

Soul Calibur Mission Mode FAQ

by Strife132

Updated to v1.0 on Jan 17, 2000

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MISSION MODE

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INTRODUCTION

INTRODUCTION

Soul Calibur is pure excellence. I wanted to write a more detailed FAQ, as well as FAQs for all of the characters, but you can only do so much with three day rentals (unless you can reread them.) But that's

ok! I'm sure this file will still be of use, and if I ever get a copy of the game, I'll be sure to add more to it and make some character FAQs.

UPDATES

1/17/00 -- V. 1.0 -- Created Mission Mode guide

MISSION MODE EXPLANATION

Mission Mode is available right at the start of the game. You play as any character (it makes no difference which character you use.) In Mission Mode, you move a pointer around a map and select a location to go to, then you select mission to do a mission in that area. When there are no new missions in an area, the area is red. When there are, it is green. After winning a mission, you earn points, which can be used to buy art cards by selecting the Art Gallery. Special art cards can open up new features.

PROVING GROUNDS

The reason Proving Grounds has so many missions in my FAQ is because I am counting all the training missions as regular missions as well. Just in case anyone was wondering why it had so many missions..

LISTS AND STRATEGIES

STAGE/MISSION LIST

--IN ALPHABETICAL ORDER--

STAGE: ADRIAN AND THE FORTRESS, THE

MISSION 1

NUMBER OF ROUNDS: ONE

\\You are constantly pushed away from the enemy//

MISSION 2

NUMBER OF ROUNDS: ONE

\\You are constantly pushed away from the enemy//

\\The enemy has a powerful strike that can throw you very far//

MISSION 3

NUMBER OF ROUNDS: TWO

\\You are constantly pushed away from the enemy//

MISSION 4

NUMBER OF ROUNDS: TWO

\\You are constantly pushed away from the enemy//

\\The enemy has a powerful strike that can throw you very far//

STAGE: CITY OF WATER

MISSION 1

NUMBER OF ROUNDS: TWO

\\Defeat enemies with the help of a stranger//

MISSION 2

NUMBER OF ROUNDS: THREE

\\Defeat enemies within the time limit with the help of strangers//

MISSION 3

NUMBER OF ROUNDS: TWO

\\Defeat enemies with the help of a stranger//

MISSION 4

NUMBER OF ROUNDS: FOUR

\\Defeat enemies with the help of a stranger//

STAGE: COLOSSEUM, THE

MISSION 1

NUMBER OF ROUNDS: SIX

\\Prize money doubles with each battle//

\\No life restored after each battle//

MISSION 2

NUMBER OF ROUNDS: EIGHT

\\Prize money doubles with each battle//

\\No life restored after each battle//

MISSION 3

NUMBER OF ROUNDS: SIX

\\Prize money doubles with each battle//

\\No life restored after each battle//

\\You always fight Inferno//

MISSION 4

NUMBER OF ROUNDS: EIGHT

\\Prize money doubles with each battle//

\\No life restored after each battle//

\\Difficulty level is high//

STAGE: EMPEROR'S GARDEN

MISSION 1

NUMBER OF ROUNDS: TWO

\\The first to get 16 hits on their enemy wins//

MISSION 2

NUMBER OF ROUNDS: ONE

\\You must use throws or unblockable attacks//

MISSION 3

NUMBER OF ROUNDS: THREE

\\The first to get 16 hits on their enemy wins//

MISSION 4

NUMBER OF ROUNDS: THREE

\\You must use throws or unblockable attacks//

\\Difficulty is high//

STAGE: HARBOR OF SOULS

MISSION 1

NUMBER OF ROUNDS: TWO

MISSION 2

NUMBER OF ROUNDS: ONE

\\Defeat enemy within time limit//

MISSION 3

NUMBER OF ROUNDS: TWO

\\As your life decreases, your speed increases//

MISSION 4

NUMBER OF ROUNDS: TWO

\\Defeat enemy within time limit//

\\Difficulty is high//

STAGE: HOKO TEMPLE

MISSION 1

