SOULCALIBUR II
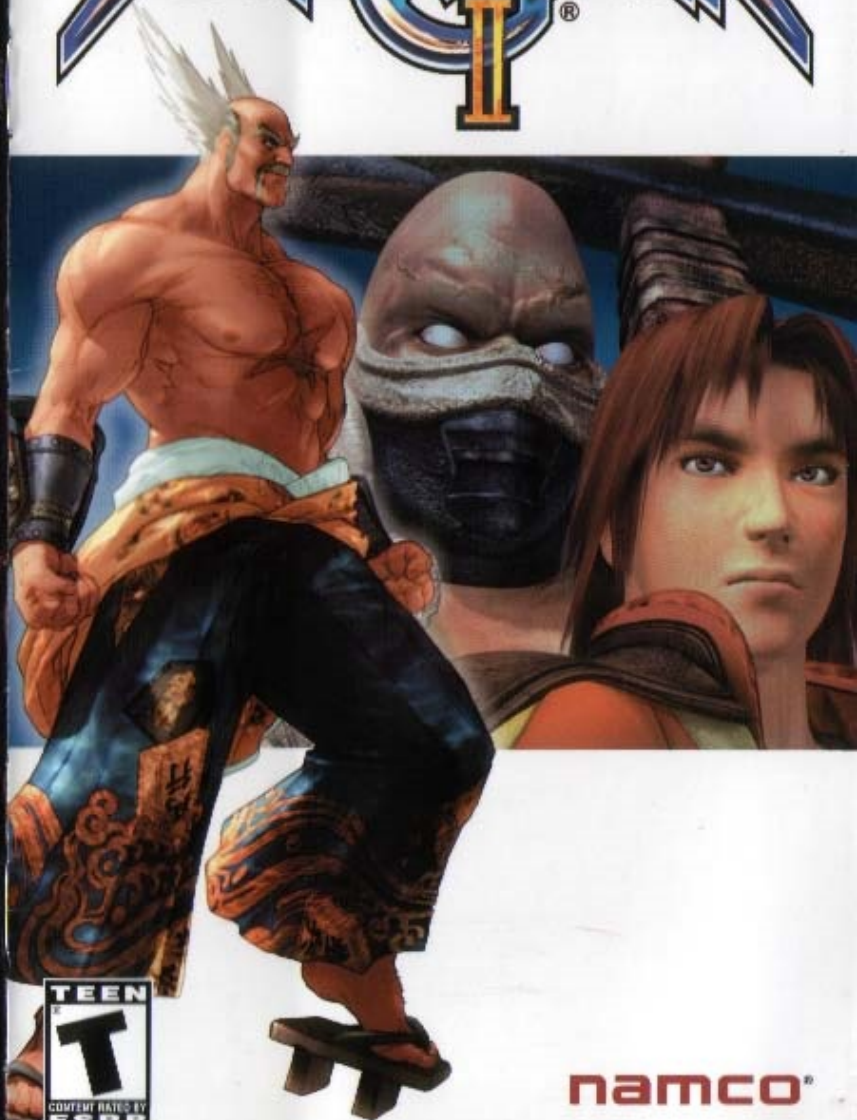
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CREDITS

PRODUCER
Hiroaki Yotoriyama

DIRECTORS
Jin Okubo
Yoshitaka Tezuka

GAME SYSTEM DIRECTORS
Tetsuya Akatsuka
Tsuyoshi Kiuchi

WEAPON MASTER MODE DIRECTOR
Takashi Otani

CO-DIRECTOR
Kouji Asuna

STORY WRITTEN BY
Yoshihiro Nakagawa

ASSOCIATE PRODUCERS
Akiko Tanga
Koh Onda

**PROGRAMMING
LEAD PROGRAMMER**
Shinobu Nimura

MAIN PROGRAMMER
Tadashi Obama

PROGRAMMERS
Takashi Koshigos
Yoshihito Iwanaga
Masaaki Hoshino
Hirayuki Kobota
Ken Matsumoto

