

# Soul Calibur II Weapon Master Mode Walkthrough

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Soul Calibur II Weapon Master Walkthrough  
For the Nintendo Gamecube  
Version 1.0 (Last Updated 11/29/03)  
By BMXPro

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## TABLE OF CONTENTS

- I. Version History
- II. Controls
- III. Weapon Master Mode
  - A. Chapter 1: Regulus
  - B. Chapter 2: Thuban
  - C. Chapter 3: Benetnasch
  - D. Subchapter 1: Schedar
  - E. Chapter 4: Mizar
  - F. Chapter 5: Altair
  - G. Chapter 6: Aldebaran
  - H. Chapter 7: Rigel
  - I. Chapter 8: Merak
  - J. Subchapter 3: Pollux
  - K. Chapter 9: Algol
  - L. Chapter 10: Antares
- IV. Extra Weapon Master
- V. Levels
- VI. Characters
- VII. Weapons
- VIII. Shops
- IX. Unlockables
- X. Special Thanks
- XI. Copyright Notice
- XII. Contact Information

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## I. Version History

Version 1.1(11/29/03)- Finished Weapon Master Mode. Added a lot of sections: a copyright section, contact information, special thanks, and levels.

Version 1.0(10/4/03)- First Walkthrough.

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## II. Controls

The defaults are easily learned. The A button is used for Horizontal Attacks, denoted by the notation [A], the B button is used for guarding, denoted by the notation [G], the X button is used for kicking, denoted by the notation [K], and the Y button is used for Vertical Attacks, denoted by the notation [B]. The Control Stick and Control Pad both move you around the arena.

The aforementioned notation is used in the Command List in Practice Mode to tell you the combinations for certain moves. When the inside of a symbol has the white taken out of it, it means to hold the button instead of pressing it.

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### III. Weapon Master Mode

You may now choose a name for your character. The character used in this walkthrough will be known as REQUIEM.

#### Introduction

Chosen by history, a man becomes a warrior. Engraved into history, a warrior becomes a hero.

-Song by a 14th century troubadour

Transcending history and the world, a tale of swords and swords eternally retold

-Anonymous

Countless legends surround a sword known as Soul Edge. Some claim it to be the ultimate weapon. Others refer to it as the Sword of Heroes; a phantom sword with immeasurable power of the spirits; the key to eternal youth; a treasure without equal; a panacea to cure all illnesses.

Although various folklore of Soul Edge spread across the world, its true nature was unmistakably evil. It was a demonic sword that fed on human souls.

The sword, born from human hands, came to life and began devouring souls after bathing in human blood countless times. Around the same time, a spirit sword called Soul Calibur mysteriously appeared, almost as if to answer the call of the evil blade.

The two swords clashed many times throughout the centuries, but these strifes were never etched into history, for no one knew...

All throughout history, men have craved adventure. Human qualities such as greed, curiosity and questing minds are intimately interwoven with history and drive it onward.

Men saw Soul Edge as the ultimate prize. Rumors surrounding the demonic sword passed from person to person, tempting those who heard its stories.

This era was inundated with clashes and battles of warriors who roamed the lands in their quest for Soul Edge. It was a world where any desire could be realized with enough strength and will.

The story is about to unfold is of one such warrior.

This is your tale of souls and swords...

#### Tutorial

##### Command Menu

In Weapon Master Mode, press START to open up the Command Menu. Various controls such as character and weapon changes can be performed in the Command Menu.

## Mission

It is possible to change the selected character in Weapon Master Master Mode. The character you choose is up to you. Select a character that is most appropriate for the mission to ease your quest, or for an additional challenge, select a character that is least favorable for the mission.

## Acquiring Weapons

One of the challenges in Weapon Master Mode is collecting the bounty of different weapons in your possessions. Moreover, you can use the weapons you collected in the Extra Modes.

## Hidden Extras:

There are numerous secret features in Weapon Master Mode, but it is up to you to find them. Good luck!

## A. Chapter 1: Regulus- Regulus Proving Grounds

### Introduction:

You stood before the entrance to the Proving Grounds in the land of Regulus, famous for its skilled swordsmen. You predicted that your journey to find the legendary ultimate sword, Soul Edge, would likely be a difficult one. Therefore, you traveled to Regulus in order to polish your fighting skills before setting off on your quest.

After passing through the gate, you found a man standing before you, blocking your path.

'Halt, you who seek mastery of the way of the warrior. We have no interest in those who lack potential. First you must prove your worth!'

It seemed you had to fight this man to prove your strength and determination. Seeing you take hold of your weapon without a moment's hesitation, the man grinned and said, 'Well, looks like we've got a lively one here. Good! I think this one's got some promise!'

### Stage 1: Proving Grounds

Arena: Lakeside Coliseum (barred)

Objective: Clear all the exercises!

Game's Difficulty: 1/5

My Difficulty: 0/10

### Introduction:

'I sense your determination...I'm impressed.' After a few bouts, the man said this to you and patted your shoulder lightly. You've been accepted into the Regulus Proving Grounds!

Your training began the next day. It seemed that the man who tested you, EDGAR, was also to be your trainer.

'We'll start with the basics.'

Taking your weapon in hand, you waited for EDGAR's next words.

### Battle:

REQUIEM vs. <EDGAR>- Mitsurugi

[Rank] Samurai of the Fire

[Weapon] Shishi-Oh

'Press [A] to perform a Horizontal Attack. Try hitting me with it!'

\*after Horizontal Attack\*

'Horizontal attacks are useful against circling enemies. Learn them well!'

'Press [B] to perform a Vertical Attack. Now try attacking me with it.

See if you can hit me!'

\*after Vertical Attack\*

'A vertical attack is good for countering your opponent's Horizontal Attack.'

'Press [K] to perform a Kick. Now try hitting me with one!'

\*after Kick\*

'Most kicks are quick attacks. They are good for catching your opponent off-guard.'

'Press [G] to guard against your opponent's attacks. I'm going to attack you now. Let's see you guard!'

\*after you guard\*

'You can't win the battles if you can't defend against attacks! It's not flashy but it's critical to master.'

'You can run by holding down the Control Pad. You can move about freely on you get used to it. Try running around!'

\*after you move around for a while\*

'By running around, you can adjust the distance to your opponent as well as dodge attacks.'

'Press [A] + [G] or [B] + [G] to throw your opponent! Don't forget that it only works in close range though. Try throwing me!'

\*after throw\*

'It's always a good idea to try throwing your opponent whenever you are close.'

'Next up is Guard Impact. This one is a bit tricky. First, I'll show you how it's done. Okay, give me your best shot.'

\*after you attack\*

'You can repel or parry the opponent's attacks by pressing [G] with right or left.'

'Now it's my turn to attack. Show me that you can pull off a Guard Impact! Be careful of the timing!'

\*after you Guard Impact\*

'If you successfully Guard Impact an attack, you will have a significant advantage.'

'Last lesson is the Soul Charge! You can gather your strength by pressing [A] + [B] + [K]. Now, show me your strength!'

\*after Soul Charge\*

'Soul Charge increases the strength of your attacks. I'm a big fan of it, myself. Show me how well you can use it!'

\*after any attack\*

'Very good. You've passed my test. Here's a little something in recognition.'

Experience: 400

Gold: 600

Special Feature: Extra Practice Mode

Level Unlocked: Bulwark Ruins

Summary: This is a good place to learn the basics. Go into Practice mode afterwards to get better with combos and such, as you'll be using what you learn from there throughout Weapon Master. You shouldn't have any trouble here.

Stage 2: Bulwark Ruins

Arena: Xiwei Siege Ruins

Objective: Utilize all that you learned to defeat all the enemies!

Difficulty: 1/5

My Difficulty: 1/10

Introduction:

Having completed your basic training, you traveled with EDGAR to the advanced proving grounds of the Bulwark Ruins.

After half a day's walk, you arrived at a crumbling rampart.

'This defensive wall was created during a war here in Regulus. At that same time, this proving ground was built to train the soldiers. Our predecessors claimed victory using the skills they honed in this place. Today, we train here with diligence to honor that history.'

EDGAR stopped walking and gazed up at the wall, speaking to no one in particular.

'But pathetically, there are many who cannot handle the training and leave satisfied with their half-learned skills, only to lead lives as bandits and thieves. Hmm...Looks like they've come out to welcome us.' You, too, were aware of the three figures that watched you from a distance. Grinning, EDGAR turned to you and said, 'I bet it's been a while since you've had a chance to just go wild and show off what you've got. With your training, these guys shouldn't pose any threat to you. We'll just call this part of our training, too.'

Battle:

REQUIEM vs. Kilik

[Rank] Xianghua

[Weapon] Maxi

Experience: 400

Gold: 900

Level Unlocked: Warrior's Trial Grounds

Summary: These opponents shouldn't hassle you at all. If you've practiced in Practice Mode and still can't do it, consider buying another weapon for the character you're using (consult the Weapons section to see effects of each weapon).

Stage 3: Warrior's Trial Grounds

Arena: Lakeside Coliseum

Objective: Overcome the enemy to clear the trial!

Difficulty: 1/5

My Difficulty: 1/10

Introduction:

After much rigorous training at the Regulus Proving Grounds, it was time for your final challenge. If you succeeded in passing this test, you would be recognized as a full-fledged warrior.

The test consisted of combat between the disciples themselves. There were no restrictions or special conditions--only those who made good use of what they'd learned and arose victorious would pass the test. It would be a test of all your training.

Attempting to control your rapidly beating heart, you stepped into the aren. Your opponent was already waiting for you.

'I've been watching your progress for quite some time. You're a worthy opponent for my final test.' Saying this, your opponent readied his weapon. 'I'll be fighting with everything I've got I expect no less from you!'

Battle:

REQUIEM vs. <LEON>- Opponent from the Destined Battle of Arcade Mode  
[Rank] Emperor of the Irion  
[Weapon] 1st weapon of the opponent

Experience: 400

Gold: 1500

Chapter Unlocked: Thuban

Level Unlocked: Thuban Ferry

Special Feature: Lakeside Coliseum stage unlocked

Summary: Simply straightforward. Just go into Practice mode if you have trouble.

## B. Chapter 2: Thuban (The Journey Begins)

Introduction:

'If you're in the search for Soul Edge, you should head east. Past the land of Thuban lies the free city of Benetnasch, with its never-ending flow of people. Perhaps you can gather information there.'

Following EDGAR's advice, you set off toward the west. You did not know if you would really find information about Soul Edge in Benetnasch or not, but it was better than wandering aimlessly.

You turned to look back just once.

'You win, this time,' said LEON after the battle, 'but I'll catch up to you soon. Tomorrow, I'm going to take the test again. Oh, and I've heard you're searching for the Soul Edge. If that's the case, then we'll surely meet again. It seems we're rivals with the same goal. I'm looking forward to our next encounter.'

You faced forward again and began to walk. Your journey had just begun.

