Kick Cancel (8WR,{d/f_u/f}+B,B+K~A+B+K)

A cancel of the Solar Kick from the running Firmiana Branch - Solar Kick combo (see below) into a Soul Charge. Very difficult to do.

Rolling Spark (During Sword Pogo,A)

L / 30

Description: Yoshimitsu rolls out of his pogo stance into a low slash.

Comments: Will knock down. Recovers crouching.

Pogo Leap (During Sword Pogo,B)

UM / 36

Description: Yoshimitsu hops on his sword.

Comments: While you can travel farther using the new tap directions, you can also hit B and go straight up for slightly more damage. Holding B results in a higher leap. Yoshimitsu has slight air control while doing the Pogo Leap.

Meditation (B+K~[d])

Stance / (no damage)

Now Yoshimitsu can chant instead of rocking and gaining health when he sits down. This is technically a new stance, and the Healing and Warp moves from a sitting position are considered to be from this stance. However, there is no advantage to Meditation over Healing, which automatically happens when the joystick is kept at neutral, so there's really no reason to use this move.

--Modified Moves--

Bill of the Demon (WL,A)

Jumping backwards reduces the damage to 18 and will not knock the opponent right as the other versions do.

Rebirth of the Demon (b_u_u/f+A) / (Hold [G],b_u_u/f+A)

The up/back versions have a reduced damage of 28. Doing the up/back version while guarding will not turn the opponent as the other versions do.

Crying Spirit Sword (f,f+A+B~{A_B}) / (8WR,{Any Direction}+A+B~{A_B})

It is no longer necessary to hit Guard to cancel into a Sword Pogo or Death attack. You can now simply hit A or B immediately after to execute Sword Pogo or Death, respectively. This is not documented in the Dreamcast move list.

Fake Turning Suicide (f,f+A+K~{A_B}) / (8WR,f+A+K~{A_B})

New running input. You can now cancel this suicide into a backwards Pogo Stance by tapping A or a backwards Meditation by tapping B.

Turning Suicide (f,f+[A]+[K]) / (8WR,f+[A]+[K])

New running input.

Sword Spirit Lower (f+B~d)

There are now two versions of this move. If down is entered very quickly, the original, slower move comes out, and the opponent hops on one foot before falling at 35 damage. However, if down is entered later, the move will come out faster but will only do 20 damage and will not knock down.

Sword Slice (d/b+B) / (d/b+[B])

A new damage level has been added. Sword Slice now does 23 with no delay, and the previous 26, 37, and 102 with each successive shuffle. It is also now Guard Impactable for the non-unblockable versions, as it was not Guard Impactable in the arcade version.

Moon Sault Slayer (QCF+B) / (FC,d/f,f+B)

New crouching input. Can be done in the arcade version as well.

11th Moon (WL,B)

Jumping backwards reduces the damage to 28 and will not knock down as the other versions do.

Door Knocker (f+B+K<B<B<B)

The first three hits have reduced damages of 20, 15, and 15, respectively. Also, the last hit is no longer guaranteed on counterhit.

Kogarashi (K)

Damage has been reduced to 14.

Knee Bash (f,f+K)

Damage has been reduced to 30.

Mountain Wind (WL,K)

If you jump backwards, damage is reduced to 14.

Storm (b_u_u/f+K)

The up/back version has a reduced damage of 9. The up/forward version will cause the opponent to stagger if it connects.

Solar Kick (8WR,{d/f_u/f}+B~B+K)

As noted in SysTech, a running Firmiana can be cancelled into a Solar Kick if the diagonal versions are used. This leads into any of the Shark combos.

Firmiana Solar Kick (8WR,{d/f_u/f}+B,B+K)

As noted in SysTech, the running version of the Firmiana Branch can now be followed immediately by a Solar Kick if the diagonal versions are used. This leads into any of the Shark combos.

Ninja Sun Flare (8WR,{d_d/b_b_u/b_u}+B+K,G)

As noted in SysTech, Ninja Sun Flare can be cancelled into a crouch by hitting G. This was supposed to be eventually added into the official arcade list, but since it's not there, it's here.

