

Soul Calibur FAQ/Secrets Guide

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SoulCalibur (Namco, 3D Fighting Game, DCast)
Secrets FAQ (Frequently Asked Questions)
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* Instances of the letter "y", the "at" symbol, and all periods have been removed (replaced with spaces) from the above e-mail address in order to prevent unscrupulous UCE (unsolicited commercial e-mail) bot processes from adding to the amount of e-mail I already get...

The latest version of this file can be found at:
More Heroes in a Warlike Age
<http://www.best.com/~ruyeyama/dcast/mhiawa.html>

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0. Document History

Edge Master conditions stated more accurately
Special Kilik-style move added for E.M.
Special Mina-style move added for E.M.
In-view commands listed in Art Gallery section
Title screen conditions stated more accurately
Detail and clarity editing in a few sections

V1.2: 8/31/00

Inferno download unlock resource file info added to Inferno section
Mini-game Password info added (Art Gallery section, PASSWORD extras)
Added Cervantes vs. Rock/Voldo/Kilik to Practice Mode "dance" bug
SCalibur DP2 screensaver info added to Screensaver section
Minor editing in a couple sections

V1.1: 2/29/00

Xianghua2 supplementary colors
Supplementary color variations
Gallery points from Survival and Extra Survival
Practice Mode replay section added to Miscellany
Attract mode kata stage variation conditions
Thanks section added
Detail and clarity editing in a couple sections

V1.0: 8/31/99

Launch version

(8/5/99: DCast SoulCalibur now on sale)

I. Basic Stuff

I.1 What is this document?

This document is an English language informational resource for the Dreamcast version of SoulCalibur, a 3D fighting game by Namco.

In this document, I'll be covering codes, secrets, details, clarifications, and other such information which may be of interest to SoulCalibur fans. This is a Secrets FAQ (side note: I'm using "faq" herein with its more colloquial definition of "document of organized information", rather than its more traditional definition, which implies organizational headings in the form of questions...), and not a moves list or strategy guide, btw, so I won't be including a complete moves/combo list, or detailed character strategies, or anything like that in this document...

This document was written for the J version of SoulCalibur, but it seems likely that at least some of the information contained herein may apply to other versions of the game as well...

SoulCalibur (DCast, J) basic info:

1 Disc (T-1401M)

1-2 Players

Works with: Arcade stick, VMU (12 blocks), PuruPuru Pack, VGA Box,
DCast Modem.

I.2 What is SoulCalibur?

SoulCalibur is a weapons-based 3D fighting game by Namco. It's the sequel to SoulEdge, though a lot about the game system has changed. The most significant difference (imho) is probably that the Critical Edge technique is gone, as is the weapon damage/disarm system. Second to that (imho) is probably the introduction of the 8-Way Run system, and arenas of different shapes/sizes.

Anyway, for more information about the game and the game system, you should probably consult something more along the lines of a moves/strategy FAQ than a Secrets FAQ... =)

I.3 Notation and stuff

Unfortunately, it appears that the game manual actually refers to the buttons by their DCast controller designations (which can get quite confusing (and even counterproductive) for anyone with a custom button configuration)! Just for the record, in this document (and probably outside of it as well), I shall be referring to the buttons by their game designations (G A B K).

(Side note: The "Command Display" option in the Game Options section of the Options Menu is set to "Dreamcast" as its default (sigh); for the reasons touched upon above (as well as some others that haven't been), I *strongly* recommend that you change this option to "Arcade". If you haven't done so already, do it now, before you forget. **Now*!* ;))

Anyway... in order to stave off any potential confusion, here follow some of the standards of notation I'll be using in this document...

G	Guard
A	Horizontal attack
B	Vertical attack
K	Kick attack
u/d/l/r	up, down, left, and right (respectively) on the d-pad/stick
+	at the same time as
,	then
=	a quick "then" that links commands yielding a single action
/	or
x(y)	press y while holding x
dcA/dcB	the A and B (resp.) buttons on the DCast controller
X/Y	the X and Y (resp.) buttons on the DCast controller
L/R	the L and R (resp.) triggers on the DCast controller
C/Z	the C and Z (resp.) buttons on the DCast arcade stick

II. Characters and Stuff

II.1 Hidden Characters

There are nine hidden characters that can be released as playable. Once you have all nine, your character select screen should be arranged like this:

Top Row: Hwang, Yoshimitsu, Lizard Man, Siegfried, Rock,
Seung Mina, Cervantes, Edge Master, Inferno, (Random).
Bottom Row: Voldo, Ivy, Sophitia, Mitsurugi, Kilik, Xianghua,
Maxi, Nightmare, Taki, Astaroth.