Stage 1: Thuban Ferry

Arena: Imperial Capital Ayutthaya

Objective: Land 20 hits on the enemy and survive the round! You may also ring out the opponent.

Difficulty: 1/5

My Difficulty: 2/10

Introduction:

You found your path blocked by the great Thuban River. Following the river in search of a place to cross, you soon came upon a ferryboat crossing. You immediately headed for the pier, but it appeared to have

been abandoned for some time and there was no one else around.

Fortunately, there was still a boat remaining, but as you prepared to launch it into the water, a human figure appeared before you. He claimed ownership of the boat and demanded that you give him all the money you had in exchange for the right to cross.

He was obviously a bandit preying on travelers in the area. You sighed and drew your weapon. If you hit him a few times, odds are he'd just give up and run away.

Battle:

REQUIEM vs. Voldo

[Rank]

[Weapon]

Experience: 500

Gold: 500

Level Unlocked: Village of Arche

Summary: If you're having trouble with this section, try using Raphael's Triple Botta in Tempo (-> [B] [B] [B]) multiple times for a cheap win.

You can also try Talim's Salisi Razor ([B] [B] [K]) with a couple of kicks (-> [K] [K] [K]...). Swift Espada ([A] [A] [B]) can also help you.

Stage 2: Village of Arche

Arena: Village of Wind

Objective: Strong gusts constantly push you and prevent you from stopping at the edge of the stage. Defeat the enemy under this condition!

Difficulty: 1/5

My Difficulty: 1/10

Introduction:

After crossing the Thuban River and heading east, you came upon a small village. Judging from the fishing nets hanging dry in the sun, this was a fishermen's village.

A commotion in the village square piqued your interest, so you headed over to take a look. There you found the young people of the village engaged in a test of strength.

They fought one-on-one on a wooden scaffold. A champion eventually emerged, but just when you thought the hubbub would subside, the crowd's excitement grew.

You looked around to find the source of the commotion only to realize that you were the cause. The villagers had learned that you were from Regulus.

They pushed you up onto the scaffolding without giving you a chance to speak. You found yourself facing the young champion. You didn't notice when you were down the ground, but up on the scaffolding, the wind was strong--it threatened to blow you off the platform at any given moment.

Battle:

REQUIEM vs. Yunsung

[Rank]

[Weapon]

Experience: 500

Gold: 800

Level Unlocked: Minkar Mine

Summary: The Village of Arche's high winds may be a problem for you. Remember that ring outs are a lot easier in these types of stages, so hit the enemy with your strongest attacks and hope for the best.

Stage 3: Minkar Mine

Stages: Labyrinth oriented.

Objective: Navigate through the enemy-infested dungeon and defeat the boss!

Difficulty: 2/5

My Difficulty: 1/10

Introduction:

Having defeated the hero of the village, you expected to be torn apart by the crowd, but instead, they seemed genuinely impressed. Even the young man you defeated praised your Regulus-trained fighting skills.

You quickly made friends with the straightforward, honest villagers. But it seemed they had a problem. The mine upstream was poisoning the river and killing the fish. They were planning to send people to speak with the miners, but the miners were a violent group, and the river people had no choice but to prepare for the possibility of a fight.

Having come to like these people, you soon found yourself agreeing to help them. As expected, the negotiations did not go well. The miners immobilized the villagers with poison and forced them out of the mines. Due to the poison, however, they couldn't even make it back to their village.

Fortunately, it seemed you had not drunk very much of the poison. You infiltrated the inside of the mine. You needed to get the antidote to save the villagers, even if you had to take it by force.

Map:

[']- Starting point  
[1]- Battle 1  
[2]- Battle 2, etc.  
[\*\*] or [^^]- Boss

```
[']=[1]=[2]
    |||
    [^^]
```

1st Battle [1]:  
REQUIEM vs. Taki  
[Rank]  
[Weapon]

Experience: None  
Gold: 100  
Summary: Straightforward.

2nd Battle [2]:  
REQUIEM vs. Maxi  
[Rank]  
[Weapon]



Experience: None  
Gold: 100  
Summary: Straightforward.

BOSS [\*\*\*]:  
REQUIEM vs. <CHEROT>- Yoshimitsu  
[Rank] Chief of Minkar  
[Weapon] Zantetsuken

Experience: 400  
Gold: 1600  
Chapter Unlocked: Benetnasch  
Stage Unlocked: Carnival  
Special Feature: Yoshimitsu unlocked.  
Summary: The boss may give you a bit of difficulty. Just know that Yoshimitsu likes to delay some of his attacks, making guarding tedious.

### C. Chapter Three: Benetnasch (The Restless Benetnasch)

#### Introduction:

Their boss defeated in front of their eyes, the miners looked as though they would attack at any moment, but CHEROT stepped forward and silenced them.

'You idiots! JUst how much more do you plan to embarrass me today?'

He promised to provide an antidote to the fishermen and agreed to discuss the situation. Your mission to mediate their dispute was a complete success. The rest was up to them.

It seemed CHEROT took quite a liking to you. Even as you hurried to leave, he practically dragged you back and insisted that you and the people of the fishermen's village join with him in a feast.

The next morning, you bid farewell to everyone and headed out east through the opposite side of the mine. After traveling for some time, you eventually caught sight of Benetnasch in the distance and could feel the change in the atmosphere. The performers and travelers on the road increased in number, and you could hear the voices of peddlers above the noise of the crowd. It was clear that Benetnasch was a thriving, bustling city.

Stage 1: Carnival  
Arena: Hwangseo Palace/Phoenix Court day.  
Objective: You cannot hold your footing at the edge of the stage.  
Defeat the enemy with a ring out!  
Difficulty: 2/5  
My Difficulty: 1/10

#### Introduction:

You've been surrounded by crowds ever since entering Benetnasch. Listening to the conversations around you, you learned that today was the day of the monthly carnival. You decided that it would be best to just relax and enjoy the festivities.

After a little while, you heard excited shouts from up ahead. Stopping to take a look, you saw a lone puppeteer crying out in frustration. A

crowd of people had gathered to watch the out-of-control mechanical puppets.

With the huge crowd in the way, you couldn't even pass through the area. Seeing no other choice, you stepped forward to put an end to the rampaging puppets. The noise of the crowd increased as people began to place bets.

'W-Wait, please! Those are custom made puppets I ordered all the way from Schedar! Please don't wreck them!'

The puppeteer pleaded with you desperately. You sighed and thought up a ring.

Battle:

REQUIEM vs. Charade

[Rank]            Random Weapon

[Weapon]

Experience: 700

Gold: 1000

Levels Unlocked: Talitha Gambling Den and Diphda Temple

Special Feature: Charade unlocked.

Summary: Somewhat like the Village of the Arche, this battle should be quite easy to win. Work on ring outs in Practice mode if you have trouble. Link's Arm Twist (Approach enemy [A] + [G]) and Piggyback Throw (Approach enemy from the left [A] + [G] or [B] + [G]) are useful here.

Stage 2: Talitha Gambling Den

Arena: Lakeside Coliseum (barred)

Objective: Receive heavy damage when knocked against the ground or wall.

Defeat the enemy under this condition!

Difficulty: 2/5

My Difficulty: 1/10

Introduction:

You found yourself standing before a small arena. Judging from the sight of smiling women and frustrated, tearful men, it appeared that they were holding gambling battles.

In no particular need of funds, you planned to simply pass on by, but then a familiar voice called out to you.

'Long time no see. How's it going?'

Turning around, you saw that LEON was there. He must have succeeded in passing the final test after you left. You felt somewhat nostalgic as you recalled your memories of Regulus.

When asked if you had found out anything about Soul Edge, you shook your head. LEON looked disappointed, but quickly cheered up and said. 'I see. Neither have I. Hey, as long as we're here, how about a match? It's been a while since our last one. It seems this ring is booby-trapped with a few tricks, but it shouldn't be any big deal!'

The sound of cheers and groans erupted from behind you. It seemed the previous match had just ended.

Battle:

REQUIEM vs. <LEON>- Same as last time.

[Rank] Emperor of the Irion

[Weapon]

Experience: 700

Gold: 1000

Level Unlocked: Benetnasch Harbor

Summary: Remember that Vertical attacks will help with knocking LEON down. Attacks that knock LEON against the wall are sparse, but Link's Double Spin Slash (<- [B] [A]; A can be held for more damage) and Raphael's Enveloping Stocatta (v(down) </((diagonal down left) <- [B]) can knock the opponent onto the ground and into the wall.

Stage 3: Diphda Temple

Arena: Eurydice Shrine Gallery

Objective: Throws are more effective. Defeat the enemy!

Difficulty: 2/5

My Difficulty: 2/10

Introduction:

Traveling through the foothills on the path to the temple atop the mountain overlooking Benetnasch, you stopped to rest at a tavern along the way.

'A tavern at the entrance to a temple, that's just like this city,' you thought to yourself as you opened the door.

Upon seeing the inside, you gave a wry smile. It seemed that the temple itself was running the bar. Acolyte priests scurried back and forth serving loud, rambunctious customers. You sat down at a small table and tried to relax, but a fight began brewing right beside you. A man carrying an enormous amount of luggage was surrounded by a group of drunks. You'd planned to avoid trouble, but then their leader kicked your table out from under you. It wasn't your style to just keep quiet after such treatment. You drew your weapon and dragged him outside.

The man with the luggage took advantage of this chance and quickly disappeared. Your opponent, perhaps cowed by your aggressiveness, held back and maintained a defensive posture. This called for extensive use of throws.

Battle:

REQUIEM vs. Raphael

[Rank]

[Weapon]

Experience: 700

Gold: 500

Subchapter Unlocked: Schedar

Stage Unlocked: Stone Temple

Summary: Don't bother with normal attacks. The likelihood is that the opponent will Guard Impact or guard against them, so just follow the instructions and throw Raphael around.

Stage 4: Benetnasch Harbor

Arena: Pirates' Alcove

Objective: The enemies' weapons have poison, so you will go numb if you are damaged! Defeat all of the enemies under this condition!

Difficulty: 2/5

My Difficulty: 3/10

Introduction:

The port at Benetnasch was a very busy place in the evening. The city's comcece was built around the port, as the ships arriving and leaving carried goods for trade. Shops crowded the streets, and the bars were full of ships' crews and those who would do business with them.

Having spent the day wandering around the port, you too headed for an inn for a hot meal and a room for the night.

You awoke in the night shivering from the cold. Your head throbbed. There was a large bump on the back of your head. You quickly surveyed your surroundings, and it was clear that you were no longer in your room at the inn.

It appeared to be the inside of a ship. You'd been sold away as a slave! It seemed your food had beend rugged. The inn must have had a 'business agreement' with some of the ships. Your weapon had of course been taken away. It wasn't like you to let your guard down like that. Now, you had to find a way off the ship before it set sail.

Fortunately, thanks to your training at Regulus, you were still a threat even without a weapon. After ramming down the door with your shoulder, you recovered your weapon from the crew and ran for the pier. Unfortunately, they weren't going to let you get away that easily.