NUMBER OF ROUNDS: TWO

\\You and the enemy both have increased attack power//

MISSION 2

NUMBER OF ROUNDS: ONE

\\The enemy's life increases with time//

MISSION 3

NUMBER OF ROUNDS: TWO

\\You and the enemy both have increased attack power//

MISSION 4

NUMBER OF ROUNDS: ONE

\\The enemy's life increases with time//
\\Difficulty is high//

STAGE: KUNPAETKU SHRINE

MISSION 1

NUMBER OF ROUNDS: TWO

\\You are poisoned//

MISSION 2

NUMBER OF ROUNDS: ONE

\\Defeat 5 or more enemies within the time limit//

MISSION 3

NUMBER OF ROUNDS: THREE

\\You are poisoned//

MISSION 4

NUMBER OF ROUNDS: ONE

\\Defeat 5 or more enemies within the time limit//

\\One hit and you die//

\\Difficulty is high//

STAGE: MAZE OF THE DEAD

MISSION 1

NUMBER OF ROUNDS: TWO

\\Soul Charge increases speed//

MISSION 2

NUMBER OF ROUNDS: TWO

\\You are poisoned//

\\Soul Charge will restore health//

MISSION 3

NUMBER OF ROUNDS: TWO

\\Soul Charge increases speed//

MISSION 4

NUMBER OF ROUNDS: TWO

\\You are poisoned//

\\Soul Charge will restore health//

\\Difficulty is high//

STAGE: MONEY PIT

MISSION 1

NUMBER OF ROUNDS: TWO

\\Rats bite your feet//

MISSION 2

NUMBER OF ROUNDS: THREE

\\Can't see the enemy, but can see their weapon//

MISSION 3

NUMBER OF ROUNDS: TWO

\\Rats bite your feet//

MISSION 4

NUMBER OF ROUNDS: THREE

\\Can't see the enemy, but can see their weapon//

\\Difficulty is high//

STAGE: OSTRHEINSBURG CASTLE

MISSION 1

NUMBER OF ROUNDS: ONE

\\Any attack becomes a counter//

\\All moves are unblockable//

MISSION 2

NUMBER OF ROUNDS: THREE

\\All attacks become a counter//

MISSION 3

NUMBER OF ROUNDS: THREE

\\Any attack becomes a counter//

MISSION 4

NUMBER OF ROUNDS: ONE

\\All attacks become a counter//

STAGE: PALGAEA SHRINE

MISSION 1

NUMBER OF ROUNDS: THREE

\\Stepping on the edge of the ring hurts and throws you//

MISSION 2

NUMBER OF ROUNDS: TWO

\\You are constantly pushed away from the enemy//

\\Stepping on the edge of the ring hurts and throws you//

MISSION 3

NUMBER OF ROUNDS: THREE

\\Stepping on the edge of the ring hurts and throws you//

MISSION 4

NUMBER OF ROUNDS: THREE

\\You are constantly pushed away from the enemy//

\\Stepping on the edge of the ring hurts and throws you//

\\Difficulty is high//

STAGE: PROVING GROUNDS

MISSION 1

NUMBER OF ROUNDS: ONE

MISSION 2

NUMBER OF ROUNDS: ONE

MISSION 3

NUMBER OF ROUNDS: ONE

MISSION 4

NUMBER OF ROUNDS: ONE

MISSION 5

NUMBER OF ROUNDS: ONE

MISSION 6

NUMBER OF ROUNDS: ONE

MISSION 7

NUMBER OF ROUNDS: FIVE

\\Time limit increases after each round//

MISSION 8

NUMBER OF ROUNDS: ONE

MISSION 9

NUMBER OF ROUNDS: SIX

\\Time limit increases after each round//

\\Difficulty is high//

STAGE: SHRINE OF EURYDICE

MISSION 1

NUMBER OF ROUNDS: 2

\\Strong winds push you toward the edge//

MISSION 2

NUMBER OF ROUNDS: ONE

\\The enemy can't be damaged while standing on the ring; knock her
out of the ring//

MISSION 3

NUMBER OF ROUNDS: THREE

\\Strong winds push you toward the edge//

MISSION 4

NUMBER OF ROUNDS: ONE

\\The enemy can't be damaged while standing on the ring//
\\No ringouts (attack her while she's in the air)//
\\Difficult is high depending on character used//

STAGE: SILK ROAD RUINS

MISSION 1

NUMBER OF ROUNDS: ONE

\\Sand slows you down if you don't run//

MISSION 2

NUMBER OF ROUNDS: ONE

\\Get hit, you get poisoned; hit the enemy, you lose the poison and
the enemy gets poisoned//

MISSION 3

NUMBER OF ROUNDS: TWO

\\Sand slows you down if you don't run//

MISSION 4

NUMBER OF ROUNDS: TWO

\\Get hit, you get poisoned; hit the enemy, you lose the poison and
the enemy gets poisoned//

