

Soul Calibur II Collection History FAQ

by r_mage

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Soul Calibur II - Collection History FAQ

Game: Soul Calibur II
Author: r_mage
Date Created: August 30, 2003
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Email: r_mage@hotmail.com

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1. Legal Stuff

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2. Version History

October 13, 2003

-Version 1.30 released! - Added gamenotover.com as a new host for this FAQ

September 9, 2003

-Version 1.20 released! - Corrected small error in the quicklist.

September 8, 2003

-Version 1.10 released! - Corrected Lizardman unlocking procedure. Updated the acknowledgements section.

September 7, 2003

-Version 1.00 released! - Yay!

3. Introduction

Welcome to my FAQ devoted to the collection history feature in the gamecube version of soul calibur II. This guide is meant for those who need help to unlock everything. Why should we? do you ask...well, upon completing the collection, the title screen will change (whoo hoo!). Plus unlocking things is one of the most exciting aspect of the game!

Note: Some of the character outfits can be bought at multiple stores. I've listed them all for your convenience.

If you have any questions, comments, suggestions or corrections, please send them to r_mage@hotmail.com I will try my best to answer them, but don't feel disappointed if I don't answer, I can be busy sometimes [either that or your incessant spam is driving me insane]. Please include at least the words "SoulCalibur2" in the heading so I don't ignore it.

4. Quick List

##	Description	##	Description
01	Sophitia is selectable.	45	Profile- Necrid
02	Seung Mina is selectable.	46	Weapon Demo- Necrid
03	Yoshimitsu is selectable.	47	Profile- Link
04	Charade is selectable.	48	Weapon Demo- Link
05	Cervantes is selectable.	49	New Costume- Link
06	Lizardman is selectable.	50	New Costume- Link
07	Assassin is selectable.	51	Profile- Sophitia
08	Berserker is selectable.	52	Weapon Demo- Sophitia
09	Profile- Raphael	53	New Costume- Sophitia
10	Weapon Demo- Raphael	54	Profile- Seung Mina
11	New Costume- Raphael	55	Weapon Demo- Seung Mina
12	Profile- Talim	56	New Costume- Seung Mina
13	Weapon Demo- Talim	57	Profile- Yoshimitsu
14	New Costume- Talim	58	Weapon Demo- Yoshimitsu
15	Profile- Yunsung	59	Profile- Charade
16	Weapon Demo- Yunsung	60	Weapon Demo- Charade
17	Profile- Cassandra	61	Profile- Cervantes
18	Weapon Demo- Cassandra	62	Weapon Demo- Cervantes
19	New Costume- Cassandra	63	Extra Arcade Mode
20	Profile- Mitsurugi	64	Extra VS Battle Mode
21	Weapon Demo- Mitsurugi	65	Extra Time Attack (Standard) Mode
22	New Costume- Mitsurugi	66	Extra Time Attack (Alternative) Mode
23	Profile- Taki	67	Extra Time Attack (Extreme) Mode
24	Weapon Demo- Taki	68	Extra Survival (Standard) Mode
25	New Costume- Taki	69	Extra Survival (Death Match) Mode
26	Profile- Voldo	70	Extra Survival (No Recovery) Mode
27	Weapon Demo- Voldo	71	Extra Team Battle Mode
28	New Costume- Voldo	72	Extra VS Team Battle Mode
29	Profile- Nightmare	73	Extra Practice Mode
30	Weapon Demo- Nightmare	74	Art Gallery (Hi-Res)
31	New Costume- Nightmare	75	Art Gallery (Illustration)
32	Profile- Astaroth	76	Art Gallery (Special)
33	Weapon Demo- Astaroth	77	Battle Theater
34	New Costume- Astaroth	78	Weapons Gallery
35	Profile- Ivy	79	Weapon Master Opening
36	Weapon Demo- Ivy	80	Weapon Master Ending
37	New Costume- Ivy	81	Opening (Home Vers.)
38	Profile- Kilik	82	Opening (Arcade Vers.)
39	Weapon Demo- Kilik	83	Ending (Arcade Vers.)
40	Profile- Xianghua	84	Hwangseo Palace/Phoenix Court
41	Weapon Demo- Xianghua	85	Lakeside Coliseum
42	New Costume- Xianghua	86	Money Pit/Top Tier
43	Profile- Maxi	87	Egyptian Crypt
44	Weapon Demo- Maxi	88	Labyrinth