Tornado Drop (When Behind Opponent, {Any Throw})

Damage has been reduced to 75.

Sword Pogo (A+B)

Tapping any direction in Sword Pogo stance will now make Yoshimitsu jump in that direction. He can now jump in all eight directions.

Pogo Rush (During Sword Pogo,A+B~[f])

Instead of forward, forward, the Pogo Rush is now performed with A+B.

Holding forward afterwards extends the range of the rush.

--Moves No Longer SCU--

Shark Attack (f,f+B+K,A+B)

--Moves Now SCU--

Sword Sweep (FC,d/b,b+A)

Heretic Sword (FC,d/f+B)

--Lizardman--

--New Moves--

Mezentius Style Dead Masher (f,f+K~B) / (8WR,{Any Direction except f}+K~B)

M / 29

Description: Lizardman rears back, then leans forward and takes a bite.

Comments: Pin Down Staggers when blocked; will force the opponent into a crouch when it hits, too.

Guard Shuffle (Hold [G],[f])

Special / (no damage)

Description: Lizardman shuffles forward while maintaining his guard.

Comments: Actually in the arcade version, but not documented.

--Modified Moves--

Under Base Cut (WL,A)

If you jump backwards, damage is reduced to 20.

Hopper Spinning Edge ({u/b_u_u/f}+A) / (Hold [G],[u/b_u_u/f}+A)

Doing the up/back version while guarding reduces the damage to 21.

Mezentius Style Desert Threat ({u/b_u_u/f}+A+B)

Additional inputs.

Tail Geyser (WL,B)

If you jump backwards, damage is reduced to 28.

Hopper Base Scales ($\{u/b_u_u/f\}+B$) / (Hold [G], $\{u/b_u_u/f\}+B$)

Doing the up/back version while guarding reduces the damage to 28.

Mezentius Style Shield Rush ($f, f+B+K, A, B$) / (8WR, $f+B+K, A, B$) /

(During (Twin)Serpent Slide Inner/Outer, B,A,B)

Damage on the last hit has been reduced to 19.

Mezentius Style Sand Revenger ($d/b+B+K$)

Damage has been reduced to 43.

Gloom Front Kick ($f, f+K$) / ($f, f+[K]$)

If the kick is motion delayed, damage is increased to 60 and the opponent is knocked away.

Sand Splash Kick ($b, b+K$) / (8WR, $\{d/b_b_u/b\}+K$)

Additional running inputs. These replace the Mezentius Style Twister High Kick/Grit Twister High Kick inputs from the arcade.

Sand Arch Kick (Hold [G], $\{u/b_u_u/f\}+K$)

The up/back, up, and up/forward versions do 18, 28, and 33 damage, respectively.

Camilla Style Grit Kick ($\{u/b_u_u/f\}+K$)

Additional inputs. This leads to the Camilla Style Grit Float, Grit Cascade, and Grit Sault.

Serpent Slide (QCF) / (FC, $d/f, f$)

New crouching input. Twin Serpent Slide and the Inner or Outer cancels will also work. Can be done in the arcade version as well.

Mezentius Style Twister High Kick/Grit Twister High Kick

The Twister High Kick and Grit Twister High Kick can no longer be started using $d/b_u/b+K$ while running; you must now use the A+K version when running.

--Moves No Longer SCU--

Mezentius Style Shield Rush ($f, f+B+K, A, B$) / (8WR, $f+B+K, A, B$) /

(During (Twin)Serpent Slide Inner/Outer, B,A,B)

--Moves Now SCU--

Weapon Gazer ($b, b+B$) / (8WR, $\{d/b_b_u/b\}+B$)

Gloom Front Kick ($f, f+K$) / ($f, f+[K]$)

Sand Splash Kick ($b, b+K$) / (8WR, $\{d/b_b_u/b\}+K$)

Sand Romper (WS,K) / (During (Twin)Serpent Slide,K)