STAGE: TAKAMATSU CASTLE

MISSION 1

NUMBER OF ROUNDS: FOUR

\\If you get knocked down, you lose; knock down the enemy to win//

MISSION 2

NUMBER OF ROUNDS: THREE

\\You start with low health//

\\You regain life with time//

MISSION 3

NUMBER OF ROUNDS: FOUR

\\If you get knocked down, you lose; knock down the enemy to win//

MISSION 4

NUMBER OF ROUNDS: ONE

\\You start with low health//

\\You regain life with time//

\\Difficulty is high//

STAGE: VALENTINE MANSION

MISSION 1

NUMBER OF ROUNDS: TWO

\\Enemy slows down and speeds up throughout the battle//

MISSION 2

NUMBER OF ROUNDS: THREE

\\Can't see your weapon or your enemy's weapon//

MISSION 3

NUMBER OF ROUNDS: TWO

\\Enemy slows down and speeds up throughout the battle//

MISSION 4

NUMBER OF ROUNDS: THREE

\\Can't see your weapon or your enemy's weapon//
\\Difficulty is high//

STAGE: WATER LABYRINTH

MISSION 1

NUMBER OF ROUNDS: ONE

\\If the enemy hits you, you get the curse//
\\If you hit the enemy, they get the curse//
\\CURSE = Poison + Speed up//

MISSION 2

NUMBER OF ROUNDS: TWO

\\You are poisoned//

MISSION 3

NUMBER OF ROUNDS: THREE

\\If the enemy hits you, you get the curse//
\\If you hit the enemy, they get the curse//
\\CURSE = Poison + Speed up//

MISSION 4

NUMBER OF ROUNDS: ONE

\\You are poisoned//
\\No ringouts//
\\Difficulty is high//

ART CARD LIST

GALLERY: The Tale Begins: Prologue (12 cards)

1. Prologue Chapter 1 -- Cost: 10 points
2. Prologue Chapter 2 -- Cost: 30 points
OPENS GALLERY -- Souls Guided by Destiny: CG Portraits
3. Prologue Chapter 3 -- Cost: 30 points
OPENS SILK ROAD RUINS -- Mission One
4. Prologue Chapter 4 -- Cost: 10 points

5. Prologue Chapter 5 -- Cost: 30 points
OPENS HARBOR OF SOULS -- Mission One
6. Prologue Chapter 6 -- Cost: 30 points
OPENS GALLERY -- Souls Guided by Destiny 2: CG Portraits
7. Prologue Chapter 7 -- Cost: 10 points
8. Prologue Chapter 8 -- Cost: 10 points
9. Prologue Chapter 9 -- Cost: 10 points
10. Prologue Chapter 10 -- Cost: 30 points
OPENS MAZE OF THE DEAD -- Mission One
11. Prologue Chapter 11 -- Cost: 10 points
12. Prologue Chapter 12 -- Cost: 10 points

GALLERY: Souls Guided by Destiny: CG Portraits (20 cards)

13. Kilik 1 -- Cost: 20 points
14. Kilik 2 -- Cost: 50 points
OPENS GALLERY -- Symbols: Special CG
15. Xianghua 1 -- Cost: 20 points
OPENS CHARACTER PROFILES (in Museum Mode)
16. Xianghua 2 -- Cost: 20 points
17. Maxi 1 -- Cost: 20 points
18. Maxi 2 -- Cost: 50 points
OPENS GALLERY -- The Chosen Ones: CG Characters
19. Mitsurugi 1 -- Cost: 50 points
OPENS THE COLOSSEUM -- Mission One
20. Mitsurugi 2 -- Cost: 20 points
21. Taki 1 -- Cost: 50 points
OPENS STAGE -- SILK ROAD RUINS
22. Taki 2 -- Cost: 20 points
23. Voldo 1 -- Cost: 20 points
24. Voldo 2 -- Cost: 20 points
25. Sophitia 1 -- Cost: 20 points
26. Sophitia 2 -- Cost: 50 points
OPENS SHRINE OF EURYDICE -- Mission One
27. Astaroth 1 -- Cost: 50 points
OPENS PALGAEA SHRINE -- Mission One
28. Astaroth 2 -- Cost: 20 points

- 29. Nightmare 1 -- Cost: 20 points
- 30. Nightmare 2 -- Cost: 20 points
- 31. Ivy 1 -- Cost: 50 points
OPENS KUNPAETKU SHRINE -- Mission One
- 32. Ivy 2 -- Cost: 50 points
OPENS STAGE -- Takamatsu Castle (WINTER)

GALLERY: Souls Guided by Destiny 2: CG Portraits (18 cards)

