

Soul Calibur Spirit Charge Unblockable List

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Dreamcast Soul Calibur
Spirit Charge Unblockable List

version 1.0

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What is Soul Charge?
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In Soul Calibur, pressing A+B+K (X+Y+B on a Dreamcast controller) will cause your character to begin "charging" up their fighting power (he/she will temporarily glow red). This process takes about 1.5 seconds and when completed your character will be in what is known as "Soul Charge" mode (character glows green for a short time). When Soul Charged, the next successful attack will count as a counter hit and will do slightly more damage than usual and may cause a stun of some sort.

What is Spirit Charge?
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If you cancel a charge by pressing G (A on a dreamcast controller) before the charge has been completed, your character will glow yellow and be in "Spirit Charge" mode. The longer you wait before canceling the charge, the longer you will stay spirit charged, however if you wait too long you will wind up in Soul Charge mode. Also, if you are hit by your opponent or block an attack, you instantly lose your spirit charge status (the same applies to Soul Charge). The effect of spirit charge is that certain of your character regular moves become unblockable when you are in this state (although these moves can still be guard impacted). Spirit Charge Unblockables (SCUB's) can be identified by the firey trail left by the weapon (or foot) when the move is performed under spirit charge.

Which Charge is better?
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This is a matter of opinion, of course, but I believe Soul Charge is relatively useless. It takes longer to get fully charged, it doesn't last very long, and in all likely hood, your opponent is just going to block your charged attack anyway. Spirit Charge, on the other hand, can be quite useful as it is much quicker, and using an unblockable move greatly increases the chance that you will hit your opponent and do some actual damage.

Why the List?
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Not every move is unblockable when spirit charged. This leads to the inevitable question, "Which moves are?" The set of moves that are unblockable under spirit charge was changed drastically when the game was ported to the Dreamcast. Many moves that were SCUB in the arcade version are not SCUB in the Dreamcast version (and vice versa). If you want a list of SCUB's for the arcade version of Soul Calibur, I suggest you take a look at Soul Calibur Network (<http://www.luminpro.com/soulcalibur>). The text-based moves lists on that site feature flags that identify certain properties of each move including whether or not they are SCUB. I'd say that list is about 95% accurate, and is the best resource I know of for arcade SCUB's. This list identifies (I believe) all moves in the Dreamcast version of Soul Calibur that are unblockable when spirit charged. If you see an error or find what you think is an undocumented SCUB, please let me know. You can e-mail me at the address listed above.

The List

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This list uses standard conventions that are accepted by most die-hard Soul Calibur fans. For a description of these conventions, check the Soul Calibur Network at the URL mentioned above.

Buttons: A = horizontal slash = X on DC controller
 B = vertical slash / stab = Y on DC controller
 K = kick = B on DC controller
 G = guard = A on DC controller

Voldo

f, f+A
b, b+A / (8WR)ub_b_db+A
f+A+B
df+A+B / (FC)df+A+B
b+[A+B] (2nd and 3rd hits only)
A+K / [A+K] / (BS)A+K
f, f+G+A+B, K (2nd hit only)
db+B, K, K (3rd hit only)
(FC)db_d_df+B+K / (CR)B+K
(8WR)uf_df+A
(8WR)u_d+B
(MC)K / (RC)K
(BS)b+B, B (2nd hit only)

Ivy

f+A
b+A
db+A+B
db+B / (8WR)uf_df+B
db+[B] / (8WR)uf_df+[B]
(FC)db+B
f+[B+K] / (8WR)f+[B+K]
db_d_df+B+K
(WS)B+K

b+B~A,B (3rd and 4th hits only)
f,f+K / f,f+[K]
(8WR)uf+A
(8WR)df+A
(WM)B+K / (WM)8WR,uf_u_ub_db_d_df+B+K
ub_u_uf+B

Sophitia

b,b+B / (8WR)ub_b_db+B
b,b+B+K / (8WR)uf_u_ub_b_db_d_df+B+K
(WS)B+K
b,b+K / (8WR)ub_b_db+K
ub_u_uf+K,B (2nd hit only)
(WS)K / d,df,f+K / d,df,f,d,df,f+K
K~B / (8WR)u_uf_f_df_d+K~B
(8WR)A+K
(8WR)uf_df+B
(8WR)u_d+B
d,df,f,N,u_d+K / d,df,f,d,df,f,N,u_d+K
d,df,f+B~A,A,K (3rd hit only)*

* I can only assume that the last hit of this string is unblockable, since it leaves a flaming trail when spirit charged. However, anyone familiar with this move is sure to realize that there's no way anyone would ever be in a position to block it.