5. Collection History

DATA	DESCRIPTION	METHOD TO UNLOCK
01/88	- Sophitia is selectable.	Complete Chapter 4, Stage 5
02/88	- Seung Mina is selectable.	Complete Chapter 6, Stage 3
03/88	- Yoshimitsu is selectable.	Complete Chapter 2, Stage 3
04/88	- Charade is selectable.	Complete Chapter 3, Stage 1
05/88	- Cervantes is selectable.	Complete Chapter 3, Stage 4
06/88	- Lizardman is selectable.	Complete every mission in Weapon Master Mode (including extras). Make sure to complete subchapter 2 as well. Unlock Subchapter 2 by attaining any Edgemaster rank and completing Chapter 4, Stage 3 three times. The number of times you completed the extra version counts towards this total.
07/88	- Assassin is selectable.	Complete Subchapter 3, Stage 2
08/88	- Berserker is selectable.	Complete Subchapter 1. (including extras)
09/88	- The profile for Raphael is available.	Complete Arcade Mode with Raphael.
10/88	- The weapon demonstration for Raphael is available.	In Weapon Master Mode, purchase in the shop in Subchapter 1.
11/88	- A new costume is available for Raphael.	In Weapon Master Mode, purchase in the shop in Chapter 8 -or- In Weapon Master Mode, purchase in the shop in Extra Chapter 1.
12/88	- The profile for Talim is available.	Complete Arcade Mode with Talim.
13/88	- The weapon demonstration for Talim is available.	In Weapon Master Mode, purchase in the shop in Subchapter 1.
14/88	- A new costume is available for Talim.	In Weapon Master Mode, purchase in the shop in Chapter 9. -or- In Weapon Master Mode, purchase in the shop in Chapter 10. -or- In Weapon Master Mode, purchase in the shop in Subchapter 4. -or- In Weapon Master Mode, purchase in the shop in Extra Chapter 2.
15/88	- The profile for Yunsung is available.	Complete Arcade Mode with Yunsung.
16/88	- The weapon demonstration	In Weapon Master Mode, purchase in the

	for Yunsung is available.	shop in Subchapter 1.
17/88	- The profile for Cassandra is available.	Complete Arcade Mode with Cassandra.
18/88	- The weapon demonstration for Cassandra is available.	In Weapon Master Mode, purchase in the shop in Subchapter 1.
19/88	- A new costume is available for Cassandra.	In Weapon Master Mode, purchase in the shop in Chapter 10. -or- In Weapon Master Mode, purchase in the shop in Subchapter 4. -or- In Weapon Master Mode, purchase in the shop in Extra Chapter 2.
20/88	- The profile for Mitsurugi is available.	Complete Arcade Mode with Mitsurugi.
21/88	- The weapon demonstration for Mitsurugi is available.	In Weapon Master Mode, purchase in the shop in Subchapter 1.
22/88	- A new costume is available for Mitsurugi.	In Weapon Master Mode, purchase in the shop in Chapter 1. -or- In Weapon Master Mode, purchase in the shop in Chapter 10. -or- In Weapon Master Mode, purchase in the shop in Extra Chapter 1.
23/88	- The profile for Taki is available.	Complete Arcade Mode with Taki.
24/88	- The weapon demonstration for Taki is available.	In Weapon Master Mode, purchase in the shop in Subchapter 1.
25/88	- A new costume is available for Taki.	In Weapon Master Mode, purchase in the shop in Chapter 2. -or- In Weapon Master Mode, purchase in the shop in Subchapter 4. -or- In Weapon Master Mode, purchase in the shop in Extra Chapter 2.
26/88	- The profile for Voldo is available.	Complete Arcade Mode with Voldo.
27/88	- The weapon demonstration for Voldo is available.	In Weapon Master Mode, purchase in the shop in Subchapter 1.
28/88	- A new costume is available for Voldo.	In Weapon Master Mode, purchase in the shop in Chapter 3. -or- In Weapon Master Mode, purchase in the shop in Chapter 10. -or- In Weapon Master Mode, purchase in the

shop in Extra Chapter 1.