- 33. Hwang 1 -- Cost: 20 points
- 34. Hwang 2 -- Cost: 50 points
OPENS EMPEROR'S GARDEN -- Mission One
- 35. Yoshimitzu 1 -- Cost: 20 points
- 36. Yoshimitzu 2 -- Cost: 50 points
OPENS STAGE -- The Adrian and the Fortress
- 37. Lizardman 1 -- Cost: 50 points
OPENS THE MONEY PIT -- Mission One
- 38. Lizardman 2 -- Cost: 20 points
- 39. Siegfried 1 -- Cost: 50 points
OPENS XIANGHUA'S THIRD COSTUME
- 40. Siegfried 2 -- Cost: 50 points
OPENS TAKAMATSU CASTLE -- Mission One
- 41. Rock 1 -- Cost: 20 points
- 42. Rock 2 -- Cost: 20 points
- 43. Seung Mina 1 -- Cost: 20 points
- 44. Seung Mina 2 -- Cost: 20 points
- 45. Cervantes 1 -- Cost: 50 points
OPENS GALLERY -- Portraits of Souls: Character Illustrations
- 46. Cervantes 2 -- Cost: 20 points
- 47. Edge Master 1 -- Cost: 20 points
- 48. Edge Master 2 -- Cost: 20 points
- 49. Inferno 1 -- Cost: 20 points
- 50. Inferno 2 -- Cost: 20 points

GALLERY: Symbols: Special CG (18 cards)

- 51. The Eternal Tale ... -- Cost: 20 points

52. Kilik -- Cost: 20 points
53. The Successor -- Cost: 20 points
54. Burden of Souls -- Cost: 50 points
OPENS EXHIBITION THEATER (in Museum Mode)
55. Demon of War -- Cost: 50 points
OPENS GALLERY -- Cursed Souls: Monochrome Illustrations
56. Demon Huntress -- Cost: 50 points
OPENS HOKO TEMPLE -- Mission One
57. Sanity Lost -- Cost: 20 points
58. Divine Relation -- Cost: 20 points
OPENS SOPHITIA'S THIRD COSTUME
59. Blasphemous Creation -- Cost: 20 points
60. Harbinger of the Maelstrom -- Cost: 50 points
OPENS THE ADRIAN AND THE FORTRESS -- Mission One
61. Victim of Fate -- Cost: 20 points
62. Patriot -- Cost: 20 points
63. Implements for Vengeance -- Cost: 20 points
64. Legion of Terror -- Cost: 20 points
65. The Guilty One -- Cost: 50 points
OPENS CITY OF WATER -- Mission One
66. Helms of Honor -- Cost: 20 points
67. Heart and Soul -- Cost: 20 points
68. Eternity -- Cost: 50 points
OPENS STAGE -- Proving Grounds (TWILIGHT)

GALLERY: The Chosen Ones: CG Characters (22 cards)

69. Kilik -- Cost: 30 points
70. Xianghua -- Cost: 30 points
OPENS MAXI'S THIRD COSTUME
71. Maxi -- Cost: 30 points
72. Mitsurugi 1 -- Cost: 30 points
73. Mitsurugi 2 -- Cost: 30 points
74. Taki 1 -- Cost: 30 points
75. Taki 2 -- Cost: 30 points

- 76. Voldo 1 -- Cost: 30 points
- 77. Voldo 2 -- Cost: 30 points
- 78. Sophitia -- Cost: 30 points
- 79. Astaroth -- Cost: 80 points
OPENS STAGE -- Maze of the Dead
- 80. Nightmare 1 -- Cost: 30 points
- 81. Nightmare 2 -- Cost: 80 points
OPENS OSTRHEINSBURG CASTLE -- Mission One
- 82. Ivy -- Cost: 80 points
OPENS VALENTINE MANSION -- Mission One
- 83. Hwang -- Cost: 80 points
OPENS STAGE -- Emperor's Garden (AUTUMN)
- 84. Yoshimitzu -- Cost: 80 points
OPENS WATER LABYRINTH -- Mission One
- 85. Lizardman -- Cost: 30 points
- 86. Siegfried -- Cost: 30 points
- 87. Rock -- Cost: 30 points
- 88. Seung Mina -- Cost: 30 points
- 89. Edge Master -- Cost: 30 points
- 90. Inferno -- Cost: 80 points
OPENS GALLERY -- Birth of a Soul: Character Concepts

GALLERY: Portraits of Souls: Character Illustrations (19 cards)