Junji Hata
Shoichi Isowaki
Sei Nakatani
Hidenori Iwakin

**CHARACTER & STAGE DEVELOPMENT
LEAD ARTIST**
Ryoichi Ban

CHARACTER/WEAPON MODEL & TEXTURE DESIGN
Hiroaki Kado
Akira Nakajima
Seidou Ozawa
Hideo Yoshie
Shizuka Shiino
Hirokazu Takeda
Tomoko Imura
Mikiko Ichinose

STAGE MODEL & TEXTURE DESIGN
Hiroko Nagao
Kanako Iwasaki
Yasuyuki Kobori
Tomoko Tomita
Yukinobu Wakata
Takuya Araki

2D GRAPHICS DESIGN
Kyotaka Tamiya

LOGO & GRAPHIC DESIGN
Hideaki Ito

CHARACTER ILLUSTRATIONS
Takuji Kawano

MOTION DESIGN DIRECTOR
Shouji Nakamura

MOTION DESIGN
Kento Kojima
Hiroki Minami
Yosuke Kadowaki
Kaori Sato
Yoshikazu Sumioka
Yui Fukuyama

SOUND DEVELOPMENT MUSIC
Junichi Nakatsuru

**LOCALIZATION (US)
LOCALIZATION SUPERVISOR**
Yasuhiro Noguchi

LOCALIZATION MANAGER
Noriko Wada

LOCALIZATION PRODUCER
Nao Higo

LOCALIZATION STAFF
Lindsay Gray
Michael Murray
Tomoko Shintani
Jon Kromrey

QA & CUSTOMER SERVICE MANAGER
Brian Schorr

QA SUPERVISOR
Daryle Tumacder

SENIOR LEAD ANALYST
Jesse Mejia

CQC TEAM
Adnan Escultura
Chris Stanley
Levi Hill
Gene Bang

DIRECTOR OF MARKETING
Stacey Hirata

PRODUCT MARKETING MANAGER
Jim Atkiss

SPECIAL THANKS LOCALIZATION (US)
Nobuhiro Kasahara
Yoshi Niki
Robert Ennis
Garry Cole
Berry Kane
Takashi Akiyama
Tomoko Kondo
Takafumi Hyodo
Masanori Kato
Mayumi Matsumoto
Taiki Homma
Naoki Kudo

GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **SOULCALIBUR®II** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

ABOUT PROGRESSIVE OUTPUT

Higher video quality can be enjoyed if a component AV cable for PlayStation®2 (SCPH-10100U) and a progressive scan (525p) television set with component video input are used. If a television set without progressive scan (525p) capabilities or a connection other than with a component AV cable is being used, the picture may not display properly in progressive scan mode.

For instructions on how to use the component AV cable to connect the PlayStation®2 to a television set, please consult the instruction manual for the PlayStation®2 or the diagrams included with the component AV cable. Furthermore, please set the Component Video Out settings on the PlayStation®2 to Y Cb/Pb Cr/Pr under System Configuration. Some television sets with component video inputs may not be progressive scan (525p) enabled. Please consult the television set's instruction manual or contact the manufacturer to confirm.

SELECTING PROGRESSIVE MODE

Hold down the ✕ button and the △ button while the game is booting, and the following prompt will appear: *"Change to Progressive Mode?"* Carefully read the warning on the screen. Select *"Yes"* with the directional buttons and confirm with the ✕ button to switch to progressive mode. If the screen displays correctly, select "Yes" once again. If the screen is scrambled or otherwise displays incorrectly, please press the Reset button on the PlayStation®2 to reboot and enjoy the game in Normal Mode.

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

The following is the default controller setup. Some buttons may be remapped in the Options Menu. Two controllers are necessary to play VS Battle and VS Team Battle Modes. **SOULCALIBUR®II** can also be played with a DUALSHOCK® analog controller. The controls for the DUALSHOCK® analog controller are the same as for the DUALSHOCK®2 analog controller. The default setting for the vibration function is OFF. The vibration function can be turned ON in the Options Menu.