-or-

In Weapon Master Mode, purchase in the shop in Extra Chapter 2.

29/88 - The profile for Nightmare is available. Complete Arcade Mode with Nightmare.

30/88 - The weapon demonstration for Nightmare is available. In Weapon Master Mode, purchase in the shop in Subchapter 1.

31/88 - A new costume is available for Nightmare. In Weapon Master Mode, purchase in the shop in Chapter 4.

-or-

In Weapon Master Mode, purchase in the shop in Extra Chapter 1.

32/88 - The profile for Astaroth is available. Complete Arcade Mode with Astaroth.

33/88 - The weapon demonstration for Astaroth is available. In Weapon Master Mode, purchase in the shop in Subchapter 1.

34/88 - A new costume is available for Astaroth. In Weapon Master Mode, purchase in the shop in Chapter 5.

-or-

In Weapon Master Mode, purchase in the shop in Extra Chapter 1.

35/88 - The profile for Ivy is available. Complete Arcade Mode with Ivy.

36/88 - The weapon demonstration for Ivy is available. In Weapon Master Mode, purchase in the shop in Subchapter 1.

37/88 - A new costume is available for Ivy. In Weapon Master Mode, purchase in the shop in Chapter 6.

-or-

In Weapon Master Mode, purchase in the shop in Subchapter 4.

38/88 - The profile for Kilik is available. Complete Arcade Mode with Kilik.

39/88 - The weapon demonstration for Kilik is available. In Weapon Master Mode, purchase in the shop in Subchapter 1.

40/88 - The profile for Xianghua is available. Complete Arcade Mode with Xianghua.

41/88 - The weapon demonstration for Xianghua is available. In Weapon Master Mode, purchase in the shop in Subchapter 1.

42/88 - A new costume is available for Xianghua. In Weapon Master Mode, purchase in the shop in Chapter 7.

-or-

In Weapon Master Mode, purchase in the shop in Subchapter 4.

-or-

In Weapon Master Mode, purchase in the

-
- 43/88 - The profile for Maxi is available. Complete Arcade Mode with Maxi.
-
- 44/88 - The weapon demonstration for Maxi is available. In Weapon Master Mode, purchase in the shop in Subchapter 1.
-
- 45/88 - The profile for Necrid is available. Complete Arcade Mode with Necrid.
-
- 46/88 - The weapon demonstration for Necrid is available. In Weapon Master Mode, purchase in the shop in Subchapter 1.
-
- 47/88 - The profile for Link is available. Complete Arcade Mode with Link.
-
- 48/88 - The weapon demonstration for Link is available. In Weapon Master Mode, purchase in the shop in Subchapter 1.
-
- 49/88 - A new costume is available for Link. In Weapon Master Mode, purchase in the shop in Extra Chapter 1.
-
- 50/88 - A new costume is available for Link. In Weapon Master Mode, purchase in the shop in Extra Chapter 1.
-
- 51/88 - The profile for Sophitia is available. Complete Arcade Mode with Sophitia.
-
- 52/88 - The weapon demonstration for Sophitia is available. In Weapon Master Mode, purchase in the shop in Subchapter 1.
-
- 53/88 - A new costume is available for Sophitia. In Weapon Master Mode, purchase in the shop in Subchapter 2.
-or-
In Weapon Master Mode, purchase in the shop in Extra Chapter 2.
-
- 54/88 - The profile for Seung Mina is available. Complete Arcade Mode with Seung Mina.
-
- 55/88 - The weapon demonstration for Seung Mina is available. In Weapon Master Mode, purchase in the shop in Subchapter 1.
-
- 56/88 - A new costume is available for Seung Mina. In Weapon Master Mode, purchase in the shop in Subchapter 2.
-
- 57/88 - The profile for Yoshimitsu is available. Complete Arcade Mode with Yoshimitsu.
-
- 58/88 - The weapon demonstration for Yoshimitsu is available. In Weapon Master Mode, purchase in the shop in Subchapter 1.
-
- 59/88 - The profile for Charade is available. Complete Arcade Mode with Charade.
-
- 60/88 - The weapon demonstration for Charade is available. In Weapon Master Mode, purchase in the shop in Subchapter 1.
-
- 61/88 - The profile for Cervantes Complete Arcade Mode with Cervantes.

is available.