Battle:

REQUIEM vs. Maxi <ALFRED>- Cervantes  
[Rank] Ivy King of Pirates  
[Weapon] Voldo Firangi

Experience: 800

Gold: 2500

Chapter Unlocked: Mizar

Stage Unlocked: Al Gieba Ruins

Special Feature: Cervantes unlocked.

Summary: This stage will probably give you a bit of difficulty. Earlier combos mentioned for Talim, Link, and Raphael may help you, but this is a gret time to learn command lists for your best characters. Good luck!

D. Subchapter 1: Schedar (Sacred Treasure)

Introduction:

As you walked along the mountain path leading from Benetnasch to Schedar, you came to understand just why it was that so few people used that passage--it was little more than animal trail. You made your way south down the path, suffering nicks and scratches from the thick foliage.

You learned of this shortcut from the man with all the luggage in the bar at the entrance to Diphda Temple. After the fight, he reappeared and told you about it to show his thanks.

Schedar was well known among adventurers. An ancient civilization that vanished long ago left behind countless ruins in the area, and even in the present time there was still a never-ending flow of travelers visiting Schedar in search of knowledge and treasure. The man explained

excitedly that he had discovered a new ruin that no one had seen yet. He had returned to Benetnasch to gather for supplies for exploring it when he got involved in the trouble at the bar. In recognition of his debt to you, he revealed his secrets.

As you continued along the path, you eventually came upon a half-buried ruin.

Your heart began to beat faster.

Stage 1: Stone Temple

Arenas: Labryinth oriented.

Objective: Navigate through the booby-trapped dungeon and defeat the boss!

Difficulty: 4/5

My Difficulty: 5/10

Stages: Labyrinth

Introduction:

You had been searching for the entrance to an old stone temple. You'd heard that no one had ever gone inside it before, but there were clear signs that people had been inside already. In other words, your chances of encountering scavengers inside the ruin were high. Valuable artifacts were found often in these sorts of ruins, thus there were always treasure hunters milling about.

It was resonable to assume that, for the sake of protecting what they dug up, they would attack first and ask questions later. That's how valuable the relics of Schedar were. If you were going to make it back out alive, you'd have to keep your guard up. You spent a few moments peering into the entrance, but soon steeled yourself and stepped inside.

Map:

```
[7]=[8]=[9]
|||      |||
[6][11]=[10]=[14]=[15]
|||      \\\      ||||
[5]=[12]=[13]      [16]=[17]
|||      ||||
[4]      [18]
|||      ||||
[3]      [19]
|||      ||||
[']=[1]=[2]      [**]
```

1st Battle [1]:

REQUIEM vs. Berserker (half-health)

[Rank]

[Weapon]

Experience: None

Gold: 100

2nd Battle [2]:

REQUIEM vs. Berserker (half-health)

[Rank]

[Weapon]

Experience: None

Gold: 100

3rd Battle [3]:

REQUIEM vs. Berserker (half-health)

[Rank]

[Weapon]

Experience: None

Gold: 100

4th Battle [4]:

REQUIEM vs. Berserker

[Rank]

[Weapon]

Experience: None

Gold: 100

Conditions: Receive heavy damage if knocked onto ground.

5th Battle [5]:

REQUIEM vs. Berserker

[Rank]

[Weapon]

Experience: None

Gold: 100

6th Battle [6]:

REQUIEM vs. Berserker

[Rank]

[Weapon]

Experience: None

Gold: 200

7th Battle [7]:

REQUIEM vs. Berserker (half-health)

[Rank]

[Weapon]

Experience: None

Gold: 200

8th Battle [8]:

REQUIEM vs. Berserker

[Rank]

[Weapon]

Experience: None

Gold: 200

Conditions: You gradually recover health.

9th Battle [9]:

REQUIEM vs. Berserker (half-health)

[Rank]

[Weapon]

Experience: None

Gold: 200

10th Battle [10]:

REQUIEM vs. Berserker (half-health)

[Rank]

[Weapon]

Experience: None

Gold: 300

11th Battle [11]:

REQUIEM vs. Berserker

[Rank]

[Weapon]

Experience: None

Gold: 200

Conditions: You gradually recover health.

Special Feature: Reiterpallasch, a weapon for Raphael, unlocked.

12th Battle [12]:

REQUIEM vs. Berserker

[Rank]

[Weapon]

Experience: None

Gold: 200

13th Battle [13]:

REQUIEM vs. Berserker (half-health)

[Rank]

[Weapon]

Experience: None

Gold: 200

14th Battle [14]:

REQUIEM vs. Berserker

[Rank]

[Weapon]

Experience: None

Gold: 300

Conditions: Only Berserker's weapon can be seen.

15th Battle [15]:

REQUIEM vs. Berserker (half-health)

[Rank]

[Weapon]

Experience: None

Gold: 300

16th Battle [16]:

REQUIEM vs. Berserker (half-health)

[Rank]

[Weapon]

Experience: None

Gold: 300

17th Battle [17]:

REQUIEM vs. Berserker

[Rank]

[Weapon]

Experience: None

Gold: 300

Conditions: You gradually recover health.

Special Feature: Side Harpe, a weapon for Talim, unlocked.

18th Battle [18]:

REQUIEM vs. Berserker

[Rank]

[Weapon]

Experience: None

Gold: 300

19th Battle [19]:

REQUIEM vs. Berserker (half-health)

[Rank]

[Weapon]

Experience: None

Gold: 300

BOSS [\*\*]:

REQUIEM vs. <S.GUARDIAN>

[Rank] Phalanx of the Lion

[Weapon] Battle Ax

Experience: 1100

Gold: 1000

Conditions: Consistent earthquakes. Crouch or jump to avoid.

Special Feature: Extra Team Battle

Summary: The last couple of battles are actually somewhat difficult, but you shouldn't have much trouble if you've been practicing in some of the other modes in Soul Calibur II.

E. Chapter 4: Mizar (The First Gate)

Introduction:

After creating quite a stir at the port, you decided to leave the city before the situation grew worse.

After making off with a small boat and paddling out onto the lake, you glanced back at Benetnasch behind you. Despite the number of people there, you weren't able to track down any information about Soul Edge.

In the midst of the morning fog, the growing sound of voices drifted out from the city. It sounded like it would be another busy day in Benetnasch.

You continued a ways further on the lake, but it was obvious that this dinghy would not be able to carry you all the way across. After stepping back on shore, you learned that you were now in a place called Mizar. According to the locals, a large gate lay to the east, and passing through it required the permission of the guards. You began to grow anxious and frustrated. Not only had you not found any leads to Soul Edge, but now it appeared you could not even travel freely across



the land.

It was then that you truly realized just how difficult the quest for Soul Edge was.

Stage 1: Al Gieba Ruins

Arena: Money Pit/Top Tier

Objective: Force the bomb off onto the enemy with your attacks!

You win if the enemy has the bomb when the timer runs out.

Difficulty: 2/5

My Difficulty: 2/10

Introduction:

One day, as you searched for information on Soul Edge, a stranger approached you.

'Hey, you, I've heard you're looking for Soul Edge. No need to be wary, I'm not a threat. And I just might be able to help you out a little, my friend.'

The man walked away and disappeared into a nearby ruin. You hesitated for a bit, but eventually decided to follow him. Despite the risk of it being a trap, it was also the first promising lead you'd found so far.

'Took you long enough. Anyway, let's talk.'

The man explained that he was working for a knight by the name of VERAL. He, too, was seeking Soul Edge. VERAL had a number of underlings like this man, and he wanted you to join them. It seemed that rumors of your fighting ability had spread from Regulus and Benetnasch.

'But when I came all the way out here to recruit you, I find that you are trying to acquire Soul Edge as well! That's not going to work, my friend. That's not going to work at all!'

The man proceeded to pull some bombs from his pocket as he shot you a maleficent glance.

Battle:

REQUIEM vs. <HOBB>- Assassin

[Rank]        Servant of Veral

[Weapon]     Assassin Weapon

Experience: 800

Gold: 1200

Level Unlocked: Windmill

Special Feature: Money Pit/Top Tier stage unlocked.

Summary: This may take a couple of tries, but attacking quickly and firmly will help you achieve victory.

Stage 2: Windmill

Arena: Village of Wind

Objective: Your health is low. Defeat all the enemies under this condition!

Difficulty: 3/5

My Difficulty: 5/10

Introduction:

You hid atop a large windmill in order to rest. A few hours earlier, you had entered the nearby forest not knowing it was the territory of a gang of bandits, and were caught in a trap designed to stop intruders. Fortunately, you managed to destroy the trap and escape before they arrived, but you needed time to recover your strength.

Emerging out of the forest, you happened upon the windmill. It made a good spot from which to keep watch on possible pursuers. After hiding out there for a while, you eventually spotted a figure approaching. It was clear that it was one of the bandits, searching for whomever had destroyed their trap.

You lacked the strength for a real fight--you'd have to make a surprise attack. You waited in silence as the figure approached, then leapt out and struck!

Battle:

REQUIEM(half-health) vs. Yoshimitsu

[Rank] Taki

[Weapon]

Experience: 800

Gold: 1200

Level Unlocked: Merope Monastery

Special Feature: Double Crescent Blade, a weapon for Talim, unlocked.

Summary: The only thing difficult about this mission is that your health is low. The difficulties of the opponents are relatively easy, and your health is recovered by about a quarter of your maximum after you defeat Yoshimitsu. Good luck!

Stage 3: Merope Monastery

Arena: Ostrheinsburg Chapel

Objective: The timer increases with each enemy you defeat. Defeat all the enemies before time runs out!

Difficulty: 3/5

My Difficulty: 5/10

Introduction:

You left the windmill behind and headed north. You had interest in one of the legends of the area, the Merope Monastery, said to hold 'the golden gate that leads to the land of the Edgemasters(remember this).'

You quickly found information about the Merope Monastery. It was a monastery that had once existed in northern Mizar and was now nothing but a ruin. But it was said that a group of zealots who gathered there considered the place as hallowed ground.

The monks turned out to be friendly, but the moment you mentioned the gate, their demeanor changed. You regretted your careles mistake and attempted to talk your way out of it, but they had already decided you must be a thief.

One of them ran off to warn the others while the remainder surrounded you. Even for you, taking on the entire monastery was out of the question.

You needed to take care of the group here before the others arrived. You took a quick count of the enemy. It was going to be a battle against time.

Battle:

REQUIEM vs. Yunsung

[Rank] Ivy

[Weapon] Mitsurugi

Astaroth

Nightmare

Experience: 800

Gold: 3000

Summary: Ring outs are the way to go here. Choose a characters that can ring out with throws or fast attacks. You gain 15 seconds each time you knock an opponent out.

Stage 4: Deserted Village

Arena: South France Mansion/Library

Objective: The enemies favor Vertical Attacks and armed with weapons that excel in [Guard] Breaks. Defeat all the enemies under these conditions!