⬛ button	Horizontal Strike (A) / cancel menus and other selections	directional buttons	Character movement / menu selection
▲ button	Vertical Strike (B) / cancel menus and other selections	left analog stick	Character movement / menu selection
⦿ button	Kick (K) / confirm menus and other selections	START button	Pause game / open pause menu
✕ button	Guard (G) / confirm menus and other selections	R2 button	Press A+B+K simultaneously
		R1 button	Kick (K)
L2 button	Press A+B simultaneously		
L1 button	Guard (G)		

STARTING THE GAME

Press the START button at the Title Screen and the Mode Select Screen will appear.

MODE SELECT SCREEN

The following categories will appear in the Mode Select Screen: Original, Weapon Master, and Options. Use the directional buttons or the left analog stick to select a category, and the game modes and submenus under each category will appear on the right side of the screen. Select a game mode or submenu with the directional buttons or the left analog stick, and confirm the selection using the ⊗ button.

ORIGINAL

This category includes the following game modes:

ARCADE
Fight against CPU opponents to clear the game.

VS BATTLE
A two-player mode where Player 1 and Player 2 can fight each other.

TIME ATTACK
Set new records by clearing all the stages as quickly as possible.

SURVIVAL
Set new records by defeating as many CPU opponents as possible while hindered with limited health.

TEAM BATTLE
Form a team with multiple characters and fight through the game as a team (elimination match).

VS TEAM BATTLE
Player 1 and Player 2 can Team Battle against each other.

PRACTICE
Practice each character's moves.

WEAPON MASTER

Collect numerous weapons and clear various missions while adventuring throughout the world.

OPTIONS

Access the Options Menu to change various game settings. Settings in the Options Menu include Game Settings, Controller Settings, Display Settings, Sound Settings, Records, Collection History, and Save & Load.

ABOUT SAVING

The default setting for Auto Save is ON. Go to the Options Menu to adjust Auto Save options, or execute Saves and Loads. In order to save game data, please insert a memory card (8 MB) (for PlayStation®2) with at least 138KB of free space into MEMORY CARD slot 1.

GAME SCREEN

This section will provide an overview of the screen layout.

BASIC SCREEN GUIDE

This is the layout for the basic screen.

A **TIME:** When the clock reaches zero, the player with more health wins.

B **CHARACTER'S NAME:** Displays the character's name.

C **HEALTH METER:** The green bar indicates how much health remains for the character.

D **PAUSE MENU:** Press the START button at any time during the game to open the Pause Menu. Some options will not be available depending on the mode. Also, in Time Attack and Survival Modes, the Pause Menu is not available.

E **CLOSE:** Closes the window.

F **COMMAND LIST:** Opens the Command List for the selected character.

G **OPTIONS:** Opens a simplified Options Menu.

H **EXIT:** Resets the game back to the Title Screen.

GAME RULES

This section covers the conditions for victory and the basic rules shared by all the game modes.

HOW TO WIN

Attain any one of the following conditions to win a single round. Winning a match requires winning a varying number of rounds. Adjust the number of rounds required to win a match in the Options Menu.

KNOCK OUT
Opponent's health is reduced to zero.

RING OUT
Opponent is knocked out of the ring.

TIME UP
The character with more health when time runs out, wins.

DRAW & SUDDEN DEATH
When a double knock out (both characters reach zero health simultaneously) or a double ring out (both characters knocked out of the ring simultaneously) occurs, a draw results.

Both sides receive a point for the round at this time. If both characters have won the same number of rounds, and both sides reach the required number of rounds won to win the match at the time of the draw, the match goes into sudden death.

GAME OVER
Game Over occurs when a match is lost. In modes where there are rankings, such as Survival and Time Attack, qualifying players are able to enter their names into the rankings.

In Arcade Mode, when Game Over is reached, a Continue Screen appears. Press the START button before the countdown reaches zero to continue playing.

WEAPON MASTER MODE

This section covers the general flow of Weapon Master Mode.

1. CHAPTER SCREEN
Weapon Master Mode is divided into several chapters. The player proceeds to new adventures by clearing each of these chapters.