- 91. Destiny Awakened -- Cost: 30 points
- 92. Flower in the Breeze -- Cost: 30 points
- 93. Dandy of the South Seas -- Cost: 80 points
OPENS HARBOR OF SOULS -- Mission Two
- 94. A Mercenary in the Wartime Age -- Cost: 30 points
OPENS VOLDO'S THIRD COSTUME
- 95. Shadow Huntress of Demons -- Cost: 30 points
- 96. Hell's Guardian -- Cost: 30 points
- 97. Renewal of the Vow -- Cost: 30 points
- 98. A Soldier of the Heretics -- Cost: 30 points
- 99. Azure Nightmare -- Cost: 30 points
- 100. Twisting Blade of Solitude -- Cost: 30 points

101. Burning Patriot -- Cost: 80 points
OPENS SILK ROAD RUINS -- Mission Two
102. The First Mechanized Ninja -- Cost: 30 points
103. Jade-Scaled Terror -- Cost: 80 points
OPENS GALLERY -- Profiles of Warriors
104. A Soul in Purgatory -- Cost: 80 points
OPENS STAGE -- Kunpaetku Shrine
105. The Earthshaker -- Cost: 30 points
106. Heart and Soul Girl -- Cost: 80 points
OPENS MAZE OF THE DEAD -- Mission Two
107. The Immortal Pirate -- Cost: 30 points
108. The Master of Blades -- Cost: 30 points
109. The Hellfire of Despair -- Cost: 30 points

GALLERY: Cursed Souls: Monochrome Illustrations (17 cards)

110. The Cursed One -- Cost: 30 points
111. Purity -- Cost: 30 points
112. Vow of Vengeance -- Cost: 30 points
113. Demon of War -- Cost: 30 points
114. Demon Huntress -- Cost: 30 points
115. The Loyal Guardian -- Cost: 30 points
116. The Ancient Oracle -- Cost: 80 points
OPENS SHRINE OF EURYDICE -- Mission Two
117. Servant of Evil -- Cost: 80 points
OPENS PALGAEA SHRINE -- Mission Two
118. The Lost Soul -- Cost: 30 points
119. Cursed Birth -- Cost: 30 points
120. The Righteous One -- Cost: 30 points
121. The Mask -- Cost: 30 points
122. Anathema -- Cost: 80 points
OPENS KUNPAETKU SHRINE -- Mission Two
123. Return from the Brink -- Cost: 80 points
**OPENS STAGE -- Silk Road Ruins (NIGHT)
124. Father Figure -- Cost: 30 points

- 125. Ambition -- Cost: 30 points
- 126. The Hermit -- Cost: 80 points
 - **OPENS GALLERY -- Profiles of Warriors 2**

GALLERY: Birth of a Soul: Character Concepts (30 cards)

- 127. Kilik 1 -- Cost: 50 points
- 128. Kilik 2 -- Cost: 50 points
- 129. Xianghua 1 -- Cost: 50 points
- 130. Xianghua 2 -- Cost: 120 points
 - **OPENS STAGE -- Chaos**
- 131. Maxi 1 -- Cost: 50 points
- 132. Mitsurugi 1 -- Cost: 120 points
 - **OPENS TAKAMATSU CASTLE -- Mission Two**
- 133. Taki 1 -- Cost: 50 points
- 134. Voldo 1 -- Cost: 120 points
 - **OPENS MONEY PIT -- Mission Two**
- 135. Sophitia 1 -- Cost: 50 points
- 136. Sophitia 2 -- Cost: 50 points
- 137. Astaroth 1 -- Cost: 120 points
 - **OPENS EXHIBITION THEATER CHARACTER -- Taki**
- 138. Astaroth 2 -- Cost: 50 points
- 139. Nightmare 1 -- Cost: 50 points
- 140. Nightmare 2 -- Cost: 50 points
- 141. Ivy 1 -- Cost: 50 points
- 142. Ivy 2 -- Cost: 50 points
- 143. Hwang 1 -- Cost: 120 points
 - **OPENS EMPEROR'S GARDEN -- Mission Two**
- 144. Hwang 2 -- Cost: 50 points
- 145. Yoshimitsu 1 -- Cost: 50 points
- 146. Lizardman 1 -- Cost: 50 points
- 147. Siegfried 1 -- Cost: 50 points
- 148. Rock 1 -- Cost: 120 points
 - **OPENS THE COLOSSEUM -- Mission Two**
- 149. Seung Mina 1 -- Cost: 120 points
 - **OPENS GALLERY -- End of the Quest: Endings**