Mitsurugi

f,f+A+B / (8WR)A+B
B~f
f,f+B,B / (8WR)uf_f_df+B,B (2nd hit only, must be delayed)
(FC)df+B
(8WR)ub_db+B,A,B (3rd hit only)
(Mist)B
(Mist)A+B
d,df,f+B / d,df,f+[B]
f,df,d,db,b+[B]

Kilik

b+A+B,B (3rd hit only, must not be delayed)
db+A+K
db+B
b+B / b+[B] / (8WR)ub_db+B / (8WR)ub_db+[B]
b+B~K,B
B+K / (8WR)u_ub_db_d+B+K / (Mon)B+K
B~K
G+K
(8WR)u_d+K~A (2nd hit only)
(Mon)A+B / (Ground)A+B
(Ground)A+K
ub_u_uf+B

Xianghua

A~B
A+B (2nd hit only)
df+A+B
b+A+B
b,b+B / (8WR)ub_b_db+B
(FC)df+B
(FC)df+B,B
B~A
(WS)B~A
d+B+K

Maxi

A,A,B (3rd, 4th, 5th, and 6th hits only)
b+A,B (2nd hit only)
b+A,B~A,A,B (4th hit only)
b+A+B / (8WR)ub_b_db+A+B (2nd hit only)
(WS)A+B / d+A~B / (FC)A+B
f+B / (8WR)u_d+B
f+B~A,A,B / (8WR)u_d+B~A,A,B (3rd hit only)
K~B,[K] / (PSRO)K,[K]
(8WR)ub_db+B / (PSRC)B
(PSLI)B

Nightmare

f,f+A / (8WR)uf_f_df+A
b+A / (8WR)ub_b_db+A
f,f+A+B / (8WR)A+B
B~b / (8WR)u_d+B~b
b,b+B / b,b+[B] / (8WR)b+B / (8WR)b+[B]
f,f+B~A / (8WR)f+B~A / (NLS)B~A (3rd hit only)
f,f+B+K / (8WR)f+B+K
(NLS)A+B

Taki

A~f
B~[d] (3rd hit only)
B,A,[K] / (8WR)ub_db+B,A,[K] (3rd hit only)
B,[K] / (8WR)ub_db+B,[K] (2nd hit only)
b,b+K,K / (8WR)b+K,K
(POS)ub_u_uf+K,A (3rd hit only)
(WRF)B,B (must do both B's)

Astoroth

f,f+[A],B / f,f+A+B / (8WR)uf_f_df+[A],B / (8WR)f+A+B (second hit only)

(WS)A
df+A+B
B,B / B,[B] / [B],B / [B],[B] (2nd hit only)
f,f+B / (8WR) f+B
b,b+K / (8WR)ub_b_db+K
(8WR)ub_db+[A]
(8WR)ub_u_uf+A+B
(8WR)db_d_df+A+B
(8WR)u_d+[K]

Hwang

A~B
A+B (2nd hit only, first hit must be blocked)
df+A+B
b+A+B
(WS)A+B
b,b+B / (8WR)ub_b_db+B
(FC)df+B
(FC)df+B,B
B~A
(WS)B~A
df+B+K
(8WR)u_d+K
(8WR)ub_db+K

Yoshimitsu

(FC)db,b+A
f,f+A+B / (8WR)A+B
(FC)df+B
f+B+K,B,B,B (4th hit only)
B~A
(8WR)ub_db+B,A,B (3rd hit only)

Lizardman

b,b+B / (8WR)ub_b_db+B
b,b+B+K / (8WR)uf_u_ub_b_db_d_df+B+K
(WS)B+K
f,f+K / f,f+[K]
b,b+K / (8WR)ub_b_db+K
ub_u_uf+K,B (2nd hit only)
(WS)K / d,df,f+K / d,df,f,d,df,f+K
(WS)K,K,B (1st and 3rd hits only)
(8WR)A+K
(8WR)uf_df+B
(8WR)u_d+B
d,df,f,N,u_d+K / d,df,f,d,df,f,N,u_d+K

Siegfried

f, f+A / (8WR)uf_f_df+A
b+A / (8WR)ub_b_db+A
f, f+A+B / (8WR)A+B
B~b / (8WR)u_d+B~b
b, b+B / b, b+[B] / (8WR)b+B / (8WR)b+[B]
f, f+B~A / (8WR)f+B~A / (BH)B~A (3rd hit only)
f, f+B+K / (8WR)f+B+K
(BH)A+B

Rock

f, f+[A], B / f, f+A+B / (8WR)uf_f_df+[A], B / (8WR)f+A+B (second hit only)
(FC)A, B (second hit only)
(WS)A
df+A+B
B, B / B, [B] / [B], B / [B], [B] (2nd hit only)
f, f+B / (8WR)f+B
b, b+K / (8WR)ub_b_db+K
(8WR)ub_db+[A]
(8WR)ub_u_uf+A+B
(8WR)db_d_df+A+B
(8WR)u_d+[K]

Seung Mina

b+A+B, B (3rd hit only, must not be delayed)
db+A+K
b+B / (8WR)ub_b_db+B
B~K
B+K / (8WR)u_ub_db_d+B+K
G+K
(8WR)u_d+K~A (2nd hit only)
ub_u_uf+B

Cervantes

A~b / A~G~A
(WS)A, [B] (2nd hit only)
df+A~B (2nd hit only)
u_ub+A+B
uf+A+B / (8WR)uf_df+A+B
d+[B+K]
(8WR)ub_db+A