2. WORLD MAP
In the World Map, the player can move between chapters. Selecting a chapter opens the Chapter Map.

3. CHAPTER MAP
In order to clear the missions in each chapter, certain conditions must be met. Dungeons are also accessible through Chapter Maps.

4. BATTLE
Each stage, mission, and battle can include a variety of conditions, including those that may change a character's status.

5. MISSION CLEAR
When the conditions for clearing a given mission are met, the Mission Results Screen appears. If any items were obtained, they will also be indicated on this screen. By fulfilling the chapter clearing conditions, new chapters become available for the player to explore.

ABOUT GOLD
The currency in the world of Weapon Master is called Gold. The player receives a certain amount of Gold for each battle, regardless of whether the player wins or loses. The player can use Gold to buy various items, such as weapons. Purchase weapons at the shops found within the Command Menu. To open the Command Menu, press the START button at the World Map/Chapter Map Screen.

This section provides an overview of basic moves in **SOULCALIBUR®II**.

All move commands and controls assume that the character is facing right (standing on the 1P side).

BASIC CONTROL NOTATION

Command Symbol	Controller Button	Meaning
➡	directional buttons or left analog stick	Hold direction
⇨	directional buttons or left analog stick	Press direction quickly
A	⬤ button	Horizontal Strike
B	🔺 button	Vertical Strike
K	◉ button	Kick
G	❌ button	Guard

- The arrows correspond to the up, down, left, and right directions of the directional buttons or left analog stick.

- The controller buttons are based on the default setup.

ATTACK ATTRIBUTE NOTATION

Symbol	Meaning
H	High-level attack (upper-body attack)
M	Mid-level attack (mid-body attack)
L	Low-level attack (lower-body attack)
!	Unblockable
SM	Special mid-level attack (special mid-body attack)
T	Throw
AT	Strike combined with a throw
SP	Special action
GB	A strike that breaks the opponent's guard
GI	Guard Impacts the opponent's attack
ST	Stance

8 WAY RUN

The 8 Way Run is a system that lets the player run in all directions, allowing for a wider array of movement. To do an 8 Way Run in the forward direction, enter ➡ and the character will run while still facing the opponent character. This can be used to dodge the opponent's attacks or to put the player in an advantageous position for combat. There are also moves that can only be executed during an 8 Way Run.

- The left analog stick can be used to enter the same directional controls.

- In order to use the directional buttons to move diagonally, press two directions at the same time, for instance, for the ⬔ direction, simultaneously press the right and down directional buttons.

JUMP AND GUARD

In order to jump, hold G and ⇩,⇧, or ⇩. To guard and retreat or advance, hold G and ⬅ or ➡. To guard and crouch, hold G and ⬔, ⬇, or ⬕.

- The left analog stick can be used to enter the same directional controls.

STEP IN/OUT AND SIDE STEP

Players can Step In, Step Back, Left Side Step, and Right Side Step.
Step In: ⇨
Step Back: ⇦
Left Side Step: ⇧
Right Side Step: ⇩

- When the character is facing right (standing on the 1P side).

THROW

THROWING TECHNIQUES
Enter A+G or B+G while standing close to an opponent, to throw them.

ESCAPING A THROW
In order to escape an opponent's throw, press A against an A+G throw, or B against a B+G throw just as the opponent starts the move.

BASIC TECHNIQUES

ATTACK ATTRIBUTES AND GUARD

HIGH-LEVEL ATTACK (UPPER-BODY ATTACK)
Useful against standing opponents or opponents jumping towards the player. Use a Standing Guard to defend or Crouch to evade.

MID-LEVEL ATTACK (MID-BODY ATTACK)
Useful against both standing and crouching opponents. Use a Standing Guard to defend, but not a Crouching Guard.

LOW-LEVEL ATTACK (LOWER-BODY ATTACK)
Useful against both standing and crouching opponents. Use a Crouching Guard to defend or Jump to evade.

SPECIAL MID-LEVEL ATTACK (SPECIAL MID-BODY ATTACK)
Useful against both standing and crouching opponents. Use a Standing or Crouching Guard to defend.