- 150. Cervantes 1 -- Cost: 50 points
- 151. Cervantes 2 -- Cost: 50 points
- 152. Edge Master 1 -- Cost: 50 points
- 153. Inferno 1 -- Cost: 50 points
- 154. Xianghua 3 -- Cost: 50 points
- 155. Maxi 3 -- Cost: 120 points
 OPENS EXHIBITION THEATER CHARACTER -- Voldo
- 156. Siegfried 2 -- Cost: 50 points

GALLERY: Profiles of Warriors (29 cards)

- 157. Kilik -- Cost: 50 points
- 158. Training -- Cost: 50 points
- 159. Tragedy -- Cost: 120 points
 OPENS GALLERY -- End of the Quest 2: Endings
- 160. Insanity -- Cost: 50 points
- 161. Xianghua -- Cost: 50 points
- 162. The Star -- Cost: 50 points
- 163. Playing Coy -- Cost: 50 points
- 164. Reflection -- Cost: 50 points
- 165. Man of the Sea -- Cost: 50 points
- 166. Mitsurugi -- Cost: 50 points
- 167. Mitsurugi Vs. Nightmare -- Cost: 120 points
 OPENS EXTRA SURVIVAL MODE
- 168. Tanegashima -- Cost: 50 points
- 169. Solitude -- Cost: 120 points
 OPENS HOKO TEMPLE -- Mission Two
- 170. Hoko Temple -- Cost: 50 points
- 171. Voldo Vs. Ivy -- Cost: 50 points
- 172. Sophitia -- Cost: 50 points
- 173. The Baker's Daughter -- Cost: 50 points
- 174. Home -- Cost: 50 points
- 175. Astaroth -- Cost: 50 points

- 176. Fygul Cestemus -- Cost: 50 points
- 177. Ominous Rumors -- Cost: 50 points
OPENS EXHIBITION THEATER CHARACTER -- Sophitia
- 178. Ivy -- Cost: 120 points
OPENS VALENTINE MANSION -- Mission Two
- 179. Vixen -- Cost: 50 points
OPENS OPENING DIRECTION (in Museum Mode)
- 180. Child of the Evil Sword -- Cost: 120 points
OPENS THE ADRIAN AND THE FORTRESS -- Mission Two
- 181. Maxi -- Cost: 50 points
- 182. Nightmare -- Cost: 120 points
OPENS CITY OF WATER -- Mission Two
- 183. Incubus -- Cost: 50 points
OPENS EXHIBITION THEATER CHARACTER -- Nightmare
- 184. Wielder of the Krita-Yuga -- Cost: 50 points
- 185. Clan of the Demon Hunters -- Cost: 50 points

GALLERY: Profiles of Warriors 2 (30 cards)

- 186. Hwang -- Cost: 80 points
- 187. Leaving Home -- Cost: 80 points
- 188. Yoshimitzu's Massacre -- Cost: 200 points
OPENS WATER LABYRINTH -- Mission Two
- 189. Yoshimitzu -- Cost: 80 points
OPENS EXHIBITION MODE CHARACTER -- Astaroth
- 190. Horde of Lizards -- Cost: 80 points
- 191. Siegfried -- Cost: 80 points
- 192. The City -- Cost: 80 points
- 193. Siegfried in the Wastelands -- Cost: 80 points
- 194. Rock -- Cost: 80 points
- 195. The Runaway -- Cost: 80 points
- 196. Seung Mina -- Cost: 80 points
- 197. Mina Vs. Ivy -- Cost: 80 points
- 198. Scarlet Thunder -- Cost: 200 points
OPENS EXHIBITION MODE CHARACTER -- Hwang
- 199. Edge Master and Kilik -- Cost: 200 points
OPENS PROVING GROUNDS -- Mission Seven

- 200. Inferno -- Cost: 80 points
- 201. Legends -- Cost: 80 points
- 202. The Eternal Tale -- Cost: 80 points
- 203. The Trio -- Cost: 200 points
OPENS GALLERY -- The Vast World: Fan Art
- 204. Kilik and Xianghua -- Cost: 80 points
- 205. Harbor of Souls -- Cost: 80 points
- 206. Sophitia and Xianghua -- Cost: 80 points
- 207. Maiden Warriors -- Cost: 80 points
OPENS EXHIBITION THEATER CHARACTER -- Yoshimitzu
- 208. Siegfried and Ivy -- Cost: 80 points
- 209. Astaroth Vs. Kilik -- Cost: 80 points
- 210. Xianghua and Seung Mina -- Cost: 80 points
- 211. Evil Seed -- Cost: 80 points
- 212. SOULCALIBUR -- Cost: 80 points
- 213. Destiny -- Cost: 80 points
- 214. 16th Century -- Cost: 80 points
- 215. Schwarzstrom -- Cost: 200 points
OPENS OSTRHEINSBURG CASTLE -- Mission Two