Difficulty: 3/5

My Difficulty: 5/10

Introduction:

'Damn you! Filthy cowards! Give me back my weapon!' The voice of an old man rang out from a mansion in a long-since-deserted village. Passing through the area, you heard the voice and wondered what was going on.

Upon entering the dilapidated building, you saw a wounded old swordsman on his knees before two other warriors. One of the victors held the loser's weapon in his hands and grinned in satisfaction.

'It was you who said we would fight fair and square! It appeared that the old man had been tricked. The old was perhaps too honorable for his own good, but you couldn't stand this sort of cowardly act.

You decided to win back the old man's weapons and stepped in front of the two men. One of them reacted with alarm, but the other merely grinned. 'I don't know who you are, but you've just sealed your fate. We can't allow any witnesses to live. This will be a good opportunity to test my new weapon.'

Battle:

REQUIEM vs. Mitsurugi

[Rank] Raphael

[Weapon]

Experience: 900

Gold: 1200

Level Unlocked: Charon's Pass

Special Feature: Schweizer, a weapon for Raphael, unlocked.

Summary: Not much I can say. Just do your best and try to guard impact instead of guard, or don't guard at all.

Stage 5: Charon's Pass

Arenas: Egyptian Ruins-oriented.

Objective: Navigate through the booby-trapped dungeon and defeat the boss!

Difficulty: 3/5

My Difficulty: 5/10

Introduction:

Upon hearing that you wished to pass through the gate in Mizar, the man gave you some information.

'You're talking about Charon's Pass. LEANA resides there. She's a fair and just woman. She'd surely grant passage to someone like you.' The man explained that those with dark intentions in their hearts were not allowed through.

You followed the directions given by the old man and eventually arrived at the entrance to an underground passage. Was this Charon's Pass?

'You, who would pass through this place--for what purpose is your journey?' a woman standing at the entrance question you as you approached. You felt that lying to her would not be a good idea and chose to state honestly your quest for Soul Edge. 'Your desire is tainted with darkness. I am afraid I cannot you to pass. If you must insist, however, then show me the strength that lies within your heart. I will wait for you before the gate. Because if you truly possess a strong heart, your desire will not overcome you.' Leaving behind those cryptic words, the woman disappeared into the underground passage.

Map:

```

                [6]
                |||
                [5]=[7]=[**]
                |||
[']=[1]=[2]=[3]=[4]
```

1st Battle [1]:  
REQUIEM vs. Talim  
[Rank]  
[Weapon]

Experience: None  
Gold: 100  
Conditions: It's very icy. Watch your step!

2nd Battle [2]:  
REQUIEM vs. Xianghua  
[Rank]  
[Weapon]

Experience: None  
Gold: 100  
Conditions: Quicksand! Keep moving! Xianghua also gradually recovers health.

3rd Battle [3]:  
REQUIEM vs. Cassandra  
[Rank]  
[Weapon]

Experience: None  
Gold: 100  
Conditions: A ring of lava surrounds the field. Be careful not to get stuck there. Cassandra gradually recovers health.

4th Battle [4]:  
REQUIEM vs. Taki  
[Rank]  
[Weapon]

Experience: None  
Gold: 200  
Conditions: Taki gradually recovers health.

5th Battle [5]:  
REQUIEM vs. Ivy  
[Rank]  
[Weapon]

Experience: None  
Gold: 200  
Conditions: Ivy gradually recovers health.

6th Battle [6]:  
REQUIEM vs. Ivy OR Xianghua OR Cassandra OR Taki OR Talim  
[Rank]  
[Weapon]

Experience: None  
Gold: 300  
Special Feature: Acheron, a weapon for Cervantes, unlocked.

6th Battle [6]:  
REQUIEM vs. Cassandra OR Xianghua OR Ivy OR Talim OR Taki  
[Rank]  
[Weapon]

Experience: None  
Gold: 200  
Conditions: Opponent gradually recovers health.

BOSS [\*^\*]:  
REQUIEM vs. <LEANA>-Sophitia  
[Rank]       Paladin Knight of Charon  
[Weapon]     Omega Sword & Elk Shield

Experience: 1500  
Gold: 3000  
Conditions: Sophitia gradually recovers health.  
Chapter Unlocked: Altair  
Stage Unlocked: Nereid Gorge  
Special Feature: Sophitia unlocked.

F. Chapter 5: Altair (Spirit Sword)

Introduction:

You fought with all your might. There was no other response you could have made.

'I see that you have a strong heart. Nevertheless, the evil that the sword contains is powerful. You do not yet understand its danger. You are filled with the false dream of an ultimate weapon and cannot see the truth. I cannot let you pass.'

You were not able to pass the gate, yet you were now certain that you were close to reaching Soul Edge. It didn't feel like LEANA was lying. Soul Edge was real, but she also said that it was a terrible, cursed sword.

You would later come to accept the truth, and it would be only then that you truly closed in on Soul Edge.

After returning to the surface, you stopped and turned suddenly to get a better look at a man who passed you by. Wasn't that the man who had scouted you out before--the one looking for Soul Edge?

When you headed back to the gate, a terrible sight was waiting for you. The gate had been sliced in two with a single cut of a blade. There was no sign of the swordsman, only LEANA, lying collapsed on the ground. Without another thought, you immediately headed for the gate, but stopped short when you heard her voice.

'He seeks Soul Edge with a terrible darkness in his heart. Someone must stop him. Please, inform Altair. Tell them that the first gate has fallen. I know I can count on you. You must hurry...'

You soon stood at the entrance to Altair ready to face your own weakness.

'You must not yet let yourself be drawn to his power. For it would mean the loss of your own heart...'

Stage 1: Nereid Gorge

Arena: Imperial Capital Ayutthaya

Objective: Team up with the fort's soldiers and defeat all the enemies!

Difficulty: 3/5

My Difficulty: 5/10

Introduction:

You arrived at Nereid Gorge, the entranceway to Altair. Beyond the gorge lay Altair itself. You unconsciously quickened your pace. When you reached the other side, you heard shouts directed at you from the fort on the riverbank.

'Halt! Go no further if you wish to live!'

It appeared they were guarding the entrance to Altair.

You obeyed the warning and stopped. You shouted back that you were a friend bearing no intention of harm and request permission to proceed. After a short while, armed guards arrived and escorted you into the fort.

You explained that you came on behalf of LEANA and wished to enter Altair, but they seemed uncertain whether they should trust you. In the end, they locked you in a guest room in the fort. Later that same day, the situation suddenly changed. Unknown forces attacked the fort. You escaped in the confusion and joined with the fort's soldiers to fight off the intruders!

Battle:

RANDOM vs. RANDOM

RANDOM      RANDOM

REQUIEM      RANDOM

Experience: 900

Gold: 2100

Stage Unlocked: Paradise of Altair

Special Feature: Extra Time Attack (Standard) Mode unlocked

Summary: I'm pretty sure the random people on your side are those that you haven't played much with, so learn their command lists quickly for useful combos and vanquish the opponent!

Stage 2: Paradise of Altair

Arenas: Egyptian Ruins

Objective: You are your worst enemy...Defeat yourself!

Difficulty: 4/5

My Difficulty: 7/10

Introduction:

After siding with the soldiers and defeating the intruders, you received permission to enter Altair and left the fort. The city of Altair, said to be paradise on earth, was of a much simpler and plainer construction than you expected. The residents valued scholarship, and the whole city left you with the impression of a giant library.

You proceeded to the temple and conveyed LEANA's words to the priest.

'I had seen the thread of misfortune which clung to northern Mizar, but I never imagined that the gate itself had fallen...' The priest spoke with a look of great concern. He then faced you and said, "And she requested that you deliver this message yourself? I see, in other words, she saw in you the potential to take on the one who destroyed the gate.'

The priest pondered for a moment and then led you to the altar, saying he had something to give you. 'I'm sorry, but I cannot yet bring myself to trust you. Would you allow me to perform a small test? A test of your will...'

At the sound of the priest's words, an obviously hostile figure began to approach you!

Battle:

REQUIEM vs. Your character

[Rank]

[Weapon]

Experience: 900

Gold: 1400

Chapter Unlocked: Aldebaran

Stage Unlocked: Castle of the Dead

Special Feature: Soul Calibur (Evil), a weapon for Xianghua, unlocked.

Summary: Straightforward battle. Try your best!

G. Chapter 6: Aldebaran (The Second Gate)

Introduction:

Not merely pushed along by the flow of events, but rather of your own will, you began to walk forward. The gate allowed you to pass through

with ease.

'I apologize for deceiving you, but it was necessary.'

The Altair priest pointed to a sword as he spoke.

'What you overcame was your own self. You have proven the strength of your will. Now, take this sword. You have earned it.'

The sword was of a peculiar design. It was intricately decorated and its blade was split in two. It emitted a feeling of purity, yet at the same time, you could feel a darkness within it as well.

'That sword possesses powers of both good and evil...' The priest explained that Soul Edge lay sealed in the land to the east.

Furthermore, you learned that the sword you now held in your hands was in fact Soul Calibur, the spirit sword capable of defeated the cursed blade. But people's greed and ambition had weakened the seal, and the evil energy had finally invaded the core of the seal--the spirit sword itself. The guardians of the seal built the three gates to fortify the seal, and they worked to purify the spirit sword.

Everything had been fine for hundreds of years, but someone had destroyed one of the gates. If those bewitched by the cursed sword managed to get their hands on the weapon, the resulting devastation would be unfathomable.

And it seemed that you were one of the few people who had the potential to stop it.

'You will do fine. Believe in yourself. LEANA and I believe in you. The purification of the spirit sword is incomplete, but even so, it should prove useful.'

You turned your gaze upon the spirit sword. Perhaps this sword will become the key that leads you to Soul Edge.

Stage 1: Castle of the Dead

Arena: Xiwei Siege Ruins

Objective: Defeat the enemy within the time limit!

Difficulty: 3/5

My Difficulty: 5/10

Introduction:

Traveling east, you came upon the ruins of a castle. For a moment, you wondered if it too was the work of the knights, but it was clear that much time had passed since the castle fell into ruin. You entered the castle in order to get a view of the land ahead of you.

Looking out to the east from the top of the castle wall, you saw an ominous looking mountain range along the horizon beyond the flat plains. You wondered if perhaps that was the place that held Soul Edge.

In a hurry to be on your way, you crossed through the central garden and came face to face with a giant stone monument upon which was inscribed, 'Rest in peace, our brothers. Head to the



right and don not lose your way in the court of the dead.'

A field of graves, presumably of those who had lived in the castle, lay on the other side of the monument. Standing before the exit to the castle was a man clad in armor. It seemed he was the grave keeper. He drew his weapon and moved forward to ride the holy place of its intruder.

Battle:

REQUIEM vs. Berserker

[Rank]

[Weapon]

Experience: 1000

Gold: 800

Stage Unlocked: City of Nashira

Summary: The only thing that makes this battle difficult is that Berserker takes very little damage even with strong attacks. Ring outs are the way to go in this fight.