NEUTRAL GUARD
Set the Neutral Guard option to ON in the Options Menu so that even if no buttons are pressed and no command is entered, the character automatically guards against attacks. However, this feature does not guard against low attacks (lower-body attacks) and for combo attacks, only the first hit is blocked.

CONTROLS WHILE ON THE GROUND

Get up in place:	Press G.
Rolling forwards or backwards to get up:	Press ➡ (forward) or ⬅ (backward) while on the ground.
Rolling sideways to get up:	Press ⬆ (towards the back) or ⬇ (towards the front) while on the ground.
Attacking while getting up:	Press an attack button (A, B, K) while on the ground.

STAGGER RECOVERY
Certain attacks can stun characters, causing them to lose their balance and temporarily be unable to move. In this situation, pressing the directional buttons, the left analog stick, or any of the A, B, K, G repeatedly speeds up recovery.

BASIC TECHNIQUES

QUICK ROLL
Certain powerful attacks can throw a character up into the air. Press G while airborne to quickly recover and return to a ready position.

QUICK ROLL AGAINST WALLS
Certain stages include walls that can also be used as part of attacks. When a character is slammed against a wall, do either of the following in order to perform an ukemi and recover quickly.

Ukemi off a wall by Rolling Sideways:	Enter ⬆ or ⬇ to roll towards the back or the front.
Ukemi off a wall by Rolling Forward:	Enter ➡ to roll towards the opponent.

AIR CONTROL
Use the directional buttons or the left analog stick to control the landing point during a juggle attack.

GUARD IMPACT
Use one of the following commands at the right moment to repel or parry an opponent's attack. This is called Guard Impact. When successful, both parties are momentarily stunned. The player who successfully Guard Impacts is able to move first, and will therefore have an advantage in the fight. Guard Impact is effective against almost every technique, but there are a few exceptions.

Repel high-level (upper-body) or mid-level (mid-body) attack.	Press ➡+G in time with the opponent's attack.
Parry mid-level (mid-body) or low-level (lower-body) attack.	Press ⬅-G in time with the opponent's attack.

REVERSE GUARD IMPACT
When an attack is repelled or parried by a Guard Impact, the player is in the disadvantageous position of being unable to attack or guard. However, if attacked while still immobile, the player can use Guard Impact against the opponent.

BASIC TECHNIQUES

SOUL CHARGE

A character can focus energy, or "spirit," into their weapon to temporarily raise its attack power. This is called a Soul Charge. Unleash a Soul Charge by pressing A+B+K simultaneously. Depending on which buttons are pressed for how long, one of the following 3 stages of transformation occur:

SOUL CHARGE LV1

Press G immediately after the Soul Charge is initiated and the player's weapon glows lime green. Focusing energy can be quick, but the charge does not last long.

SOUL CHARGE LV2

If an attack is launched after initiating a Soul Charge, or if G is pressed soon afterward, the weapon will glow green. Some attacks are as powerful as Counter Hits and the charge lasts a little longer.

SOUL CHARGE LV3

Fully focusing energy results in the weapon glowing blue. Not only will attacks be much more powerful, but some attacks are unblockable or guard-break moves. The charge also lasts for a long time.

- A guard-break move is one that breaks through an opponent's guard and creates a disadvantageous situation for the opponent, where neither attacking nor guarding is possible.

THE RELATIONSHIP BETWEEN VERTICAL STRIKES, HORIZONTAL STRIKES, AND 8 WAY RUN

In addition to the various attacks, defensive techniques, and special moves in **SOULCALIBUR®II**, there is the tripartite relationship between the basic attacks (vertical strike, horizontal strike) and 8 Way Run.

VERTICAL STRIKE

Vertical strikes have the ability to crush horizontal strikes. Match an opponent's horizontal strike with a strong vertical strike to gain the upper hand.

8 WAY RUN

Use the 8 Way Run to dodge vertical strikes. Run behind opponents and follow up with a powerful attack.

HORIZONTAL STRIKE

Stop an opponent's 8 Way Run with a horizontal strike. Since the opponent is running, the likelihood of a Run Counter is high.