GALLERY: End of the Quest: Endings (30 cards)

- 216. Kilik 1 -- Cost: 80 points
- 217. Kilik 2 -- Cost: 200 points
OPENS GALLERY -- The Vast World 2: Fan Art
- 218. Kilik 3 -- Cost: 80 points
- 219. Xianghua 1 -- Cost: 80 points
- 220. Xianghua 2 -- Cost: 80 points
- 221. Xianghua 3 -- Cost: 80 points
- 222. Maxi 1 -- Cost: 80 points
- 223. Maxi 2 -- Cost: 80 points
- 224. Maxi 3 -- Cost: 80 points
OPENS WEAPON SELECT (Press L at character select)
- 225. Mitsurugi 1 -- Cost: 80 points

OPENS EXHIBITION THEATER CHARACTER -- Lizardman

226. Mitsurugi 2 -- Cost: 80 points

227. Mitsurugi 3 -- Cost: 80 points

228. Taki 1 -- Cost: 80 points

229. Taki 2 -- Cost: 80 points

OPENS EXHIBITION THEATER CHARACTER -- Siegfried

230. Taki 3 -- Cost: 80 points

OPENS EXHIBITION THEATER CHARACTER -- Maxi (2 Nunchaku)

231. Voldo 1 -- Cost: 80 points

232. Voldo 2 -- Cost: 80 points

233. Voldo 3 -- Cost: 80 points

OPENS EXHIBITION THEATER CHARACTER -- Rock

234. Sophitia 1 -- Cost: 80 points

235. Sophitia 2 -- Cost: 80 points

236. Sophitia 3 -- Cost: 80 points

237. Astaroth 1 -- Cost: 80 points

238. Astaroth 2 -- Cost: 80 points

239. Astaroth 3 -- Cost: 80 points

OPENS EXHIBITION THEATER CHARACTER -- Seung Mina

240. Nightmare 1 -- Cost: 80 points

241. Nightmare 2 -- Cost: 80 points

242. Nightmare 3 -- Cost: 80 points

243. Ivy 1 -- Cost: 80 points

244. Ivy 2 -- Cost: 80 points

245. Ivy 3 -- Cost: 80 points

GALLERY: End of the Quest 2: Endings (20 cards)

246. Hwang 1 -- Cost: 80 points

247. Hwang 2 -- Cost: 80 points

248. Yoshimitzu 1 -- Cost: 80 points

249. Yoshimitzu 2 -- Cost: 80 points

250. Lizardman 1 -- Cost: 80 points

251. Lizardman 2 -- Cost: 80 points

OPENS EXHIBITION THEATER CHARACTER -- Cervantes

252. Siegfried 1 -- Cost: 80 points

253. Siegfried 2 -- Cost: 80 points

254. Siegfried 3 -- Cost: 80 points

255. Rock 1 -- Cost: 80 points

256. Rock 2 -- Cost: 80 points

OPENS EXHIBITION THEATER CHARACTER -- Edge Master

257. Seung Mina 1 -- Cost: 80 points

258. Seung Mina 2 -- Cost: 80 points

259. Cervantes 1 -- Cost: 80 points

260. Cervantes 2 -- Cost: 80 points

261. Cervantes 3 -- Cost: 80 points

262. Edge Master 1 -- Cost: 80 points

263. Edge Master 2 -- Cost: 200 points

264. Inferno 1 -- Cost: 80 points

265. Inferno 2 -- Cost: 80 points

OPENS METAL MODEL MODE (Hold R when selecting a character)

GALLERY: The Vast World: Fan Art (29 cards)

