

Soul Calibur Secrets FAQ

by DChan

Updated on Aug 22, 1999

[Soul Calibur] Dreamcast tricks

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Current Update: Sun, 22 August 1999

Previous Update: Sun, 22 August 1999

Created: Sun, 22 August 1999

DISCLAIMER: No, I don't have a Dreamcast. (But I plan to get one by late January 2000, when Sentimental Graffiti 2 is scheduled to come out on 27 January 1999. (Yeah, right. I'll believe it when I see it.))

I can't verify the following Soul Calibur info. (-_-;) Don't publish them in a game magazine unless you've independently confirmed them, or the reliability of your game magazine maybe laughed out of the newsgroups and the Web by gamers all over the world.

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A01. Introduction

Instead of updating the monolithic Sophitia FAQ that I wrote last year, I'll just report some of the systematic features and tricks that are in the Dreamcast version and weren't in the arcade version. BTW, I effectively haven't played Soul Calibur since late December 1998, when I met some Japanese Soul Calibur fans at Comic Market 55 in Tokyo.

A02. To use Inferno

To use Inferno, fulfil these conditions:

1. In Mission Battle Mode, able to use Xianghua's 3P costume.
The player may need to purchase her 3P costume in the Art Gallery in the Museum Mode.
2. In Arcade Mode, choose Xianghua's 3P costume.
In the Select Your Character screen, choose the 3P costume by pressing Y+A or Y+X. That is, while holding Y, press A or X.
3. Clear the Arcade Mode with 3P Xianghua.
The player can Continue after a lost match.

A03. New moves (Sophitia only)

New moves that the Dreamcast Sophitia has and the arcade Sophitia hadn't. I don't know if Edge Master,

Inferno, and Lizard Man also have these new moves or not?

db+[B] L

Whirl Low Kick

X+Y Impact counterattack

L (Yell?) Punish [At long range, impact only.]

X+Y Impact counterattack

L (Yell?) Sentence [At long range, impact only.]

(WS) [A]+[B] X

Fortune Satellite

A+[f] Special movement

Guard Shuffle

A04. References

- Shuukan Dreamcast Magazine, Vol.25, 1999. Tokyo,
Japan: Softbank Publishing Inc, 99.08.13-20.

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