

Soul Blade Edge Master Mode FAQ

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Intro: Since the other Edge Master Mode FAQ I've seen is mainly a list of tasks you need accomplish to beat opponents and what weapons you get from them, I've decided to whip up something a bit different. This is supposed to be a guide of how to actually win those seemingly impossible fights instead of providing oh-so-helpful info such as "beat Voldo with CriticalEdge". I'll list the characters in the order they appear in character select screen.

General Info: Self-explanatory.

Episode: Episode's number and name, given by the game (Hey, that rhymes!-))

Opponent: Also self-explanatory. In case of several opponents, I'll just use name used next to energy meter.

Weapon: Also self-explanatory. In case of several opponents, I'll list their weapons in the same order.

Relative difficulty: Difficulty of the battle based upon my experience.

Recomended weapon: Self-explanatory.

Tactics: All that this FAQ is about. Info on winning the battle if you get stumped.

Weapon received: Guess what? Self-explanatory. If you need any further info about the weapon, consult my crappy weapon FAQ. I'll use spellings I've used to seeing instead of ones the game gives you.

Final Weapon: After beating Cerv & Soulie, you can get this by wandering around randomly all over the map and winning battles. If that doesn't appeal you, consult the Soul Edge Secrets FAQ by Richard Uyeyama.

Hwang Sung Kyung

General info: Hwang's B,B,A,B_d+A is a pretty good CPU killer that can be followed up by d/f+K ground attack. d/f+A,A,B is a good move too since it hits at all three heights. Generally, EMM with Hwang isn't too hard.

Episode 1: The Pirate's Castle

Opponent: Heishiro Mitsurugi

Weapon: Korefuji

Relative difficulty: If you can't beat him, you definately need practice!-)

Recomended weapon: Blue Storm

Special requirements for victory: Time limit of 35 seconds

Tactics: Since he's Hwang's first opponent, he shouldn't pose much of a threat. Use B,B,A,B_d+A followed by d/f+K and he'll go down without much of a trouble. The time limit's not that strict to limit you much.

Weapon received: Nippon Blade

Episode 2: The Old Temple

Opponent: Seung Han Myong

Weapon: Mountain Breaker

Relative difficulty: Not too hard, but can take a few tries

Recomended weapon: Nippon Blade

Special requirements for victory: Endure Han's attack for 20 seconds

Tactics: Well, it depends...If you're good, you can pressure him with constant attacks and survive the 20 seconds pretty easily. Alternatively, you can block or sidestep everything he throws at you. The main problem is that the ring is so small so he might ring-out you quite easily. If you haven't equipped Nippon Blade by now (and why on earth you wouldn't have done so is beyond me:)), do so immediately!-)

Weapon received: Mountain Breaker

Episode 3: The Gorge

Opponent: Li Long

Weapon: Snake Wind

Relative difficulty: This can be a major pain. Prepare to be frustrated.

Recommended weapon: Mountain Breaker

Special requirements for victory: Beat Long with throws WHILE POISONED!

Tactics: This battle can be so damn frustrating. My tactic includes trying to throw at every opportunity. Try dash out, dash in and a quick throw. Btw, equipping Mountain Breaker helps also, since with it, you only need 2 throws to beat him, while using Blue Storm or Nippon Blade leaves him with tiny amount of life after 2 throws. Such is the difference that one point of power can do:) Finally, use Steel Avalanche (B+G) as a throw since it does more damage (and looks cooler:)).

Weapon received: Thunderous Fire

Episode 4: The Desert

Opponent: Seung Mi Na

Weapon: Nagamaki (book says it's Halberd but it's incorrect)

Relative difficulty: Quite easy

Recommended weapon: Nippon Blade

Special requirements for victory: Knock away her weapon

Tactics: Pretty easy. Equip Nippon Blade since it's got the highest strength of weapons you've gotten by this point. Just whack away with some quick moves (A,A,A works pretty well) and you'll break her weapon pretty easily.

Weapon received: None

Episode 5: The Colosseum

Opponent: Mitsurugi, Taki, Li Long, Rock

Weapon: Kojiro's Sword, Kunai(?), Phoenix, Twin Ax

Relative difficulty: Can take some time because of amount of opponents, but not overly hard.

Recommended weapon: Nippon Blade

Special requirements for victory: None

Tactics: Mitsurugi can be pain in the butt, mainly because that Kojiro's Sword has such a long reach. Luckily, it can't take too much punishment. Taki, on the other hand, isn't too hard, since her Kunai is such a weak weapon. Li Long can be hard, too, since he's so fast and Phoenix is pretty fast weapon, too. Rock can also be nasty, since his moves are so damaging.

Weapon received: Falchion

Episode 6: Eurydice Shrine

Opponent: Sophitia(x2), Hwang

Weapon: Gaea Sword(x2), Sword Of Dawn

Relative difficulty: At par with Episode 3, meaning HARD

Recommended weapon: Nippon Blade, Falchion

Special requirements for victory: Defeat everyone with juggles

Tactics: If you're the local juggle master, this episode will be good practice for you. If not, well, then you'd better start training <g>.

Seriously, if you chose the Nippon Blade, you can try d/f+B, A,A,A for some good damage. If you chose the Falchion, you can try the same, but it's much harder to do since it's so heavy. Instead, if you are not that good with juggles, you can try f,f+K,K,K. It's a triple flying kick that juggles on second or third

hit if the first or second hit hits. It does more damage if second hit hits and third juggles. (Can it be explained any unclearer?-))

Weapon received: Sword Of Dawn

Episode 7: The Secret Treasury

Opponent: Voldo (3 rounds)

Weapon: Iron Claw, Poison Arrow, Buffalo Horn

Relative difficulty: Not that hard, but can pose some problem

Recommended weapon: Falchion

Special requirements for victory: None

Tactics: Not much to say, just use the standard B,B,A,d+A d/f+K constantly.