Camilla Style Romper Cascade (WS,K,K,B)

Mezentius Style Twister High Kick (8WR, $\{Any\ Direction\}+A+K$)

(running version only)

Mezentius Style Shield Jolt (8WR, $\{d_u\}+B$)

Sand Arch Kick (During (Twin)Serpent Slide Inner/Outer,K)

(running version only)

--Siegfried--

Siegfried actually has a third costume in the Dreamcast version of Soul

Calibur. This replaces his normal second costume (which is now the third costume). This new costume has Siegfried with even longer hair and a full suit of slick-looking, blackish armor. His sword is also different; instead of a plain, squarish blade, the second costume has a more pointed sword with an intricate dullish gold inlay and serration at the base of the blade. He also has a small knife strapped to the back of his belt, although he of course doesn't use it. Since the original second costume was for the most part a color swap of the first, the new costume is a welcome addition.

--New Moves--

Spin Quick Double Grounder (A+K,A,d+A+K,A) / (8WR,{d_u}+K,A,d+A+K,A)
H,L,L / 21,22,35

Description: Siegfried kicks, fakes a high slash, then does two low spinning slashes.

Comments: Only possible when preceded by a Spin Kick; the normal Double Grounder can't be faked. The d+A+K must be executed after the animation for the second hit begins. The input has been modified from the noted execution in SysTech.

Earth Trample (QCF+[K] or While Opponent is Down,d+[K]) / (FC,d/f,f+[K])
UL / 26

Description: Siegfried holds his foot high, then stomps.

Comments: When held for the full duration, the first hit of Stomping now becomes unblockable and turns into Earth Trample. Siegfried's foot will also now Guard Impact low attacks right before he stomps. New crouching input. The crouching input can be done in the arcade version as well.

Axe Kick Winder (During 8-Way Run, {Any Direction except b_f}+A+K)
L / 22

Description: Siegfried does a low spinning sweep.

Comments: Will knock down on counterhit, recovers crouching.

--Modified Moves--

Double Grounder (A,d+A,A~b)

The third hit can now be cancelled into the Chief Hold by tapping back.

Diving Leg Slash (WL,A)

If you jump backwards, damage is reduced to 19 and it will not knock down as the other versions do.

Jumping Back Spin Slash ({u/b_u_u/f}+A) / (Hold [G],{u/b_u_u/f}+A)

Doing Jumping Back Spin Slash while guarding will reduce the damage to 43. The up/back versions will not knock down.

Blaze Wind (A+B) / (FC,{{d/b}_[d/f]}+A+B)

New crouching input.

Flying Edge (f,f+A+B) / (8WR,{Any Direction}+A+B)

New running input.

Spin Kick Slash Cross (A+K,A,A<B) / (8WR,{d_u}+K,A,A<B)

The last hit has a reduced damage of 34 unless it is delayed.

Earth Divide (QCF+B) / (FC,d/f,f+B)

New crouching input. Can be done in the arcade version as well.

Diving Full Swing Splitter (WL,B)

If you jump backwards, damage is reduced to 26 and the opponent will no

longer be knocked down.

Fatal Buster (b_u/f+B) / (Hold [G],b_u/f+B)

The up/back, up, and up/forward versions do 26, 35, and 40 damage, respectively. The up/back version while guarding will not knock down as the other versions do.

Grind Low Kick (d/b_d+K)

Additional input.

Stomping (QCF+K,K,K,K,K or While Opponent is Down,d+K,K,K,K,K) / (FC,d/f,f+K,K,K,K,K)

Additional input and new crouching input. Note that the first K cannot be held for the full motion delay if you want the other kicks, as the full motion delay is now a separate move (see Earth Trample above). The crouching input can be done in the arcade version as well.

Jumping Brave Kick/Rolling Sobat (b,b+K) / (8WR,{d/b_b_u/b}+K)

Additional non-running input. Actually in the arcade version, but not formally documented.