Stage 2: City of Nashira

Objective: The prize money doubles with each win. Gauge your strength and win the matches!

Arena: Lakeside Coliseum (unbarred)

Difficulty: 3/5

My Difficulty: From 1/10 to 8/10.

Introduction:

The history of the city of Nashira revolved around its combat arena, and it was known as a city of gamblers. The bustling townsfolk gave the place the feel of a miniature Benetnasch.

When you entered Nashira, it was another day of burly warriors seeking challengers and gamblers seeking riches. Perhaps you could find information about the knights here. You asked a young townsfolk for directions to the arena and made your way over to it.

Upon passing through the gate, a great cheer arose around you. You'd walked in through the entrance for new challengers! You stood cursing your luck as the onlookers stared at you, trying to size up your strength.

Battle:

REQUIEM vs. RANDOM, RANDOM, Lizardman, RANDOM, RANDOM

[Rank]

[Weapon]

Experience: 1000

Gold: 300, 600, 1200, 2400, 4800

Stage Unlocked: Seginus Temple

Summary: You have to beat at least one player before you can quit "trying your luck." The more people you try to defeat, the harder it becomes, but the more gold you get. Experience remains the same no matter how many people you defeat.

Stage 3: Seginus Temple

Objective: The enemy's weapon has the ability to Guard Break. Defeat the enemy under this condition!

Arena: Imperial Capital Ayutthaya

Difficulty: 3/5

My Difficulty: 3/10

Introduction:

As you left the temple at which you spent the night, the monk said to you, 'Be careful, traveler.' Someone in the area was ambushing passersby. Several skilled warriors from the arena at Nashira had already become victims. Was it the work of those you sought?

Thanking the monk for his warning, you headed out of the temple.

While walking along the path beside the river, a woman suddenly jumped out from the nearby bushes and blocked your path! She brandished a huge weapon disproportionate to her body. She wasn't one of the ones you saw in Mizar, but it was possible they'd added members to their ranks since then.

You had to be careful. It was clear that this woman was the one attacking travelers. She didn't look like she had any intention of holding a conversation--there was no choice but to fight.

Battle:

REQUIEM vs. <ARMA>- Seung Mina

[Rank] Halberdier of Seginus

[Weapon] Scarlet Thunder

Experience: 1000

Gold: 800

Stage Unlocked: Crytomeria Ridge, Siam Ruins

Special Feature Unlocked: Seung Mina unlocked.

Summary: Straightforward battle. Try your best!

Stage 4: Crytomeria Ridge

objective: Guard Impact the enemy's attacks!

Arena: Kaminoi Castle/Sakura-Dai Gate

Difficulty: 3/5

My Difficulty: 6/10

Introduction:

'If you follow this road, Master, it will lead you to Crytomeria Ridge.' After losing to you, ARMA vowed to mend her ways and stop attacking travelers. She began calling you 'Master.'

According to her, a famous warrior lived in Crytomeria Ridge. Several days ago, she saw a group of men head out to the ridge. You chose to follow their trail, but there was no one to be found at the ridge--only a dirt mound with a sword jutting out of it, surrounded by flowers. From the condition of the sword and dirt, it was clear that the grave was fresh. You realized that there had been a battle here. Yet if the man of the ridge was the one that was killed, who had placed these flowers?

'Don't move! Was it not enough to take my master's life?!' Turning around, you faced a swordswoman brandishing her weapon. You tried to explain, but she didn't listen. 'Silence! Listen up, dog of VERAL! You'd best not let down your guard just because I'm a woman! My toughness exceeded even that of my master, and I'll prove it!'

Faced with no other choice, you drew your weapon.

Battle:

REQUIEM vs. Cassandra

[Rank]

[Weapon]

Experience: 1200

Gold: 800

Summary: Two Guard Impacts or a Ring Out will do it for you. If you're not proficient with Guard Impacts, then go for a Ring Out.

Stage 5: Siam Ruins

Objective: The enemy's weapon absorbs life. Defeat the enemy under this condition!

Arena: Ostrheinsburg Chapel

Difficulty: 3/5

My Difficulty: 3/10

Introduction:

'This is the way to the underground passage, Master. But it is known as a filthy place, and everyone steers clear of it.' ARMA continued to consider herself your disciple. She was knowledgeable about the area, and according to her, an old underground passage lay just ahead.

You remembered the three gates you heard about in Altair. Perhaps this passage led to second one. After traveling for a while, the spirit sword suddenly began to resonate as if reacting to something. Wondering at this, you began to search for the location that caused the strongest response.

You soon arrived at an old ruin hidden on the opposite shore of the river not far from the path. 'I was surprised at first that someone like you would make it here, but I see now that you have Soul Calibur. What were the priests at Altair thinking?' The young man in the ruin spoke to you as he looked at the spirit sword in your hand. It appeared that you were not welcome.

'I know that you're nothing more than another fool in search of Soul Edge. Leave now,' he said as he pointed his weapon at you, 'or this place will be your grave.'

Battle:

REQUIEM vs. <BASTIAN>- Yunsung

[Rank] Guardian of the Empire

[Weapon] Ramdao

Experience: 1200

Gold: 800

Stage Unlocked: Underground Juno

Special Feature Unlocked: Extra Survival (Standard) Mode unlocked.

Summary: Straightforward battle. Try your best!

Stage 6: Underground Juno

Objective: Navigate through the enemy-infested dungeon and defeat the boss within the time limit!

Arena: Labryinth-oriented.

Difficulty: 4/5

My Difficulty: 6/10

BASTIAN fell to his knees, his shoulders shuddering with every haggard breath.

'Damn you! You'll regret not finishing me off! I swear i'll kill you!'

You explained to him that while it was true you were seeking Soul Edge, you were well aware of its danger, and that you were chasing the knight who destroyed the gate in Mizar. But BASTIAN did not listen.

'I don't care what Altair or Mizar have to say. I don't trust you. You're the same as VERAL! No, maybe worse--at least VERAL doesn't pretend to hide what he's doing. Who's VERAL? He's the man you're chasing! He went into the Underground Passage of Juno. He probably thinks Soul Edge is on the other side. He's a foll. If you're chasing him, then hurry up and go!'

Upon arriving at the underground passage, you noticed that water covered the floor. You began to get the feeling that the water level was rising. It looked like you had better hurry.

Note: You have 200 seconds of battle time to complete the dungeon. Although it is enough time to complete every stage, you should still hurry.

Map:

```
      [3]=[4]=[5]=[6]
      |||      |||
[']=[1]=[2]      [7]
      ///      |||
      [10]=[9]=[8]
          \\
          [11]
          |||
          [**]
```

1st Battle [1]:

REQUIEM vs. Ivy

[Rank]

[Weapon]

Experience: None

Gold: 100

2nd Battle [2]:

REQUIEM vs. Mitsurugi

[Rank]

[Weapon]

Experience: None

Gold: 100

3rd Battle [3]:

REQUIEM vs. Kilik OR Necrid

[Rank]

[Weapon]

Experience: None

Gold: 100

4th Battle [4]:

REQUIEM vs. Sophitia OR Necrid

[Rank]

[Weapon]

Experience: None

Gold: 100

5th Battle [5]:

REQUIEM vs. Kilik

[Rank]

[Weapon]

Experience: None

Gold: 100

6th Battle [6]:

REQUIEM vs. Yoshimitsu OR Maxi

[Rank]

[Weapon]

Experience: None

Gold: 200

Special Feature: Halberd, a weapon for Seung Mina, unlocked.

7th Battle [7]:

REQUIEM vs. Ivy

[Rank]

[Weapon]

Experience: None

Gold: 200

8th Battle [8]:

REQUIEM vs. Talim OR Astaroth

[Rank]

[Weapon]

Experience: None

Gold: 200

9th Battle [9]:

REQUIEM vs. Kilik

[Rank]

[Weapon]

Experience: None

Gold: 200

10th Battle [10]:

REQUIEM vs. Sophitia OR Seung Mina OR Mitsurugi

[Rank]

[Weapon]

Experience: None

Gold: 100

11th Battle [11]:

REQUIEM vs. Berserker

[Rank]

[Weapon]

Experience: None

Gold: 300

BOSS [\*\*]:

REQUIEM vs. <HOBB>- Assassin AND <LANBARDY>- Astaroth

[Rank]            Servant of Veral            Marauder of Slaughter

[Weapon]        Assassin Blade                Kulutues

Experience: 2300

Gold: 3800

Chapter Unlocked: Rigel

Stage Unlocked: Underground Prison

Special Feature Unlocked: Labyrinth stage unlocked.

H. Chapter 7: Rigel (Demonic Realm)

Introduction:

'I...I can't believe we just lost two-against-one...'

'Impressive.'

HOBB and LANBARDY, defeated in battle against you, fell down where they stood and slowly disappeared from view as the water swallowed them. Perhaps VERAL guessed that he would face pursuers.

His men had been waiting for you inside the underground passage. That could only mean that you were headed in the right direction.

Successfully defeating your enemies, you headed for the exit and reached the surface before the water filled the passage.

Even compared to the locations through which you'd traveled so far, Rigel was an especially bleak and desolate area. Despite the abundance of rivers, it was a region of parched earth and scraggly vegetation. From what BASTIAN and the priest in Altair said, you knew that the cursed sword was not located there. But one could be easily convinced that Soul Edge lay hidden in this hellish if one did not know better.

It was understandable that VERAL came here in search of Soul Edge. The image of the gate in Mizar, sliced cleanly in two, flashed briefly through your mind. It was just a matter of time before you caught up with him...

Stage 1: Underground Prison

Objective: Receive heavy damage when knocked against the ground or wall.

Defeat the enemy under this condition!

Arena: Money Tower/Top Tier

Difficulty: 3/5

My Difficulty: 6/10

Introduction:

Pursuing VERAL, you came upon a building situated in the middle of the desolate plain. The sun was especially fierce that day, so you headed for the building to rest in the shade.

The building was small, but it had a fairly large basement area. Judging from the rows of iron bars, it appeared to be a prison. But the walls and bars were heavily damaged, and it was presumably no longer in use. When you went down to take a look, the sound of iron bars closing echoed of the walls. You turned around in surprise and saw a man standing before you.

'It's just like he said...And he said he'd set me free if I defeat you. I don't have anything against you, but this is my chance. Don't take it personally!'

Apparently, VERAL had been feeding him stories. Seeing no other way out, you drew your weapon. As you did so, you noticed that the man was not your only enemy. The walls and floor were booby-trapped with gunpowder. The man noticed your momentary lapse in concentration and attacked!

Battle:

Battle:

REQUIEM vs. Maxi

[Rank]

[Weapon]

Experience: 1200

Gold: 1800

Stage Unlocked: Rigel, Spiritual City

Summary: Try and choose someone that you're proficient with that has good launchers and strong thrusting attacks.