He can get nasty, though, especially on final round since Buffalo Horn recovers his energy.

Weapon received: Midas Blade

Episode 8 & 9: The Final Battle

Opponent: Cervantes & SoulEdge

Weapon: Soul Edge

Relative difficulty: Can be quite frustrating

Recommended weapon: Midas Blade

Special requirements for victory: None

Tactics: Cervie can be pretty cheap opponent, since he's constantly attacking you from all heights. Be defensive and kick his ass with You-Know-What-Move whenever you get the chance. SoulEdge isn't as aggressive as Cerv, he likes to dash around and attack occasionally so he can be pretty unpredictable. You might want to try a CriticalEdge for him.

Final Weapon: Phantom

Rock (Nathaniel William Adams)

General info: Rock has two moves that can take out CPU opponents quite easily. f+A,A,A does good damage and hits high, high, low. f,f+A,B does at least the same amount of damage in addition of knocking a huge chunk off their weapon meter if they block, though it's slower. There is also B,B,B that can be quite powerful but it's slow and completely vertical, though you might want to give it a shot every now and then. Use his special throw (Qcb+A&G) whenever you need fast damage (or throws only), and it will often hit after a F+A just as it would on a human opponent.

Episode 1: The Journey

Opponent: Voldo

Weapon: Katar

Relative difficulty: Easy peasy

Recommended weapon: Battle Ax

Special requirements for victory: None

Tactics: Probably as simple as it can get. Just maul him with your best moves.

Weapon received: Stone Club

Episode 2: The Shrine Of Confined Demons

Opponent: Mitsurugi, Taki, Rock

Weapon: Korefuji, Rekkimaru, Crescent Ax

Relative difficulty: Might take a few tries but not too hard

Recommended weapon: Stone Club, Battle Ax

Special requirements for victory: Your energy falls down slowly

Tactics: Not very hard. If you think you can beat them without blocking much, use Stone Club, but if you are worried about the block damage, use Battle Ax.

Weapon received: Crescent Ax

Episode 3: The Desert

Opponent: Hwang, Mi Na

Weapon: Blue Storm, Zanbatoh

Relative difficulty: Can possibly lead to some sort of frustration but not overly hard.

Recommended weapon: Stone Club

Special requirements for victory: Beat them with throws

Tactics: Can be nasty, since you must win both rounds with throws. Luckily, Mi Na will lose all her energy from one. Stone Club is recommended because of damage and if you're only going to use throws, why bother yourself with your weapon's weight?-) Finally, use the headbutt-and-jump-on throw (forgot it's name) since it does more damage.

Weapon received: War Hammer

Episode 4: The Arena

Opponent: Li Long, Sophitia, Mitsurugi

Weapon: Steel Dragon, Sword Breaker, Korefuji

Relative difficulty: Probably easiest battle you're going to do in this location.

Recommended weapon: War Hammer

Special requirements for victory: None

Tactics: Use War Hammer since it does so much damage and there are only 3 opponents so you don't have to be afraid of getting killed. As you can see, first two have weapon-breaking weapons so that's another reason why you should use War Hammer.

Weapon received: Twin Ax

Episode 5: Ostrhinesburg Castle

Opponent: Siegfried, Li Long

Weapon: Hard Steel Blade, Snake Wind

Relative difficulty: Can take quite a few tries

Recommended weapon: War Hammer

Special requirements for victory: Time limit of 20 seconds on both

Tactics: Again, War Hammer is a good choice because of amount of damage it inflicts and that's the main thing here, kill as quick as possible. If you can't seem to kill them in time, consider a CriticalEdge.

Weapon received: Cross Ax

Episode 6: The Secret Treasury

Opponent: Taki

Weapon: Kunai

Relative difficulty: Has some frustraton factor

Recommended weapon: War Hammer, Cross Ax

Special requirements for victory: You have only a tiny amount of life

Tactics: Depends on your style and taste. If you think you can beat her without getting hit, use War Hammer but if you want to try being defensive, which I recommend, use Cross Ax.

Weapon received: Double Tomahawk

Episode 7: The Final Battle

Opponent: Cervantes & SoulEdge

Weapon: SoulEdge

Relative difficulty: Not too hard

Recommended weapon: War Hammer, Cross Ax

Special requirements for victory: None

Tactics: Much like Taki. If you think you can beat them without much blocking, use War Hammer, but if you plan to be defensive, that I once again recommend, use Cross Ax. Use the CPU killer moves and it shouldn't take you too long to win.

Final Weapon: Great Ax

Taki

General info: She's fast and should be played accordingly. As far as her CPU killer moves go, there's not too much of them. f,f+B can be useful sometimes since it's so quick and does good damage. If you want to break your opponent's weapon, the f+A,B,B,B is one of the best in the game for that purpose. It's weakness is that it's first hit is somewhat slow to come out. Hell, if you're desperate, you might even want to risk using her unblockable. It's somewhat fast as far as unblockables go and has pretty good range. Besides, it looks neat:) CPU also falls for B,A,f+K often, mix it up with B,A,d+K for best results. On some opponents you can use the roll into blade upper into kick (QCT,B,K) for an easy ring out... or use the roll into kick (QCT, K) for some tiny damage and maybe follow with a WS move (B,B for example).

Episode 1: The Shrine Of Confined Demons

Opponent: Voldo

Weapon: Katar

Relative difficulty: Pretty hard for a first fight

Recommended weapon: Rekkimaru

Special requirements for victory: Beat Voldo with ring-out twice

Tactics: Depends...in order to RO him, it's best to use juggles.