Jumping Brave Kick (b_u/f+K) / (Hold [G],b_u/f+K)

The up/back, up, and up/forward versions do 17, 22, and 25 damage, respectively. The up/back versions will not knock down as the other versions do.

--Moves No Longer SCU--

Shadow Slicer (d/b+A)

Maelstrom (WS,A,A)

Rook Splitter (f,f+B) / (8WR,f+B)

Wind Slash (8WR,{d_u}+A)

Soul Biter (During Side Hold,B~A)

--Moves Now SCU--

Flying Edge (f,f+A+B) / (8WR,{Any Direction}+A+B)

Drop Kick (f,f+B+K) / (8WR,f+B+K)

--Rock--

--New Moves--

Horizontal Sweep Kick (d+A+K)

L / 26

Description: Rock does a horizontal sweep with his foot.

Comments: Works about the same as the Horizontal Clip Kick, but it sweeps in the opposite direction and knocks down. Recovers crouching.

Rock Assault Crusher (B,{b_d/b_d_d/f}+B,B)

M,M,M / 22,25,30

Description: Rock slashes downward, then stabs twice with his ax.

Comments: The last hit knocks down if it connects, stuns if it doesn't.

Cannon Clutch ({G+A_G+B}~{A_B})

H,Throw / 0,60

Description: Rock grabs the opponent twice before throwing.

Comments: This makes Rock a dangerous throwing opponent, since he now essentially gets two chances to throw and can change from an A-throw to a B-throw if he chooses, making it difficult to escape his throw attempts.

Stamp Clutch ({G+A_G+B}~{d+A_d+B})

H,C Throw / 0,70

Description: Rock grabs high before going for a crouch throw.

Comments: Not as dangerous as the Cannon Clutch, but it does allow Rock to adjust to opponents who crouch for his first attempt.

Breeze Clutch (A,QCB+G+B)

H,Throw / 17,44

Description: Rock does a high slash, then grabs the opponent and throws him or her in the air.

Comments: Rock can cancel his normal A attack into the Slam Vortex, either before or after the attack hits. This is noted in SysTech.

Spiral Clutch (QCB+A,QCB+G+B) / (FC,d/f,f+A,QCB+G+B)

M,Throw / 17, 44

Description: Rock does a twirling slash, then grabs the opponent and throws him or her in the air.

Comments: Yep, Rock can also cancel the first hit of his Spiral Ax into the Slam Vortex, again either before or after the Spiral Ax hits. Noted in SysTech. New crouching input for Spiral Ax.

--Modified Moves--

Cyclone Ax (d/b+A) / (d/b+[A])

Will no longer knock down unless it is motion delayed.

Spiral Ax (QCB+A,A,A) / (FC,d/f,f+A,A,A)

New crouching input. You can now make Rock move in any direction while performing this move by holding down a direction.

Canyon Tomahawk (WL,A)

The jumping forwards, up, and backwards versions do 28, 26, and 21 damage, respectively.

Hill Tomahawk ({u/b_u_u/f}+A) / (Hold [G],{u/b_u_u/f}+A)

The up/back, up, and up/forward versions do 38, 35, and 28 damage, respectively. The up/back versions do not knock down as the others do.

Tidal Wave (b+A+B) / (8WR,b+A+B)

New running input.

Hill Splitter (WL,B)

The jumping forwards, up, and backwards versions do 43, 39, and 34 damage, respectively. The backwards version does not knock down as the other two do.

Hill Chop ({u/b_u_u/f}+B) / (Hold [G],{u/b_u_u/f}+B)

The up/back, up, and up/forward versions do 42, 37, and 32 damage, respectively. The up/back versions do not knock down as the others do.

Rock Press (f+B+K) / (f+[B]+[K]) / (8WR,f+B+K) / (8WR,f+[B]+[K])

Both normal and motion delayed versions of Body Splash can now Guard Impact high and medium attacks.

Ultimate Volcano (QCF+B+K) / (FC,d/f,f+B+K)

New crouching input. Can be done in the arcade version as well.