266. Kilik -- Cost: N/A

267. Ready! -- Cost: N/A

268. Kilik Cards -- Cost: N/A

269. Xianghua, Krita-Yuga Gal! -- Cost: N/A

270. Bon Appetite! -- Cost: N/A

271. The Legend of SOULEEDGE -- Cost: N/A

272. Untitled -- Cost: N/A

273. Caressed by the Wind -- Cost: N/A

274. Triumph -- Cost: N/A

275. The Soul Blues -- Cost: N/A

276. Back to Work! -- Cost: N/A

277. Cool Taki -- Cost: N/A

278. May Voldo be Saved -- Cost: N/A

- 279. Voldo -- Cost: N/A
- 280. Prayer -- Cost: N/A
- 281. Sophitia -- Cost: N/A
- 282. Sophitia 2P -- Cost: N/A
- 283. Sophitia -- Cost: N/A
- 284. Kill! -- Cost: N/A
- 285. Time for Retribution -- Cost: N/A
- 286. Astaroth -- Cost: N/A
- 287. The Monster at 2PM -- Cost: N/A
- 288. The Chestnut -- Cost: N/A
- 289. Moon and Lake -- Cost: N/A
- 290. Black Out -- Cost: N/A
- 291. Dark Illusion -- Cost: N/A
- 292. Ivy -- Cost: N/A
- 293. IVY -- Cost: N/A
- 294. Untitled -- Cost: N/A

GALLERY: The Vast World 2: Fan Art (28 cards)

- 295. Dragon Fire Dance -- Cost: N/A
- 296. Demon and Fire of Souls -- Cost: N/A
- 297. Vengeance- Yoshimitzu -- Cost: N/A
- 298. Lizard -- Cost: N/A
- 299. Escape from a Nightmare -- Cost: N/A
- 300. What a Guy! -- Cost: N/A
- 301. Rock -- Cost: N/A
- 302. Parting Sorrow -- Cost: N/A
- 303. Triumphant Return -- Cost: N/A
- 304. A Breather -- Cost: N/A
- 305. Cervantes Resurrected -- Cost: N/A
- 306. Legend -- Cost: N/A
- 307. Untitled -- Cost: N/A

- 308. Moonlit Walk -- Cost: N/A
- 309. Astaroth Vs. Xianghua -- Cost: N/A
- 310. Samurai Fiction -- Cost: N/A
- 311. Capture the Demon Sword -- Cost: N/A
- 312. Servant and Puppet -- Cost: N/A
- 313. Untitled -- Cost: N/A
- 314. Darker than Darkness -- Cost: N/A
- 315. Scarlet and Blue Thunder -- Cost: N/A
- 316. Untitled -- Cost: N/A
- 317. Giant Vs. Pirate -- Cost: N/A
- 318. Pals -- Cost: N/A
- 319. Reverse Edge -- Cost: N/A
- 320. Girls at the Beach -- Cost: N/A
- 321. All Together Now -- Cost: N/A
- 322. Soul -- Cost: N/A

GALLERY: The World of Souls and Swords: Posters (16 cards)

- 323. Warriors of Light -- Cost: 2,000 points
- 324. Warriors of Darkness -- Cost: 2,000 points
- 325. Kilik -- Cost: 2,000 points
- 326. Soul Edge -- Cost: 2,000 points
- 327. SOULCALIBUR -- Cost: 2,000 points
- 328. The Quest Renewed -- Cost: 3,000 points
- 329. The Seekers -- Cost: 2,500 points
- 330. The New Travelers -- Cost: 2,500 points
- 331. Black and White -- Cost: 2,000 points
- 332. The Age of Heroes -- Cost: 2,500 points
- 333. Black and White 2 -- Cost: 2,500 points
- 334. Hope -- Cost: 2,200 points
- 335. Legend of the Demon Sword -- Cost: 2,200 points

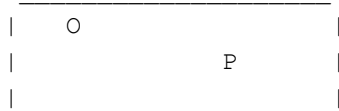
336. Calendar -- Cost: 2,000 points

337. Happy New Year 1 -- Cost: 2,000 points

338. Happy New Year 2 -- Cost: 2,000 points

SECRET MISSIONS

There are two secret areas that aren't shown on the map. The first one is on the western most map, and is slightly to the east of Ostrheinsburg Castle.

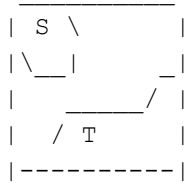


KEY --

O = Ostrheinsburg Castle

P = Pit/Swamp (Secret Area)

The other is on the eastern most map, slightly northwest of Takamatsu Castle (on the other side of the water) near the lower end of a range of mountains shaped like a T.



KEY --

S = Secret Dojo

T = Takamatsu Castle

CHAOS

Chaos opens up after you finish the first missions for all of the stages and appears in a random spot on each map. After you finish all of the stage's second missions, Chaos's second mission opens up. Complete it and you will open the last two missions for the rest of the stages.

OTHER

LINKS

<http://strife132.cjb.net/> -- My site *

* = latest version of this FAQ can be found here

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