If you're not so good of a juggler, you might want to try B,B,B in hopes of getting the last hit connect when he's near the edge. As far as juggles go, the general d/f+B, A,A,A does the trick quite nicely. Luckily, the ring is quite small. Alternatively, you might want to back up to the edge of ring, let him close in and at the last moment, use Stalker (f,f+A+B) to jump over him and literally kick his ass!-)

Weapon received: Iron Fan

Episode 2: The Pirate's Castle

Opponent: Heishiro Mitsurugi

Weapon: Korefuji

Relative difficulty: Pretty easy, at least compared to previous one

Recommended weapon: Rekkimaru

Special requirements for victory: Time limit of 30 seconds

Tactics: Not much to say, use pretty much whatever you want.

Weapon received: Mekkimaru

Episode 3: The Narrow Gorge

Opponent: Li Long

Weapon: Snake Wind

Relative difficulty: Medium

Recommended weapon: Mekkimaru

Special requirements for victory: Beat him with throws

Tactics: Not much to say here that hasn't been said before in similar episodes and wouldn't apply here as well. Use Mekkimaru since it does the most damage and use Human Trampoline (QCB+B+G) as throw since it does the most damage. If you're having problems with the command input, you can use Back Stabber (B+G) since it's her second most damaging throw.

Weapon received: None

Episode 4: The Fighting Arena

Opponent: Mitsurugi, Mi Na, Hwang, Voldo

Weapon: Iron Slasher, Zanbatoh, Mountain Breaker, Iron Claw

Relative difficulty: Might pose some problem

Recommended weapon: Rekkimaru, Mekkimaru

Special requirements for victory: None

Tactics: This can be hard since you don't have many good weapons at this

point. Mekkimaru does good damage but uses energy, is slow and has low defence. Therefore, I recommend the good ole Rekkimaru. Mitsu can be somewhat nasty if you're a defensive player, since if you block too much, his Iron Slasher will hack your weapon to pieces. Mi Na with her Zanbatoh shouldn't be too difficult. Hwang and his Mountain Breaker might be a difficult opponent to overcome since MB is such a fast weapon. Voldo, on the other hand is quite easy, since that Iron Claw is a pretty crappy weapon.

Weapon received: Jitte

Episode 5: Eurydice Shrine

Opponent: Sophtia, Taki

Weapon: Gaea Sword, (R)(M)ekkimaru

Relative difficulty: Not overly hard

Recomended weapon: Mekkimaru, Jitte

Special requirements for victory: Beat Sophitia with CriticalEdge, Fake Taki normally

Tactics: Hope you have practiced Critical Edges and their extensions, otherwise it's a damn good time to do so.<g> Seriously, just try to CE Sophie whenever she is close enough. Getting the extension to kick in is another story but it's not too hard to perform with Taki. Bear in mind that you only need to connect with one extended CE. The weapon selection here is mainly for fake Taki. I recommend Jitte since you can break her weapon quite easily with it and it's got pretty high defence.

Weapon received: Gaea Sword

Episode 6: Attack on Osthriresburg Castle

Opponent: Siegfried

Weapon: Flamberge

Relative difficulty: Can be difficult

Recomended weapon: Mekkimaru, Jitte

Special requirements for victory: Time limit of 20 seconds

Tactics: Simple victory with time limit of 20 seconds. What's so hard with that? Well, his Flamberge is somewhat quick weapon and he's got pretty high difficulty AI. Once again, if it seems that you can't waste him fast enough, use a CriticalEdge.

Weapon received: Kunai

Episode 7: The Money Pit

Opponent: Li Long

Weapon: Snake Wind (wow, he sure likes this weapon:))

Relative difficulty: Not too hard

Recomended weapon: Mekkimaru, Jitte

Special requirements for victory: You're poisoned

Tactics: Not much to say...just try to waste him before you die.

Weapon received: Tanto

Episode 8: The New Continent

Opponent: Rock

Weapon: Stone Club

Relative difficulty: Could be nasty

Recomended weapon: Tanto

Special requirements for victory: Beat him with RO

Tactics: Either you can do the same thing to him as you did to Voldo in the first episode, or you can try another tactic...Equip Tanto and fight him. Back away near the edge and start blocking. Since Tanto only has durability of 1, it'll break apart in no time. Now, just throw him and he'll go flying over the edge:)

Weapon received: None

Episode 9 & 10: The Final Battle

Opponent: Guess who? Cerv & Soulie!

Weapon: SoulEdge

Relative difficulty: Might be a major PITA

Recommended weapon: Mekkimaru, Tanto

Special requirements for victory: None

Tactics: Ouch, this is hard. As stated before, Taki has no guaranteed CPU killer moves. So, it's pretty hard to tell. You could try to give'em a taste of your trusty old CriticalEdge but you'll need about 2 each and you can do 3 per one of them. One move that you might want to try is B,A,d+K though it's not much...Also, WS+B,B works sometimes.

Final Weapon: Spirit Blade

Sophitia Alexandra

General info: Like Taki, she's not your idea of a character who'll wipe the floor with the CPU. She has some good moves, though. B,B,A,B is a good string to use, even though it has no low attacks. QCT+B is a good move also, since it's so quick, and it also works great for countering anything that whiffs though it's recovery leaves a lot to be desired. A,A,K seems to work nicely against the AI as well. One option would be to use UF+K, then either K if blocked or B if it connects can hurt the aggressive AI opponents.

Also for aggressive AI (Mitsu, Taki, etc.) a great string is:

B,B,d+A, -> WS+A to hit on counter for stun, QCT+B
-> WS+B to lift, then juggle

Finally, always use part 2 of her 2 part throw.

Episode 1: Eurydice Shrine

Opponent: Fake Sophitia

Weapon: Omega Sword

Relative difficulty: E-Z

Recommended weapon: Omega Sword

Special requirements for victory: None

Tactics: Another completely basic battle. Just waste the fake Sophie with your best moves.