Shoulder Tackle (f,f+K) / (f,f+[K]) / (8WR,{d/f_u/f}+K) / (8WR,{d/f_u/f}+[K])

Damage for the motion delayed version has been reduced to 59 when done at close range.

Knee Buster (WL,K)

Jumping backwards will reduce the damage to 17 and will not knock down as the other versions do.

Stomach Buster (b_u/f+K) / (Hold [G],b_u/f+K)

The up/back versions have a reduced damage of 22.

Round Vortex (WS,K,A)

The low ax sweep will no longer knock down.

Hunting Quake (8WR,{d_u}+K) / (8WR,{d_u}+[K])

The fully motion delayed version of Hunting Quake has a reduced damage of 42 and will now knock the opponent high in the air.

Crack Driver (d/f+G+A or d/f+G+B)

Rock can now do crouch throws as an A- or B-throw.

Slam Vortex (QCB+G+B or G+B~QCB) / (FC,d/b,b+G+B)

Now defeats Guard Impacts. Also, there's an additional input. This new input is quite interesting, as it's essentially a cancel of Rock's normal B-throw. The new method of input will not work with the Breeze or Spiral Clutch combos and will not defeat Guard Impacts, since it registers first as a normal throw. However, it can be used in the Cannon and Stamp Clutch double throws by quickly doing QCB after hitting B for the second throw attempt, i.e. G+A~B~QCB. The new input also allows Rock to run up to an opponent and use Slam Vortex rather than stopping to input the QCB, allowing for smoother input. Can be done from crouching.

Hyper Dynamite Slam (While Opponent is Down,d+{A+G_B+G}) /

(While Opponent is Down,FC,d+{A+G_B+G})

New crouching input. Note that Rock will no longer be able to do a normal throw from crouching unless he does it while standing.

--Moves No Longer SCU--

Cyclone Ax (d/b+A) / (8WR,{d/b_u/b}+A) (non-delayed, see below)

Storm Gust (A+B)

Shoulder Tackle (f,f+K) / (f,f+[K]) / (8WR,{d/f_u/f}+K) /
(8WR,{d/f_u/f}+[K])

--Moves Now SCU--

Tornado Spike (f,f+[A],B) / (8WR,{d/f_f_u/f}+[A],B) (second hit only)

Reverse Spiral Ax (WS,A)

Sunrise Ax (FC,A,B)

Rock Crater (B,B) / ([B],B) / (B,[B]) / ([B],[B]) (second hit only)

Rock Stomp Kick (b,b+K) / (8WR,{d/b_b_u/b}+K)

Cyclone Ax (8WR,{d/b_u/b}+[A]) (delayed running version only)

Hunting Quake (8WR,{d_u}+[K]) (delayed version only)

--Seung Mina--

--New Moves--

Strangling Deception (d/f+A~A)

M / 14

Description: Seung Mina fakes a Strangling Slash, then hits the opponent with the butt of her weapon.

Comments: Stuns if it connects on a counterhit.

Shadow Fang (f+B~d)

L / 30

Description: Seung Mina steps forward while stabbing downwards.

Comments: Knocks down on counterhit.

Air Fang (Hold [B],d/f+K or d/f+K~B)

L / 28

Description: Seung Mina twists around and hits low with the butt of her weapon.

Comments: Basically Kilik's Playful Phoenix. The input may be confusing; as long as you hold down B, a d/f+K will execute the move, allowing it to be strung behind any move involving B that ends in a standing position. Another input documented in SysTech is d/f+K~B; if B is hit one frame after K (basically almost at the same time), Air Fang will come out.

Retreating Sands (d/b+B+K)

M,M,M / 14,9,4

Description: Seung Mina retreats into a crouch while waving her weapon in front of her.

Comments: Can be cancelled by hitting G. Any hit that connects will knock down, similar to the Zanba-tou Smack Down.

Glory Fan Feint Cancel (FC,A,A+B~A+B+K)

A cancel of the Glory Fan from the crouching A feint (see below) into a Soul Charge. Very difficult to do (and a mouthful to say).