Stage 2: Rigel, Spiritual City

Objective: Neither you nor the enemy can guard against attacks. Defeat the enemy under this condition!

Arena: Hwangseo Palace/Phoenix Court (day)

Difficulty: 3/5

My Difficulty: 6/10

Introduction:

'REQUIEM...So it is you who has been pursuing VERAL.' The two of you met here once more, as enemies and as friends. 'So, you defeated those two, did you? I'm pleased to see that your skills are still sharp.'

LEON grinned as he spoke these words. You were surprised to learn that he was now working for VERAL. You explained to him how dangerous VERAL was, but LEON merely answered that he had a plan. He then pointed his weapon at you.

'If you've got time to be worrying about me, you should be worrying about yourself. Have you forgotten that there is but one Soul Edge? In other words, it was our fate to fight one another sooner or later!'

You could feel his fierce hostility. Faced with such aggression, you could not hold back your own.

Battle:

Battle:

REQUIEM vs. <LEON>

[Rank] Emperor of the Irion

[Weapon]

Experience: 1300

Gold: 1800

Stage Unlocked: Forbidden Grounds

Special Feature Unlocked: Hwangseo Palace/Phoenix Court has been added.

Summary: This is a very easy battle with a good character.

Stage 3: Forbidden Grounds

Objective: Defeat the enemy!

Arena: Tartaros

Difficulty: 3/5

My Difficulty: 6/10

Introduction:

'He possesses a fragment of Soul Edge. In other words, he's the closest to finding Soul Edge.' So spoke LEON as he departed.

'He's not a fool. He doesn't believe that Soul Edge is here. He came here to gain the power to destroy the gates. It is said that the key to the gates is the spirit sword, Soul Calibur, but no one knows where that is. So he thought of a way to pass through the gates without the key. It's a bit of a gamble, of course.'

'So, you've finally come. I believe we met once before, at Mizar.'  
VERAL slowly opened his eyes as if he had been expecting you. 'I assume you've come to stop me? But you're too late.'

A powerful aura, like none you'd ever felt before, emanated from his body.

'Now that I've acquired the power to break the seal, I have no reason to stay here any longer, but I have a feeling you'll be a nuisance later if I let you live.'

The ground around VERAL burst open and a monster of flame emerged!

'This pet was born from a fragment of Soul Edge...a mere piece of its total power. Isn't it appropriate that your life be put to an end by the power you long sought after?'

Battle:

REQUIEM vs. <!-- Inferno

[Rank] Fragment of Soul Edge

[Weapon]

Experience: 1300

Gold: 900

Stage Unlocked: Rigel, Spiritual City

Special Feature Unlocked: Soul Edge (Growth), a weapon for Nightmare.

Summary: This battle is very straightforward. No special strategy... Don't let him intimidate you!

I. Chapter 8: Merak (The Third Gate)

Introduction:

To the east of Aldebaran lay the holy land of Merak. Here existed the third of the three gates that sealed Soul Edge, as well as the Grand Shrine of Merak, a name with which even ordinary citizens were familiar. Of course, few knew that the Shrine was sealing the cursed sword.



You experienced a bit of the evil blade's power in the Forbidden Grounds when you battled against the monster of flame born from a fragment of Soul Edge.

You lost track of VERAL while dealing with the monster.

'I have obtained the power to destroy the gate.' It was safe to assume from those words that he was headed for Merak.

You hurried back to the second gate at Aldebaran, which was guarded by BASTIAN.

The gate had been destroyed. BASTIAN was nowhere to be found. Just as with the gate in Mizar, this one was cut in two with a single stroke, but this time, it was also scorched black. You let out a shudder as you recalled your battle in the Forbidden Grounds.

Passing through the two gates and chasing after VERAL, you entered Merak. But the landscape was as far from the idea of a holy land as anyone could imagine. The entire area was awash with signs of destruction. Craters of black ash littered the ground, bridges and roadways were destroyed, and pillars of black smoke rose on the horizon.

Was this all VERAL's doing?

Stage 1: Sirius, City in the Sky

Objective: The timer increases with each enemy you defeat. However, the enemies' weapons penetrate defenses. Defeat all the enemies before time runs out!

Arena: Eurydice Shrine Gallery

Difficulty: 4/5

My Difficulty: 8/10

Introduction:

You were surrounded by a group of warriors. The 'city in the sky' in which you stood once possessed the characteristic beauty of all highland dwellings, but no trace of that image remained. The main street, the tree-lined roads, the very buildings themselves, all lay in ruin, as if sliced apart by giant blades. It could only have been the work of VERAL. He seemed to bring destruction wherever he went.

It was a mistake to mention his name inside the city. The gaze of those whose lives had been suddenly shattered all turned upon you. You told them that you were no friend of VERAL, but they did not listen. You were forced to draw your weapon in self-defense, but this only served to anger them more.

They slowly closed in on you. The thin air at this high elevation complicated the matter. YOU would lose any chance of survival if you waited any longer. You had to put an end to the situation quickly.

Battle:

REQUIEM vs.	Yunsung	Cassandra	Raphael	Ivy	Xianghua
[Rank]	Machete	Spiked Shield	Stiletto	Dream Blade	Kopis
[Weapon]					

Experience: 1300

Gold: 5000

Stage Unlocked: Crystal Mine, Dubhe Arena

Summary: This is a very difficult stage, especially because of the arena. Try for ring outs if you can, but if not, eliminate the opposition as quickly as possible. You gain ten seconds for each person you KO, and you recover all health when you KO someone. Good luck!

Stage 2: Crystal Mine

Objective: The ability to knock back the enemy has been increased, but your health decreases over time. Defeat the enemy under these conditions!

Arena: Pirates' Alcove

Difficulty: 3/5

My Difficulty: 3/10

Introduction:

'Is it true you're trying to fight against VERAL?' While stopping in a town to recover your strength, you were approached by a group preparing to fight VERAL. Just like you, the people of Merak weren't about to let VERAL walk all over them. You exchanged information with the Merak fighters.

It turned out that VERAL had destroyed the city in the sky all by himself. In fact, he was always seen alone. That meant LEON was not traveling with VERAL--you wondered what he was up to.

The group leader sighed deeply.

'There's something I have to tell you, unfortunately. There are a few groups of outlaws, as well as prisoners, who broke free because of the destruction VERAL caused, that now view him as a symbol of power. They are the shame of Merak.'

At that moment, there was a loud commotion outside the mine. It looked like an attack by the very people that he had just spoken of. But you were not in any shape to fight. The group leader handed you a vial.

'Drink this! It's only temporary, but it will give you strength. I'll see you again if we survive!' The mine had suddenly become a battlefield!

Battle:

REQUIEM vs. Berserker

[Rank]

[Weapon]

Experience: 1400

Gold: 2000

Subchapter Unlocked: Pollux

Stage Unlocked:

Summary: This is really easy compared to the first stage; you should have no trouble completing the stage.

Stage 3: Dubhe Arena

Objective: Knock the enemy against the wall and utilize wall combos to defeat the enemy!

Arena: Lakeside Coliseum

Difficulty: 3/5

My Difficulty: 8/10

## Introduction:

You headed east toward the Grand Shrine of Merak. VERAL was definitely headed there. By the time you had arrived at the city, he had already beaten you to it. In the center of the destroyed city were the remains of a combat arena, and it appeared to have been a place where great battles flourished. For VERAL to pass through here so easily, the power he obtained must have been fearsome indeed.

Seeing movement near the arena, you headed over to investigate. A disturbing-looking figure clung to the wall of the arena. It turned to glare at you with fierce hostility as you approached.

Judging from the shackles on his body, he was obviously a prisoner, most likely set free in the chaos of VERAL's attack. He must have been a very violent criminal, for heavy iron bonds enwrapped his body. It would be difficult to cause any damage through those bonds with normal attacks.

You quickly realized that the best way to fight him would be to cause impact damage by slamming him against the wall.

## Battle:

REQUIEM vs. Voldo

[Rank]

[Weapon]

Experience: 1400

Gold: 2000

Stage Unlocked: Io's Vase

Summary: This stage is only as difficult as you make it. All you need is two wall hits to destroy Voldo. It can be tough with the ferocity of his attacks, but good, strong attacks should work for you.

Stage 4: Io's Vase

Objective: Airborne time is increased due to blasts of wind from below.

Defeat the enemy using air combos!

Arena: Money Pit/Top Tier

Difficulty: 3/5

My Difficulty: 3/10

## Introduction:

The city was on fire. VERAL's onslaught must have happened only moments ago. You were catching up to him. Since the Grand Shrine of Merak was still a little ways off, there may be a chance to stop him before he destroys the seal.

Racing through the burning city, you soon saw a figure on the plains ahead of you. There was no mistaking him: it was VERAL! You'd finally caught up to him. He hadn't noticed you yet. You carefully closed the distance. After following him for a short while, VERAL suddenly disappeared. You hastily broke into a run and soon saw that there was a large chasm in the middle of the plain. Strong winds blew up from the hole. You entered the hole in order to pursue VERAL.

'That's far enough.' A young man's voice echoed through the shaft. It wasn't VERAL. I cannot allow anyone to interfere with his mission. If you intend to get in his way, you are my enemy.'

A young man stepped out in front of you, brandishing his weapon. It seemed that he was one of VERAL's followers. Amidst the fiercely rising winds, you drew your weapon and prepared to fight.

Battle:

REQUIEM vs. Kilik

[Rank]

[Weapon]

Experience: 1400

Gold: 2000

Stage Unlocked: Grand Shrine of Merak

Summary: One hit in the air will KO Kilik. You just need a high launcher and then attack.

\*NOTE: Stage 5 will not be covered in this section, as it will be a while before you reach it. It will be covered in the Procyon Section.

Stage 6: Grand Shrine of Merak

Objective: The enemy's health recovers over time. Defeat the enemy under this condition!

Arena: Palgaea Shrine/Lowest Level

Difficulty: 4/5

My Difficulty: 5/10

Introduction:

The Grand Shrine of Merak--the third gate that sealed Soul Edge--lay in ruins before you. VERAL had finally made it all the way here. Losing precious time to the fight in the chasm, you finally arrived at dusk and hurried into the center of the devastated shrine.

The fierce battle had raged all the way into the deepest part of the shrine itself. Following along the path of the destruction, you arrived just in time to see the final blow.

'I suppose it was inevitable that you would be the final one to stand against me. 'REQUIEM', wasn't it? I'll not forget that name.'

VERAL tossed aside the opponent he had just defeated and turned to face you. You could feel VERAL's energy gather into the strange sword in his hands. The entire shrine--no, the very barrier itself that sealed in Soul Edge--seemed to tremble. It was time to finally put an end to this chase.

Battle:

REQUIEM vs. <VERAL>- Nightmare

[Rank] Dark Knight of Soul Edge

[Weapon] Soul Edge (Growth)

Experience: 1500

Gold: 1000

Chapter Unlocked: Algol

Stage Unlocked: Corridor of the Sky

Special Feature Unlocked: A new costume for Nightmare.