Weapon received: None

Episode 2: Unknown Land

Opponent: Rock

Weapon: Battle Ax

Relative difficulty: Somewhat easy

Recommended weapon: Omega Sword

Special requirements for victory: RO Rock

Tactics: Much like Taki's Episode 8, though this time ring is smaller. Use d/f+B, A,A,A and you'll win pretty easily.

Weapon received: Gaea Sword

Episode 3: The Shrine Of Confined Demons

Opponent: Voldo

Weapon: Full Moon

Relative difficulty: Might take a few tries

Recommended weapon: Gaea Sword

Special requirements for victory: Voldo gets his energy back really fast

Tactics: Now this is a bit more unique. Constantly pressure him with your most damaging moves since if you give him a slightest break, he'll get his meter filled up faster than you can say "Critical Edge". If you just cannot beat him before he gets all his energy back, you can also try ROing him, which might be easier, since the ring is somewhat small.

Weapon received: Sword Breaker

Episode 4: Ancient Temple

Opponent: Seung Mi Na

Weapon: Tiger Fang

Relative difficulty: Might take a few tries

Recommended weapon: Gaea Sword

Special requirements for victory: Survive her attack for 20 seconds

Tactics: Again, stay defensive, be sure to attack if you get a chance and don't let her RO you.

Weapon received: None

Episode 5: The Desert

Opponent: Taki

Weapon: Rekkimaru

Relative difficulty: Medium

Recommended weapon: Gaea Sword

Special requirements for victory: Sophie has only a tiny amount of life

Tactics: If you are very patient, you can wait until Gaea Sword has filled up your energy to the max, but seeing how long that would take, it's just best to fight it out normally:) Again, stay defensive and use your best moves.

Weapon received: Fire Blade

Episode 6: Colosseum

Opponent: Mitsurugi, Seung Mi Ma, Hwang

Weapon: Water Moon, Morning Star, Falchion

Relative difficulty: Can be frustrating

Recommended weapon: Gaea Sword, Fire Blade

Special requirements for victory: None

Tactics: Though there isn't many opponents, this battle can (and will) be hard since they all have such good weapons. Mitsu's the bastard he always is, and that damn Water Moon he has restores his energy way faster than normally. Mi Na, for some reason, is pretty easy but be prepared to get your ass kicked many times from Hwang and his Falchion. This battle is a prime example how things can be difficult only because of nasty weapons opponents have. Speaking of which, I recommend Gaea Sword over Fire Blade since it gives energy instead of taking it and is only one point weaker power-wise. So what if your defence is one point higher if you lose energy every time you slash with your sword? Anyways, use your best moves.

Weapon received: Blue Crystal Rod

Episode 7: The Secret Treasury

Opponent: Taki

Weapon: Jitte

Relative difficulty: Not too hard

Recommended weapon: Gaea Sword, Fire Blade

Special requirements for victory: Sophie is poisoned

Tactics: This is quite simple, too. I don't recommend Fire Blade too much since playing with fire while poisoned can be quite hazardous to your health, if you know what I mean:)

Weapon received: Rapier

Episode 8: The Capture of Ostrhinesburg Castle

Opponent: Siegfried Sctauffen

Weapon: Faust

Relative difficulty: Might take a few tries

Recommended weapon: Fire Blade

Special requirements for victory: Beat Siggy with throws in two rounds

Tactics: Ouch. This can be another PITA (I hate these throw episodes since not only enemy can duck under them, they can escape them, too). The throw to use

is Heaven To Hell (B+G, d+A+B+K) because of superior damage it does. Equipping Fire Blade is useful here since you won't need to slash so you won't lose energy either. Do remember that you need to beat both rounds with throws. Don't get ROed since the ring is somewhat small.

Weapon received: Apollo Sword

Episode 9 & 10: Decisive Battle

Opponent: Cerv & Soulie

Weapon: SoulEdge

Relative difficulty: Can be pretty hard

Recommended weapon: Apollo Sword

Special requirements for victory: None

Tactics: Eek. This isn't going to be easy. Cerv seems to be a sucker for QCT+B since he's so aggressive. For Soulie, you might (once again) consider a CE.

Final Weapon: Valkyrie

Heishiro Mitsurugi

General info: Much like Hwang, the B,B,A,B/d+A d/f+B is a good CPU killer. He can also juggle easier than Hwang since his d/f+B uppercut has quicker recovery. If you get into a situation where you're sure to lose, try using his unblockable. Sure, it's really slow and has a pretty crappy range but if it hits, it does a ton of damage. Hell, if you are using Korefuji and manage to hit with this on MC, it kills instantly! Using b+K, B can make for easy juggle damage and easy ring-outs. Also, using d+K, B is another easy way of doing some easy juggle damage (easier than landing a df+B anyway).

Episode 1: The Shrine Of Confined Demons

Opponent: Rock, Fake Mitsu

Weapon: Crescent Ax, Korefuji

Relative difficulty: Pretty easy

Recommended weapon: Korefuji

Special requirements for victory: None

Tactics: I believe you have seen something similar before. Just kick some ass:)

Weapon received: Onimaru

Episode 2: The Pirate Fortress

Opponent: Taki

Weapon: Rekkimaru

Relative difficulty: Easy

Recommended weapon: Onimaru

Special requirements for victory: Time limit of 30 seconds

Tactics: Just whoop some ninja butt. She's not that hard, period.

Weapon received: Iron Slasher

Episode 3: The Old Temple

Opponent: Seung Mi Na

Weapon: Nagamaki

Relative difficulty: Medium

Recommended weapon: Onimaru

Special requirements for victory: Beat her with throws

Tactics: Sheesh. Another throw episode. Be sure to use Hell Striker (B+G) for best damage.