--Modified Moves--

Glory Fan ([d]+A~A+B or FC,A+B)

Additional input. This is noted in SysTech. The new input is a faked crouching A fake cancelled into Glory Fan.

Glory Fan Feint (FC,A,A+B)

Noted in SysTech. This is a crouching A followed immediately by Glory Fan.

Gale Cross ({u/b_u_u/f}+A) / (Hold [G],{u/b_u_u/f}+A)

Doing Gale Cross while guarding reduces the damage to 18.

Opening Treasure (d/f+A+B) / (FC,[d/f]+A+B)

New crouching input.

Holding Treasure (d/b+A+B) / (FC,[d/b]+A+B)

New crouching input.

Earth Fang (d/f+A+K) / (FC,[d/f]+A+K)

New crouching input.

Power Fang Sweep (d/b+A+K) / (FC,[d/b]+A+K)

New crouching input.

Air Parting ({d/b_d}+B)

Additional input.

Spinning Divide (b+B)

Damage has been increased to 35.

Sheng Mirage Kick (B~K)

Not completely sure, but the aim of the second hit seems to have improved so that it whiffs much less.

Glory Wing (B+K) / (FC, {[d/b]_[d/f]}+B+K) / (8WR, {d/b_d_u/b_u}+B+K)
New crouching input and additional inputs for the running version.

Yin Rising (f+B+K) / (8WR, {d/f_f_u/f}+B+K)
Damage for the second hit has been increased to 28.

Oak Branch ((b+B+K) / (8WR, b+B+K)
New running input.

Banishment Kick (f+K)
Will now knock down instead of stunning if it connects.

Banishment (f+K~B)
Not sure, but might knock the opponent farther away.

Fatal Kick (b+K)
Damage has been reduced to 15. You can now tag on the stab from Check Mate
(see below).

Check Mate (b+K~B or b+K, B)
Additional input. The difference here is slight but important. The first
is one move, so there's an extra sound and the move always executes at
the same speed. However, if you hit the B separately, the stab will
still come out. This has the advantage that you get one more point of
damage on the kick. Also, depending on how fast you press B, you can
vary the speed of the second attack. The variation in speed can be quite
large; you can actually execute the move faster than the original by
pressing B quickly, or you can wait until Seung Mina's foot starts coming
down before stabbing. This does have the slight disadvantage of whiffing
a little more than before, since it's now two separate attacks. In both
versions, the second hit now has an increased damage of 40.

Falling Earth (WL, K)
No longer recovers crouching.

Quake Mask Kick ({u/b_u_u/f}+K)
Now hits at medium level instead of high.

Black Wing (8WR, {d_u}+A, B)
The second attack can now be cancelled by hitting G.

--Moves No Longer SCU--
Black Wing (8WR, {d_u}+A, B)

--Moves Now SCU--
Power Fang Sweep (d/b+A+K) / (FC, [d/b]+A+K)
Spinning Divide (b+B) / (8WR, {d/b_u/b}+B)
Sheng Mirage Kick (B~K)
Retreating Fang (G+K)

--Edge Master--

Edge Master is the first of two copycat-type characters, ones who for the
most part don't have their own moves and instead emulate another character.
Edge Master thus inherits all the properties of the emulated character,
including all the changes listed above, depending on which character he's

emulating. However, he isn't exactly the same; Edge Master uses a cosmetically different weapon than the character he emulates. Also, Edge Master keeps his own weight and reach at all times. Thus, when he emulates Xianghua, he has better range but is a much larger target; when he's emulating Astaroth, the opposite is true. In almost all cases, Edge Master does more damage than the character he's emulating for any non-throw moves, I suppose to reflect his mastery of weapons. For most characters, he does 6% more damage when he emulates them. However, for Astaroth, Rock, Nightmare, and Siegfried, he does 12%(!) more damage. If Edge Master emulates Cervantes, however, he doesn't do any more damage (thank heavens).