Summary: You'll need to incorporate all that you've learned to survive against VERAL. If you do, you'll have no difficulty whatsoever.

J. Subchapter 3: Pollux (Road to Arcturus)

## Introduction:

The location you sought was located to the north of war-torn Merak. Pollux, known for being the birthplace of an ancient hero, had cut off all ties to the outside world a great many years ago. Information about the region was scarce; it was truly a land of mystery.

There was a good reason you were going through the trouble of heading all the way out to a place like Pollux.

For someone had seen a figure resembling LEON heading to the north!

## Stage 1: Eternal Palace

Objective: The ground is strewn with landmines; falling down means certain death. Defeat the enemy under this condition!

Arena: Imperial Capital Ayutthaya

Difficulty: 3/5

My Difficulty: 2/10

## Introduction:

After crossing the Merak River, you entered the land of Pollux. As you walked, you began to wonder where LEON was. Some time had passed since the two of you last met. When dusk approached, you sought shelter for the night in an old ruined temple.

'Please wake up.'

Someone woke you up shortly after dawn. Wondering what was going on, you opened your eyes and were startled to see a warrior standing before you.

'Traveler from the battlefields of Merak, I cannot allow you to drag your petty conflicts into our land. I'm afraid you are going to have to disappear. Prepare yourself.'

There wasn't any way out without fighting. You glanced at your surroundings and saw that there were numerous lumps on the ground around you. They were cleverly camouflaged, but it was clear that something was buried there. You'd have to fight carefully.

## Battle:

REQUIEM vs. Talim

[Rank]

[Weapon]

Experience: 2200

Gold: 1500

Stage Unlocked: Castle of the Damned

Summary: It's all up to chance here. Be the first to knock Talim onto the ground and you win.

## Stage 2: Castle of the Damned

Objective: Your health decreases over time. Defeat the enemy under this condition!

Arena: Lakeside Coliseum

Difficulty: 3/5

My Difficulty: 7/10

## Introduction:

You found yourself battling in the drifting mists of the Castle of the Damned. You wondered from which direction the next opponent would come. You had met an old woman in the ruined castle. She seemed to have knowledge of the person you sought, and you found yourself following her deeper and deeper into the castle. That had been a mistake. When you reached a certain point, the woman dissolved into the mist and disappeared. By the time you realized your mistake, it was too late. You fought a never-ending stream of assassins as you searched desperately for an exit.

Upon finally reaching the main gate, yet another enemy appeared before you. This one appeared to be a cut above the rest. Moreover, you could feel the presence of others from all around. Suddenly feeling a slight pain in your foot, you glanced down and cursed. A small dart was sticking out. It seemed you had been poisoned...

Battle:

REQUIEM vs. Voldo	Taki
[Rank] Ivy	Assassin
[Weapon] Yoshimitsu	

Experience: 2200

Gold: 7500

Summary: The more characters you defeat, the harder it becomes. Assassin will most likely be your biggest nuisance. You recover about half your health with each person you KO.

\*NOTE: Stage 3 will be covered in the Extra Mission portion of Pollux.

## K. Chapter 9: Algol (Forgotten Grounds)

Introduction:

With your final blow, VERAL collapsed. His face showed a look of surprise, as if he could not believe that he had actually lost. It was over. You had won.

'Hehe...I see, so you had the spirit sword...to think that feeding on the power made me vulnerable. I never considered that...' VERAL slid to the floor and ceased to move.

'He had the power of Soul Edge within himself.' TRISTY, the guardian of the gate, barely managed to talk.

'The gates existed to prevent the cursed sword from getting out. He saw through the way they worked. Using methods unknown, he called the power of the dark sword into himself in order to pass through the gates. The gates deliberately allowed him through because their very purpose was to seal that power inside...'

The power that VERAL had obtained in the Forbidden Grounds was that of Soul Edge itself. Mizar, Aldebaran, and Merak...VERAL had fallen, but with the three gates destroyed, Soul Edge was in an extremely dangerous state. And restoring the barrier would take time.

Someone needed to keep watch over Soul Edge until the preparations for the creation of the new barrier was completed.

'May I ask this of you?...' As the vanquisher of VERAL and the wielder of the spirit sword, you were most appropriate for the task. After some brief thought, you accepted her request.

In order to handle the evil sword safely it was necessary to first complete the purification of the spirit sword. After learning from Tristy about an old man with the power to do so, you set off to find him. You traveled to Algol, the land of exiles.

Stage 1: Corridor of the Sky

Objective: Only the enemy's weapon is visible. Defeat the enemy under this condition!

Arena: Eurydice Shrine Gallery

Difficulty: 3/5

My Difficulty: 2/10

Introduction:

Algol was a land of exiles and outcasts. Some of them were formally sentenced criminals, while others were people with special powers cast out of their villages.

You proceeded carefully along the mountain path. About halfway up Algol Mountain, you witnessed a mysterious sight. An ax floated in mid-air, blocking your way. Shocked, you stopped for a moment and stared. The ax responded by letting out a growl. You then heard a voice coming from somewhere.

'Go forth, my ax! Take everything this fool has!'

It seemed you had been ambushed by a highwayman. You had to do something about this ax before you could go any further.

Battle:

REQUIEM vs. Astaroth's axe

[Rank]

[Weapon]      Thanatos

Experience: 1500

Gold: 2200

Stage Unlocked: Ancient Amphitheater

Summary: This stage is very easy. Just keep charging him.

Stage 2: Ancient Amphitheater

Objective: Unseen forces push the combatants together. Defeat the opponents under this condition! A bonus is available during the matches!

Arena: Lakeside Coliseum (open)

Difficulty: 3/5

My Difficulty: 6/10

Introduction:

Upon seeing you defeat the ax, the man controlling it ran away. You tossed aside the now-lifeless weapon and proceeded along the mountain path. After reaching the other side of the mountain, you came upon a small town along the river. You entered the town and began gathering information about the old man that TRISTY had spoken of.

'That guy you're looking for, yeah, I know him.' You heard these words from a man at the local bar. He knew what the old man looked like as well as his profession as a blacksmith. You were excited to have found a lead about the old man so quickly after entering Algol, but things were not going to be quite that easy. The man at the bar requested a fee in exchange for his information. You offered some money, but the man shook his head.

According to him, there would soon be a fighting tournament in town. He wanted you to enter the tournament so that he could win big betting on someone who was unknown in the area. You accepted his terms and looked into the tournament.

You learned that they linked the combatants together with chains, preventing them from putting much distance between each other.

Battle:

REQUIEM vs. Cassandra	Yunsung	Raphael	Mitsurugi	
[Rank]				
[Weapon]	Spine Blade	Giant Butcher Knife	Wo Dao	Tulwar

Experience: 1700

Gold: As much as you earned.

Stage Unlocked: Reclusive Palace

Summary: OK, try and use a weapon that recovers your health. Unless you're really good, you'll have a bit of difficulty with these contenders.

Stage 3: Reclusive Palace

Objective: Only one part of the enemy can be seen. Defeat the enemy under this condition!

Arena: South France Mansion/Library

Difficulty: 3/5

My Difficulty: 8/10

Introduction:

As promised, the man gave you the information you need to find the old man, and you headed to his mansion. There was nothing else for miles around. It was said that the old man did not like people and chose to live away from others.

You knocked on the door several times, but there was no answer. Seeing no other option, you pushed on the door. It was not locked and creaked open.

'Who's there?' You suddenly heard a voice from behind you. It was the old man. The old man listened to your story without expression, but when you finished, he grumbled to himself, 'Unbelievable. I'll never live down how that girl turned out.'

The next day, the old man led you to a room that had obviously not been used for some time. He asked you to show him the spirit sword, so you drew Soul Calibur and presented it to him.

'I see. The spirit of Soul Edge is indeed present in this sword. But...Altair did you say? They've done quite a good job already. This amount of darkness won't take long to cleanse.'

As you stood there wondering what would happen next, the old man



suddenly shouted, 'Get ready for the physical manifestation of the evil energy!' As usual, things were never as easy as people made them sound.

Battle:

REQUIEM vs. <EVIL ONE>- Charade's legs

[Rank] Unknown

[Weapon] Random weapon

Experience: 1700

Gold: 2200

Chapter Unlocked: Antares

Stage Unlocked: Midnight Coliseum

Summary: Unlike the battle with the ax, all you can hit on the enemy is his legs. Low attacks usually don't give you much time to recover, so focus on vertical attacks with a wide range and quick kicks to get you through this battle. No throws!

L. Chapter 10: Antares (The Final Battle)

Introduction:

'Excellent work.'

The dark energy that had infested Soul Calibur was washed away by the strength of your will.

The spirit sword's form changed, and it began to pulse with holy energy. Eventually, it had completely transformed into sparkling points of light, which flowed into the air, heading southeast for Antares, the land where the cursed sword lay sealed. The old man, seeing your look of surprise, spoke thusly:

'Do not worry. When the time comes, you two will surely meet again. The sword naturally seeks out the one most suited to wield it.'

'I've been waiting for you, REQUIEM. I'm sorry to have to tell you this, but things are not faring well.' What awaited you upon your return to the Grand Shrine of Merak was the news that while you were in Algol, LEON had entered Antares--the land where the demonic sword was sealed. He infiltrated the shrine when TRISTY was gravely wounded and was in no condition to fight.

Before TRISTY had even finished speaking, you were already out the gate and on your way.

You had to stop him!

Stage 1: Midnight Coliseum

Objective: Your health is low. Defeat all the enemies under this condition!

Arena: Lakeside Coliseum

Difficulty: 4/5

My Difficulty: 6/10

Introduction:

Passing through the final gate, you entered the cursed land of Antares. Even though the spirit sword had purified the evil presence here, this place continued to eat away at your strength. You'd have

to keep that in mind as you continued your journey.

After traveling for a while, you suddenly realized that you were walking through the middle of a combat arena. You had no recollection of entering it, and when you turned to look behind you, the path on which you traveled was gone. You couldn't tell what had happened, but you simply took it in stride--it must have been an effect of a cursed land that had contained Soul Edge for so long.

Murmurs arose from the empty arena. Then, a thunderous roar like that of a thousand stamping feet began to echo from the empty stands. Right before your eyes, soething began to ooze into existence!

Battle:

REQUIEM vs. Talim, Xianghua, Seung Mina, Taki, Ivy

[Rank]

[Weapon]

Experience: 1800

Gold: 6000

Stage Unlocked: Court of the Dead

Summary: I admit, this stage can be hard if you're not skilled enough. Go into Extra Practice and review your command lists if you're not able to do the mission.

Stage 2: Court of the Dead

Objective: Your health is low. Defeat all the enemies under this condition!

Arena: Labyrinth-oriented.

Difficulty: 4/5

My Difficulty: 6/10

Introduction:

There is none. There is a glitch in the game that has the same intro from last time under this stage.