Weapon received: None

Episode 4: The Narrow Gorge

Opponent: Li Long
Weapon: Snake Wind
Relative difficulty: Pretty easy
Recommended weapon: Onimaru
Special requirements for victory: You are poisoned
Tactics: Nothing much to say.
Weapon received: Kojiro's Sword

Episode 5: The Desert

Opponent: Hwang
Weapon: Mountain Breaker
Relative difficulty: Not too hard
Recommended weapon: Kojiro's Sword, Iron Slasher
Special requirements for victory: Use juggles to beat him
Tactics: Like said before in this FAQ numerous times, d/f+B, A,A,A works the best. If you use Iron Slasher, d/f+B, B,B,A,B is possible with very good timing. This will also kill Hwang instantly, so I recommend trying it out!
Weapon received: None

Episode 6: The Fighting Arena

Opponent: Rock, Sophitia, Mi Na, Hwang, Li Long
Weapon: Twin Ax, Rapier, Nagamaki, Falchion, Snake Wind
Relative difficulty: Can be pretty hard
Recommended weapon: Kojiro's Sword
Special requirements for victory: None
Tactics: This is possibly the second hardest Colosseum battle you'll fight. Rock with his Twin Ax isn't overly hard. Sophitia is quite easy too, just watch out since her Rapier has quite a long reach. Mi Na with her Nagamaki isn't too hard either but Hwang with his Falchion can give you some headache. Finally, Li Long isn't overly hard, either.
Weapon received: Water Moon

Episode 7: Attack on Osthinesburg Castle

Opponent: Siegfried Schtauffen
Weapon: Flamberge
Relative difficulty: Can take quite a few tries
Recommended weapon: Onimaru
Special requirements for victory: Time limit of 15 seconds
Tactics: Now this is a battle where time limit can actually be a serious problem. Try CEing him to death.
Weapon received: Two Handed Sword

Episode 8: The Secret Treasury

Opponent: Voldo
Weapon: Iron Claw (another misprint...is Namco trying to scare us by telling they have better weapons than they really have?-)
Relative difficulty: Easy
Recommended weapon: Iron Slasher
Special requirements for victory: CE Voldo
Tactics: Much like Taki's Episode 5, except you only have to win once and Mitsu's CE is a bit harder to extend than Taki's (unless you're an avid SF2 veteran). I recommend Iron Slasher since it's fastest you have by now and CE will kill regardless of weapon.
Weapon received: Falx

Episode 9 & 10: The Final Battle

Opponent: Cerv & Soulie
Weapon: SoulEdge
Relative difficulty: Not too hard
Recommended weapon: Two Handed Sword

Special requirements for victory: None

Tactics: The standard crap: use best moves, use CE, be defensive. Seriously, just do the same you did with Hwang.

Final Weapon: Murasame

Siegfried Schtauffen

General info: Siggy's not that hard to use in EMM, either. B,B,B does generous damage and last hit hits low. Also, his Sledgehammer (f,f+A+B) is a damaging attack that hits opponents on the ground. f+B is another good attack since it has such a long range. Finally, his Spiral Blade (WS+A,A) is a very good attack to use if you are having difficulties hitting the opponent. It's fast, second hit is low, it has good range, it hits sidesteppers and it does generous damage. Finally, db+B, b+B can be tried in a pinch for throw damage or a back-to-the-ropes ring-out attempt.

Episode 1: Conquest of Osthrienesburg Castle

Opponent: Heishiro Mitsurugi

Weapon: Korefuji

Relative difficulty: Easy

Recommended weapon: Faust

Special requirements for victory: None

Tactics: Nothing much to say, as simple as it can get. Ship his samurai ass back to Japan:)

Weapon received: Grimblade

Episode 2: Eurydice Shrine

Opponent: Sophitia(x2), Siegfried

Weapon: Omega Sword(x2), Grimblade

Relative difficulty: May require a few tries

Recommended weapon: Grimblade

Special requirements for victory: None

Tactics: This might be difficult. Use B,B,B and WS+A,A a lot.

Weapon received: Atlas Sword

Episode 3: The Arena

Opponent: Mitsurugi, Rock, Mi Na, Sophitia

Weapon: Korefuji, Cross Ax, Tiger Fang, Gaea Sword

Relative difficulty: Medium

Recommended weapon: Faust, Grimblade

Special requirements for victory: None

Tactics: This is like Sophitia's Episode 6. The main problems are Rock's Cross Ax and Mi Na's Tiger Fang since they both have such high attack power.

Weapon received: Flamberge

Episode 4: The Desert

Opponent: Rock

Weapon: Cross Ax

Relative difficulty: Quite easy

Recommended weapon: Grimblade

Special requirements for victory: Your energy meter falls slowly

Tactics: Just whack him hard with some B,B,B and WS+A,A

Weapon received: None

Episode 5: The Pirate Castle

Opponent: Taki

Weapon: Rekkimaru

Relative difficulty: Hard

Recomended weapon: Grimblade

Special requirements for victory: Time limit of 12 seconds(!)

Tactics: Now this can be one major PITA. Try this: as soon as the round begins, step back and use WS+A,A. If it knocks down, use f,f+A+B and retreat. Try another WS+A,A and if you got lucky, she should be dead.

Weapon received: 7 Branch Sword

Episode 6: The Valley

Opponent: Li Long

Weapon: Phoenix (Oh lookie! He finally got rid of that Snake Wind!-))

Relative difficulty: Medium

Recomended weapon: Grimblade

Special requirements for victory: Use throws to beat him

Tactics: Argh! If there's gonna be one more throw episode, I'll puke!-)

Anyways, I have nothing further to add, except maybe an advise to use

Hurricane Slash (B+G) as a throw.