--New Moves--

Wind Divide Flare (8WR,{d_u)+A,A,A)

M,L,L / 25,30,30

Description: Edge Master does a Wind Divide followed by Kilik's Rising Flare.

Comments: This move was actually in the arcade but wasn't formally documented. It's only available when Edge Master is emulating Kilik. The timing for the third hit is extremely strict.

Falling Fang Flare (8WR,{d_u)+A,A,A)

M,L,L / 25,30,30

Description: Edge Master does a Falling Fang followed by Kilik's Rising Flare.

Comments: This move was actually in the arcade but wasn't formally documented. It's only available when Edge Master is emulating Seung Mina. The timing for the third hit is extremely strict.

--Inferno--

Inferno is now a playable character, although there have been a few changes. For one, although he still has his original flaming costume in arcade mode, as a playable character he has a new, toned down costume. He still has a flame around his weapon when he emulates a character, but the body has been replaced by a iridescent shell, which, to be honest, makes Inferno look pretty dumb, even if the effect is neat. His second costume is similar, except that he's now composed of ice, which sort of defeats the "Inferno" name. He also possibly jiggles more than any other character. However, Inferno does have a nice lighting effect, since he counts as his own flickering light source, illuminating his opponent whenever he gets near and creating a pool of light wherever he goes. As far as gameplay goes, Inferno is the same as Edge Master, except he uses the same weapons as the characters he emulates and he's even larger than Edge Master. He does the same extra damage as Edge Master, i.e. 6% for smaller characters, 12% for the 4 large characters, and no extra damage for Cervantes. Inferno does have different moves specific only to him, and they are independent of whatever character he's emulating.

--New Moves--

Roy D'Angolmois (B~u)

M,LK Throw / 20,55

Description: Inferno spins low, then carries the opponent spiraling through the air, finally landing while stabbing the opponent through the gut.

Comments: Inferno will avoid high attacks while preparing for the throw. The throw is automatic but depends on the first attack hitting, so it's possible to block this move. Also, Inferno cannot use this as a back

throw; the first hit will float instead and the throw will not come out.
On counterhit this back hit will float extremely high.

Roy D'Effrayeur ZETA/DELTA (K~u,G)

M,M,M,M,M / 20,20,20,20,20

Description: Inferno gathers himself into a ball and starts spinning in the air with weapon extended. He then spins toward his opponent with a quick

series of vertical and horizontal slashes.

Comments: If it sounds strange to you, that's because it is. Completely fantastical and extremely hard to control even with the available air control while Inferno is floating, it's hard to see why anyone would use this move, given its inaccuracy and how easy it is for Inferno to ring himself out. It is possible to cancel the move by hitting G after any of the hits (turning into DELTA), allowing Inferno to stop if the opponent is blocking. The range of the move depends on the weapon Inferno is currently using, making it more useful as Nightmare rather than Taki.

Roy D'Effrayeur XI/PSI (K~u,B,G)

M,M,M,M,M / 20,20,20,20,20

Description: Same as ZETA, without the extra floating.

Comments: Hitting B at any time during the initial float of ZETA will make Inferno attack immediately, making this move marginally more useful.

Again, hitting G after any hit (PSI) will cancel the move.

--Cervantes--

Yes, everyone's favorite cheezball pirate is back from the dead in the Dreamcast installment of Soul Calibur. As he's completely new (and just as annoying as he was in Soul Edge/Blade), I'd rather not list all of his new moves here and use up more space. Instead, I will eventually be putting up a quick list of his new moves with statistics, so all you arcade players out there can see just how often Cervantes can get on a player's nerves. Check out www.GameFAQs.com for the upcoming Cervantes list and any other information anyone else may have put out.

---DISCLAIMER---

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This is my personal handiwork, and I took a lot of effort to write it. Please do not use this commercially or alter it in any way. Also, please ask me if you plan to feature it on a web site or something of that nature, as I'd rather not come across it one day and go, "Hey, how did that get there?"

---CREDITS---

Namco, for making the best fighting game of them all.

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