Map:

```
[']=[1]=[3]=[7]=[8]=[9]
  |||          \\\
  [2]=[4]=[5]=[6]=[10]=[11]
                \\\  \\\
                [12] [13]
                ||||  ||||
                [*^*]=[14]=[15]
                    ||||
                    [16]
```

1st Battle [1]:

REQUIEM vs. Yunsung

[Rank]

[Weapon] Cheng Ying

Experience: None

Gold: 100

2nd Battle [2]:

REQUIEM vs. RANDOM

[Rank]

[Weapon]

Experience: None

Gold: 100

3rd Battle [3]:

REQUIEM vs. Maxi

[Rank]

[Weapon] Soryuju (1P)

Experience: None

Gold: 100

Conditions: Lose health when you guard.

4th Battle [4]:

REQUIEM vs. Berserker

[Rank]

[Weapon] Great Ax

Experience: None

Gold: 100

5th Battle [5]:

REQUIEM vs. RANDOM

[Rank]

[Weapon]

Experience: None

Gold: 100

6th Battle [6]:

REQUIEM vs. Nightmare

[Rank]

[Weapon] Soul Edge (2P)

Experience: None

Gold: 100

7th Battle [7]:

REQUIEM vs. Astaroth

[Rank]

[Weapon] Kulutues (2P)

Experience: None

Gold: 100

8th Battle [8]:

REQUIEM vs. Assassin

[Rank]

[Weapon] Assassin Blade

Experience: None

Gold: 100

Conditions: Lose health gradually.

9th Battle [9]:

REQUIEM vs. RANDOM

[Rank]

[Weapon]

Experience: None  
Gold: 200

10th Battle [10]:  
REQUIEM vs. Taki  
[Rank]  
[Weapon]     Rekki-Maruk & Mekki-Maruk (2P)

Experience: None  
Gold: 200  
Conditions: The enemy's weapon stuns you when it hits.

11th Battle [11]:  
REQUIEM vs. Astaroth  
[Rank]  
[Weapon]

Experience: None  
Gold: 100  
Special Feature Unlocked: Ambassador, a weapon for Seung Mina, unlocked.

12th Battle [12]:  
REQUIEM vs. RANDOM  
[Rank]  
[Weapon]

Experience: None  
Gold: 300

13th Battle [13]:  
REQUIEM vs. Mitsurugi  
[Rank]  
[Weapon]     Tulwar

Experience: None  
Gold: 300

14th Battle [14]:  
REQUIEM vs. RANDOM  
[Rank]  
[Weapon]

Experience: None  
Gold: 300

15th Battle [15]:  
REQUIEM vs. Yoshimitsu  
[Rank]  
[Weapon]     Soul Edge (Complete)

Experience: None  
Gold: 300

16th Battle [16]:  
REQUIEM vs. RANDOM  
[Rank]  
[Weapon]     Soryuju (2P)

Experience: None  
Gold: 300

Special Feature Unlocked: Synval, a weapon for Sophitia, unlocked.

BOSS [\*^\*]:

REQUIEM vs. <LEON>

[Rank] Emperor of the Irion

[Weapon]

Experience: None

Gold: 300

Experience: 4200

Gold: 3700

Stage Unlocked: Tartaros

Summary: Lots and lots of stages, with two weapons to unlock in battles 11 and 16.

Stage 3: Tartaros

Objective: Unleash all of your power and vanquish the enemy!

Arena: Lakeside Coliseum

Difficulty: 4/5

My Difficulty: 8/10

Introduction:

'REQUIEM! Must you continue to stand in my way to the very end?!'  
LEON looked up at you as he lay collapsed on the floor. You had caught up and succeeded in stopping him. You sighed in relief, but then soon realizing that something was wrong. LEON, too, merely looked on speechlessly at what began to unfold.

The two of you were no longer in the dungeon, but in the middle of a desolate plain. Black clouds covered the sky, darkening the area. Cracks appeared in the ground, and flames erupted into the air. A figure approached slowly from the distance. Its armor rattled with each step it took. Flames covered its sword, and periodically they reached out to lick across its entire body.

'It can't be...'  
LEON uttered words of disbelief. 'REQUIEM, did you really think it would be so easy to destroy me, with all the power I obtained? To destroy Soul Edge? Hahaha...How naive.'  
With each word he spoke, flames burst from VERAL's mouth. 'Now, be gone, my foe. For I must become complete!'

The heat radiating from VERAL intensified. The flames of his sword doubled their fervor, and in the next instant, his entire body became a raging inferno!

Battle:

REQUIEM vs. <VERAL>- Inferno

[Rank] Bringer of Despair

[Weapon] Soul Edge (Complete) (Nightmare), Soul Edge (Complete) (Cervantes), Soul Edge (Complete) (Raphael)

Experience: 2500

Gold: 1200

Special Features Unlocked: Weapon Master Opening and Extra Mission Mode.

Summary: OK, this is it, the final stage in the section. All you've been training for leads to this. His defensive abilities are unparalleled by most of the previous people you've fought, so you

need to be persistent with your attacks and guarding. Don't underestimate him from last time. He still is pretty tough.

\*\*\*\*\*

#### IV. Extra Weapon Master Mode

Coming soon! No really, I'm working on it as you read this.

\*\*\*\*\*

#### V. Levels

Now that you've delved into the depths of Weapon Master Mode, perhaps you want to try to get to the highest level (good luck).

Level	Title	Experience
L. 1	Newcomer	0
L. 2	Iron Neophyte	1,500
L. 3	Bronze Neophyte	2,500
L. 4	Silver Neophyte	3,500
L. 5	Gold Neophyte	4,500
L. 6	Platinum Neophyte	6,000
L. 7	Iron Apprentice	8,000
L. 8	Bronze Apprentice	10,000
L. 9	Silver Apprentice	12,000
L. 10	Gold Apprentice	14,000
L. 11	Platinum Apprentice	16,000
L. 12	Iron Disciple	20,000
L. 13	Bronze Disciple	21,000
L. 14	Silver Disciple	23,000
L. 15	Gold Disciple	25,000
L. 16	Platinum Disciple	27,000
L. 17	Iron Fighter	29,000
L. 18	Bronze Fighter	32,000
L. 19	Silver Fighter	34,000
L. 20	Gold Fighter	36,000
L. 21	Platinum Fighter	38,000
L. 22	Iron Battler	41,000
L. 23	Bronze Battler	44,000
L. 24	Silver Battler	47,000
L. 25	Gold Battler	50,000
L. 26	Platinum Battler	53,000
L. 27	Iron Combatant	56,000
L. 28	Bronze Combatant	59,000
L. 29	Silver Combatant	62,000
L. 30	Gold Combatant	65,000
L. 31	Platinum Combatant	68,000
L. 32	Iron Duelist	71,000
L. 33	Bronze Duelist	74,000
L. 34	Silver Duelist	77,000
L. 35	Gold Duelist	80,000
L. 36	Platinum Duelist	83,000
L. 37	Iron Mercenary	88,000
L. 38	Bronze Mercenary	92,000
L. 39	Silver Mercenary	96,000
L. 40	Gold Mercenary	100,000
L. 41	Platinum Mercenary	104,000
L. 42	Iron Warrior	108,000
L. 43	Bronze Warrior	112,000
L. 44	Silver Warrior	116,000
L. 45	Gold Warrior	120,000

L. 46	Platinum Warrior	125,000
L. 47	Iron Knight	130,000
L. 48	Bronze Knight	135,000
L. 49	Silver Knight	140,000
L. 50	Gold Knight	145,000
L. 51	Platinum Knight	150,000
L. 52	Iron Champion	155,000
L. 53	Bronze Champion	160,000
L. 54	Silver Champion	165,000
L. 55	Gold Champion	170,000
L. 56	Platinum Champion	177,000
L. 57	Iron Conqueror	184,000
L. 58	Bronze Conqueror	191,000
L. 59	Silver Conqueror	198,000
L. 60	Gold Conqueror	205,000
L. 61	Platinum Conqueror	212,000
L. 62	Iron Hero	219,000
L. 63	Bronze Hero	226,000
L. 64	Silver Hero	233,000
L. 65	Gold Hero	240,000
L. 66	Platinum Hero	250,000
L. 67	Iron Master	260,000
L. 68	Bronze Master	270,000
L. 69	Silver Master	280,000
L. 70	Gold Master	290,000
L. 71	Platinum Master	300,000
L. 72	Iron Edgemaster	320,000
L. 73	Bronze Edgemaster	340,000
L. 74	Silver Edgemaster	360,000
L. 75	Gold Edgemaster	380,000
L. 76	Platinum Edgemaster	400,000
L. 77	Grand Edgemaster of the Basilisk	500,000
L. 78	Grand Edgemaster of the Gorgon	600,000
L. 79	Grand Edgemaster of the Gargoyle	700,000
L. 80	Grand Edgemaster of the Ogre	800,000
L. 81	Grand Edgemaster of the Minotaur	900,000
L. 82	Grand Edgemaster of the Cerberus	1,000,000
L. 83	Grand Edgemaster of the Hydra	1,200,000
L. 84	Grand Edgemaster of the Furies	1,400,000
L. 85	Grand Edgemaster of the Kraken	1,600,000
L. 86	Grand Edgemaster of the Fenrir	1,800,000
L. 87	Grand Edgemaster of the Gryphon	2,000,000
L. 88	Grand Edgemaster of the Pegasus	2,300,000
L. 89	Grand Edgemaster of the Wyvern	2,600,000
L. 90	Grand Edgemaster of the Manticore	2,900,000
L. 91	Grand Edgemaster of the Chimera	3,200,000
L. 92	Grand Edgemaster of the Cyclops	3,500,000
L. 93	Glorious Edgemaster of the Siren	4,000,000
L. 94	Glorious Edgemaster of the Efreet	4,500,000
L. 95	Glorious Edgemaster of the Balron	5,000,000
L. 96	Legendary Edgemaster of the Unicorn	5,500,000
L. 97	Legendary Edgemaster of the Dragon	6,000,000
L. 98	Legendary Edgemaster of the Phoenix	7,000,000
L. 99	Ultimate Counter Stopper	99,900,000

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## VI. Characters

Coming Soon!

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## VII. Weapons

Coming Soon!

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## VIII. Shops

Coming Soon!

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## IX. Collection History

Coming Soon!

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## X. Special Thanks

Special thanks to:

Namco- For making the game.

Nintendo- For licensing the game.

Sharkie290- For "helping" me with the levels and experience. :P

\*\*\*\*\*

## XI. Copyright Information

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If you want to post this on another site, contact me(See Section #12) and I will think about it.

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## XII. Contact Information

If you find anything wrong with this FAQ, you would like to see more sections posted,or you have questions to ask, don't hesitate to contact me.

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[https://www.neoseeker.com/forums/index.php?fn=send\\_pm&sendto=BMXPro](https://www.neoseeker.com/forums/index.php?fn=send_pm&sendto=BMXPro)