Weapon received: Hard Steel Blade

Episode 7: The Secret Treasury

Opponent: Voldo

Weapon: Iron Claw, Poison Arrow

Relative difficulty: Hard

Recomended weapon: Hard Steel Blade

Special requirements for victory: You have only a tiny amount of life

Tactics: Argh! This maniac can sure be difficult. I especially hate his Lunar Dive since it comes out of nowhere and has such a long range. He has one downfall, though...If you see him perform his turnaround slash(es), immediatly kick his ass with B,B,B followed by f,f+A+B that will surely kill him.

Weapon received: Claymore

Episode 8 & 9: The Final Battle

Opponent: Cerv & Soulie

Weapon: SoulEdge

Relative difficulty: Not too hard

Recomended weapon: Hard Steel Blade

Special requirements for victory: None

Tactics: This is child's play compared to hell with Voldo the hell guardian you've just been through. Still, they might pose some challenge. Stay defensive and punish them when opportunity presents itself.

Final Weapon: SoulEdge

Seung Mi Na

General info: Mi Na's not much of a CPU killer, either. But that doesn't mean she'd be completely at their mercy, either. For example, f+B,A is a good move since it has somewhat good range and does nice damage. B,d+A is another good one. It's drawback is somewhat slow start and the fact that it doesn't knock down. You might also want to try B,B,B for fun against first few opponents. Also, a good move that knocks down and guarantees the second hit if first hits, is b+B, d+A+B. It also does nice weapon damage. But if the first hit misses, they have an eternity to punish you. Her CE is also somewhat useful since it's quite quick for a CE and is easily extended. Since the AI hates high to low combos be sure to abuse:

B,B, d+A

B, d+A

A, f+A, A, d+K

Finally, f,f+k can be used for ring-outs.

Episode 1: The Old Temple

Opponent: Heishiro Mitsurugi

Weapon: Korefuji

Relative difficulty: Quite easy

Recommended weapon: Zanbatoh

Special requirements for victory: Time limit of 30 seconds

Tactics: He shouldn't be much of a problem. Just whack away.

Weapon received: None

Episode 2: The Shrine Of Confined Demons

Opponent: Rock(x3)

Weapon: Crescent Ax

Relative difficulty: Can take a few tries. Why do female fighters always have such a rough start?

Recommended weapon: Zanbatoh

Special requirements for victory: Rock recovers his energy slowly

Tactics: This could be hard. Like Sophie's Episode 3, attack constantly.

And don't hesitate to use a CE.

Weapon received: Tiger Fang

Episode 3: The Pirate Fortress

Opponent: Taki

Weapon: Rekkimaru

Relative difficulty: Can take quite a few tries

Recommended weapon: Zanbatoh

Special requirements for victory: Time limit of 15 seconds

Tactics: Ouch. She can be such a bitch. Try moves described in general info but if they don't work, consider a CE.

Weapon received: Long Handled Sword

Episode 4: The Narrow Gorge

Opponent: Li Long

Weapon: Falcon

Relative difficulty: Not too hard

Recommended weapon: Tiger Fang

Special requirements for victory: Beat him with throws

Tactics: *puke*: Use Seek And Destroy as a throw (Guess what? The command is once again B+G:)).

Weapon received: Nagamaki

Episode 5: The Desert

Opponent: Hwang Sung Kyung

Weapon: Thunderous Fire

Relative difficulty: Quite easy

Recommended weapon: Nagamaki

Special requirements for victory: Destroy his weapon

Tactics: B,B,B works pretty well.

Weapon received: None

Episode 6: Eurydice Shrine

Opponent: Sophitia(x3)

Weapon: Fire Blade

Relative difficulty: Can take a few tries

Recommended weapon: Nagamaki

Special requirements for victory: None

Tactics: She can be quite hard. Use CEs and other powerful attacks.

Weapon received: Halberd

Episode 7: The Capture Of Osthriburg Castle

Opponent: Siegfried Schtauffen

Weapon: Atlas Sword

Relative difficulty: Not overly hard

Recommended weapon: Halberd

Special requirements for victory: Time limit of 22 seconds

Tactics: He can be nasty because his Atlas Sword recovers his energy way faster than normal. Use your best attacks.

Weapon received: Morning Star

Episode 8: The Secret Treasury

Opponent: Voldo

Weapon: Full Moon

Relative difficulty: Can take a few tries

Recommended weapon: Halberd

Special requirements for victory: You only have a tiny amount of life

Tactics: Thankfully not as hard as Siggy's Episode 7, as you only have to defeat him once. Also, the ring is much smaller. Just play defensively.

Weapon received: Sickled Spear

Episode 9 & 10: The Final Battle

Opponent: Cerv & Soulie

Weapon: SoulEdge

Relative difficulty: Could be easier

Recommended weapon: Halberd

Special requirements for victory: None

Tactics: Use your best attacks. Also, CEs work somewhat well on them.

Final Weapon: Spiked Mace

Li Long

General info: He hasn't got too many good CPU killer attacks but ones he has work pretty well. (f+)A,A,d+K,B is an useful attack since it mixes up levels quite nicely and if the d+K hits on MC, the B after is guaranteed. Some other attacks you might want to try include B,B,B ,b+A, f,f+B, A+B and of course his CE. Li can also abuse his A,A,d+A string and end it with a df+K stomp.

Episode 1: The Shrine Of Confined Demons

Opponent: Rock(x2)

Weapon: Crescent Ax

Relative difficulty: Pretty easy

Recommended weapon: Falcon

Special requirements for victory: None

Tactics: Easy peasy. Give'em a taste of your A,A,d+K,B.

Weapon received: Snake Wind

Episode 2: The Pirate Castle

Opponent: Siegfried

Weapon: Faust

Relative difficulty: Not too hard

Recommended weapon: Snake Wind

Special requirements for victory: Time limit of 20 seconds

Tactics: Just use your best attacks. If you get in a hurry, use your CE.