62/88 - The weapon demonstration In Weapon Master Mode, purchase in the
for Cervantes is available. shop in Subchapter 1.

63/88 - Extra Arcade Mode has been Complete Arcade Mode.
added.

64/88 - Extra VS Battle Mode has Complete Extra Arcade Mode.
been added.

65/88 - Extra Time Attack Complete Chapter 5, Stage 1
(Standard) Mode has been
added.

66/88 - Extra Time Attack Complete Chapter 9, Stage 4
(Alternative) Mode has
been added.

67/88 - Extra Time Attack Complete Extra Chapter 1, Stage 1
(Extreme) Mode has been
added.

68/88 - Extra Survival (Standard) Complete Chapter 6, Stage 5
Mode has been added.

69/88 - Extra Survival Complete Subchapter 4, Stage 3
(Death Match) Mode has
been added.

70/88 - Extra Survival Complete Extra Chapter 2, Stage 2
(No Recovery) Mode has
been added.

71/88 - Extra Team Battle Mode Complete Subchapter 1, Stage 1
has been added.

72/88 - Extra VS Team Battle Mode Complete Extra Team Battle Mode.
has been added.

73/88 - Extra Practice Mode has Complete Chapter 1, Stage 1
been added.

74/88 - Art Gallery (Hi-Res) is In Weapon Master Mode, purchase in the
available for viewing. shop in Chapter 5.

75/88 - Art Gallery (Illustration) In Weapon Master Mode, purchase in the
is available for viewing. shop in Chapter 6.

76/88 - Art Gallery (Special) is In Weapon Master Mode, purchase in the
available for viewing. shop in Chapter 7.

77/88 - Battle Theater is In Weapon Master Mode, purchase in the
available for viewing. shop in Chapter 2.

78/88 - Weapons Gallery is In Weapon Master Mode, purchase in the
available for viewing. shop in Chapter 1.

79/88 - Weapon Master Opening is Beat Chapter 10, Stage 3
available for viewing.

80/88 - Weapon Master Ending is available for viewing.	Beat Chapter 10, Stage 3 (Extra)
81/88 - Opening (Home Vers.) is available for viewing.	Play Extra Survival (No Recovery) Mode 5 times -or- defeat 30 or more opponents in one run.
82/88 - Opening (Arcade Vers.) is available for viewing.	Play Extra Time Attack (Extreme) Mode 5 times -or- finish it.
83/88 - Ending (Arcade Vers.) is available for viewing.	In Weapon Master Mode, purchase in the shop in Extra Chapter 2.
84/88 - Hwangseo Palace/Phoenix Court is selectable.	Complete Chapter 7, Stage 2
85/88 - Lakeside Coliseum is selectable.	Complete Chapter 1, Stage 3
86/88 - Money Pit/Top Tier is selectable.	Complete Chapter 4, Stage 1
87/88 - Egyptian Crypt is selectable.	Complete Chapter 8, Stage 5
88/88 - Labyrinth is selectable.	Complete Chapter 6, Stage 6

6. Acknowledgements

This FAQ would not have been possible without the following:

First off, I would like to thank the Namco for the awesome Soul Calibur II!

I would also like to thank Felix M.C. Li's site for some tips on how to get two of the collection pages I was missing. Unfortunately, since his info was for the PS2 version, so I had to improvise.

The gamefaq.com message boards were also of some help, although sifting through all the posts was a pain!

Thanks also goes out to the following people for helping me correct any mistakes in this FAQ.

minds pork
Marciano R.

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