Weapon received: Titan

Episode 3: The Narrow Gorge

Opponent: Mi Na, Taki, Sophitia

Weapon: Zanbatoh, Rekkimaru, Gaea Sword

Relative difficulty: Quite easy

Recommended weapon: Snake Wind, Titan

Special requirements for victory: None

Tactics: If you are concerned about getting hit, use Titan, otherwise use Snake Wind. This shouldn't be too hard of a battle since Sophie is only one to have something other than her default weapon.

Weapon received: Phoenix

Episode 4: The Desert

Opponent: Hwang Sung Kyung

Weapon: Nippon Blade

Relative difficulty: Not very hard

Recommended weapon: Snake Wind

Special requirements for victory: Beat him with juggles

Tactics: d/f+B, B,B,B can be somewhat hard to time but does good damage.

f+B,B and A,A,A work also.

Weapon received: Steel Dragon

Episode 5: The Colosseum

Opponent: Mi Na, Siegfried, Rock, Taki, Hwang, Mitsurugi

Weapon: Long Handled Sword, Grimblade, War Hammer, (R) (M)ekkimaru, Mountain Breaker, Onimaru

Relative difficulty: Pretty damn hard

Recommended weapon: Titan, Steel Dragon

Special requirements for victory: None

Tactics: Prepare to be frustrated. This is one of the hardest EMM battles in the game. Mi Na isn't all that hard since Long Handled Sword isn't too powerful. Siggy with his Grimblade can be pretty damn difficult since he does so much damage. Beating Rock doesn't take too long but be careful not to let him hit you, his War Hammer can do some major damage. Taki is just another easy opponent. Beating Hwang might pose some problem since he has such a fast weapon. And finally, Mitsurugi. He can be pretty nasty, with or without the Onimaru so don't think you've won if both of you have little energy and you've knocked his weapon away.

Weapon received: White Tiger

Episode 6: Secret Treasury

Opponent: Voldo, Taki

Weapon: Guillotine, Jitte

Relative difficulty: Not too easy

Recommended weapon: White Tiger

Special requirements for victory: None

Tactics: Voldo shouldn't be too hard since he's got such a slow weapon, but Taki can be nasty because of high defence and weapon-breaking qualities her Jitte has. Just use your best attacks.

Weapon received: Asura

Episode 7 & 8: The Pirate Ship

Opponent: Cerv & Soulie

Weapon: SoulEdge

Relative difficulty: Could be easier

Recommended weapon: White Tiger

Special requirements for victory: None

Tactics: A,A,d+K,B works quite well on Cerv and on certain extent to Soulie. Give Soulie some CEs and he'll go down quite well.

Final Weapon: Twin Thunder

Voldo

General info: Voldo's not the CPU killer type but he has some tricks up to his sleeves. For example, f,f+B is a good power move, though it's recovery leaves a lot to be desired. B,B is a good move, too since if it MCs, continue tapping B and Voldo'll add 3 more hits, doing tons of damage. A+K is a good surprise move, too since it comes out so suddenly. It's major weakness is that all of it's hits hit only high. Remember to use his special throw (QCT+B&G). Also, d+A&B seems to work often if you have some breathing room. Be sure to never use the A,A,B string, use A,B,A instead. Finally, db+K can work as a launcher that the AI has a hard time punishing if you get the range right.

Episode 1: The Secret Treasury

Opponent: Sophitia Alexandra

Weapon: Omega Sword

Relative difficulty: Easy

Recommended weapon: Katar

Special requirements for victory: None

Tactics: Just beat her up:)

Weapon received: Full Moon

Episode 2: Recollection

Opponent: Hwang Sung Kyung

Weapon: Blue Storm

Relative difficulty: Not too hard

Recommended weapon: Katar

Special requirements for victory: Beat Hwang with juggles

Tactics: d/f+B, A,A,B works pretty well. You can also use d+B,B, since it juggles on second hit.

Weapon received: None

Episode 3: Capturing Osthriesburg Castle

Opponent: Siegfried Schtauffen

Weapon: Faust

Relative difficulty: Somewhat easy

Recommended weapon: Katar

Special requirements for victory: Time limit of 25 seconds

Tactics: Should be pretty easy. Just hack away.

Weapon received: Iron Claw

Episode 4: "Cervantes De Leon"

Opponent: Cerv

Weapon: SoulEdge

Relative difficulty: Could take a few tries

Recommended weapon: Full Moon

Special requirements for victory: Survive his attack for 20 seconds

Tactics: Like other "stay-alive"-battles, try to stay away and block everything he throws.

Weapon received: None

Episode 5: The Unknown Land

Opponent: Rock

Weapon: Stone Club

Relative difficulty: Not too easy

Recommended weapon: Katar

Special requirements for victory: RO Rock

Tactics: You can try juggles, f,f+B or a modified Taki trick: Back off near the edge, jump over him and use Puppet Master (back: d+A+B).

Weapon received: None

Episode 6: The Pirate Fortress

Opponent: Heishiro Mitsurugi

Weapon: Iron Slasher

Relative difficulty: Medium

Recommended weapon: Katar

Special requirements for victory: Time limit of 25 seconds

Tactics: He's not overly hard. f,f+B works quite well. Just nail him with your best attacks and remember, if all else fails, use CE:)

Weapon received: Guillotine

Episode 7: The Canyon

Opponent: Li Long

Weapon: Snake Wind

Relative difficulty: Medium

Recommended weapon: Guillotine

Special requirements for victory: You are poisoned

Tactics: Pretty easy, just use your best attacks since your new Guillotine can put a world of hurt on him.

Weapon received: Poison Arrow

Episode 8: Colosseum

Opponent: Sophitia, Rock, Mitsurugi, Siegfried

Weapon: Sword Breaker, War Hammer, Kojiro's Sword, Grimblade

Relative difficulty: Can take quite a few tries

Recommended weapon: Guillotine

Special requirements for victory: None

Tactics: This fight can and will be a bast because of Siggy at the end. Why does he have to use his Grimblade so damn often? Anyways, a good way to beat him and the others is to just attack constantly.

Weapon received: Buffalo Horn

Episode 9: The Desert

Opponent: Taki

Weapon: Kunai

Relative difficulty: Can require a few tries

Recommended weapon: Buffalo Horn

Special requirements for victory: You have only a tiny amount of life

Tactics: Use Buffalo Horn instead of Guillotine since it recovers energy. Just stay defensive.

Weapon received:

Episode 10 & 11: The Decesive Battle

Opponent: Cerv & Soulie

Weapon: SoulEdge

Relative difficulty: Can be quite hard

Recommended weapon: Buffalo Horn

Special requirements for victory: None

Tactics: While playing EMM through the first time, I got so goddamn frustrated because I couldn't beat Cerv & Soulie. That's how hard this can be. Anyways, for Cerv be defensive and punish his mistakes. For Soulie, use everything you've got. Oh btw, you might want to try the MC B,B trick.

Final Weapon: SoulEdge

Cervantes De Leon

General info: He's got many good moves in his arsenal. B,B,B works well against many opponents and f+B,B,B works even better. Other useful moves include A,A,B, f,f+A+B and maybe B,B,d+A. The AI has a hard time with Cervantes when he is far away, so use f,f+A&B and QCb, B when that situation occurs.

Episode 1: Imitation

Opponent: Fake Cervantes

Weapon: Main Gauche

Relative difficulty: Easy

Recommended weapon: SoulEdge

Special requirements for victory: None

Tactics: Simple. Just do as the game says and "tear this impostor apart!":)

Weapon received: Main Gauche

Episode 2: Eurydice Shrine

Opponent: Sophitia Alexandra(x2)

Weapon: Gaea Sword, Sword Breaker

Relative difficulty: Pretty easy

Recommended weapon: SoulEdge

Special requirements for victory: None

Tactics: Once again just do what the game tells you and "Crush all your enemies!":)

Weapon received: Defender

Episode 3: The Desert

Opponent: Hwang(x2), Mi Na(x2)

Weapon: Thunderous Fire, Nagamaki

Relative difficulty: Quite easy

Recommended weapon: SoulEdge

Special requirements for victory: None

Tactics: This is a funny battle since you first beat them once, then get your energy filled up and then fight them again. Weird. Anyways, there's not much skill involved in beating them.

Weapon received: Jirotoh

Episode 4: The Shrine Of Confined Demons

Opponent: Rock

Weapon: Crescent Ax

Relative difficulty: Might take a few tries

Recommended weapon: Main Gauche

Special requirements for victory: RO Rock while your energy drops

Tactics: Another variation of theme...use B,B,B. You can also use either one of Cerv's throws to RO when you are near the edge.

Weapon received: Katana

Episode 5: The Canyon

Opponent: Li Long

Weapon: Titan

Relative difficulty: Medium

Recommended weapon: Jirotoh

Special requirements for victory: Beat him with throws

Tactics: Not again...I won't say anything.

Weapon received: 3 Bladed Edge

Episode 6: Ostrhinesburg Castle

Opponent: Siegfried (x2)

Weapon: Flamberge

Relative difficulty: Not much of a challenge

Recommended weapon: 3 Bladed Edge

Special requirements for victory: Time limit of 20 seconds

Tactics: Easy. Just use f+B,B,B and you'll win in no time.

Weapon received: Heavy Lance

Episode 7: Secret Treasury

Opponent: Voldo

Weapon: Buffalo Horn

Relative difficulty: Not too hard

Recommended weapon: 3 Bladed Edge

Special requirements for victory: Beat him with juggles

Tactics: d/f+B, B,B,B should do the job quite nicely. Do notice that he recovers energy slowly due the Buffalo Horn.

Final Weapon: Serpent's Tongue

Episode 8: Hot Soul

Opponent: Mi Na, Siegfried, Taki, Rock, Hwang, Mitsurugi

Weapon: Halberd, Grim Blade, Kunai, Cross Ax, Sword Of Dawn, 2 Handed Sword

Relative difficulty: Might take quite few tries

Recommended weapon: Serpent's Tongue

Special requirements for victory: None

Tactics: Wow, lots of opponents.

f+B,B,B should once again do the trick nicely.

Episode 9: SoulEdge

Opponent: SoulEdge

Weapon: SoulEdge

Relative difficulty: Not overly hard

Recommended weapon: Serpent's Tongue

Special requirements for victory: You lose energy slowly

Tactics: Soulie is pretty hard normally and you have to fight him with your energy meter draining? Ouch. Well, f+B,B,B saves the day.

Some notes on parrying

I have to say that parrying (f+G just before a weapon impact) can be a great help when you are facing aggressive CPU opponents because they often use strings that are easy to parry against (Mitsu's ?,?,B or Cervantes' ?,?,B_d+A for example can all be easily parried on the last hit because the AI never seems to cut strings short like good human players do). Parrying can be the key in EMM battles where short time limits make turning the momentum necessary or EMM battles where you start with next to no life.

Credits:

Namco -for making another rocking beat'em-up

Chris Keppler -for general strategies for almost all the chars and notes on parrying

TRock2K2 -for telling me most of Cervie's opponents and their weapons in the 8th episode

Me -for writing this thing

Revision History:

1.0 Initial release.

1.1 Got some more general strategies for almost all characters & made a new section on parrying.

1.2 Got to know all opponents and their weapons at Cervie's 8th episode. Also, redid the copyright notice a bit.

1.21 Changed a contributor's name at his request.

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