Here's how to release the hidden characters:

II.1.A Hwang through Cervantes (7 characters)

Each time Arcade Mode (any difficulty or settings; continues don't

matter) is completed (i.e. beat Inferno (Stage 8)) with a character who has not previously completed Arcade Mode (you can check completion records in the Records section of Options Mode), either a new character or a new stage will be released. Seven characters and three stages can be released in this manner, in the following order:

- Hwang (and Random select)
- Yoshimitsu
- Lizard Man
- New Stage (Water Vein (Yoshimitsu stage))
- Siegfried
- New Stage (City of Water (Siegfried stage))
- Rock
- New Stage (The Colosseum (Rock stage))
- Seung Mina
- Cervantes

II.1.B Edge Master

Once the game (Arcade Mode (any difficulty or settings; continues don't matter)) has been completed at least once with seventeen different characters (this can even include Inferno, if you've used the unlock resource download file (see Inferno section for more information) to release Inferno), Edge Master will become available as a playable character.

Edge Master will *randomly* choose a fighting style at the beginning of each round, with the following exceptions:

playing Edge Master:

- vs. CPU Kilik (Stage 7), Arcade Mode (or Time Attack Mode) game: In 1/1 round matches, player E.M. will always use Hwang's style. In longer matches, player E.M. will use Hwang's style on the first round of every match after the first (i.e. if you've continued against Kilik (during the game in question) at least once).
- vs. CPU Inferno (Stage 8), Arcade Mode game: On the first round of the first match, player E.M. will use Nightmare's style.

playing Kilik:

- vs. CPU Edge Master (Stage 7), Arcade Mode (or Time Attack Mode) game: In 1/1 round matches, CPU E.M. will always use Kilik's style. In longer matches, CPU E.M. will use Kilik's style on the first round of every match after the first.

Practice Mode:

In Practice Mode, Edge Master will always use the same style as his opponent.

Edge Master has the same moves as the character whose style he uses, with the following additions:

Kilik style:

(8-Way u/d) A,A,A

Seung Mina style:

(8-Way u/d) A,A,A

(note: In the game-internal moves lists, an E.M.-specific move will be listed in yellow (instead of white), marked with a yellow Pac-Man icon immediately preceding the move name, and will be found at the *end* of the list of the appropriate move type)

Some random Edge Master notes:

- It appears that Edge Master can use the style of any character

- (yes, including Cervantes) in the game except for Inferno.
- It seems that Edge Master won't say anything to Kilik before their sub-boss battle, unless E.M. is using Hwang's style.
 - If player E.M. wins against Kilik (Stage 7), using Xianghua's style, he *won't* in fact get the SoulCalibur when Inferno appears.
 - If player E.M. wins against Inferno (Stage 8), using Maxi's style, he *won't* collapse during his win pose/quote.

II.1.1.C Inferno

After Edge Master has been released as a playable character (you don't necessarily have to have finished the game with him), finish Arcade Mode (any difficulty or settings; continues don't matter) with Xianghua, using her 3rd costume (metal model, and/or custom weapon select can be used, even... as long as they're being used with her 3rd costume, of course), and Inferno will become available as a playable character. For details on obtaining Xianghua's 3rd costume, see the Mission Mode section of this document (short form, easiest method: earn 130 points and purchase pictures 002, 006, 015, and 039).

The playable version of Inferno actually looks different from the Arcade Mode (and Time Attack Mode) CPU Inferno (possibly for hardware reasons; even with a single fiery-Inferno on-screen, it's possible (especially during replay, when you have control over the camera view) to get certain visual aberrations...), in that the playable version will have a solid body (though its weapon(s) will be on fire). The P1 "outfit" is a reddish color, while the P2 "outfit" is bluish. Hmmm... P2 Inferno has a neck, but P1 Inferno does not... ^^;

Inferno will *randomly* choose a fighting style at the beginning of each round, with the following exceptions:

playing Inferno:

- vs. CPU Nightmare (Stage 7), Arcade Mode (or Time Attack Mode) game: In 1/1 round matches, player Inferno will always use Nightmare's style. In longer matches, player Inferno will use Nightmare's style on the first round of every match after the first (i.e. if you've continued against Nightmare (during the game in question) at least once).
- vs. CPU Inferno (Stage 8), Arcade Mode game: On the first round of the first match, player Inferno will use Nightmare's style.

playing any character:

- vs. CPU Inferno (Stage 8), Arcade Mode game: CPU Inferno will use Nightmare's style on the first round of every match.
- vs. CPU Inferno (Stage 8), Time Attack Mode game: CPU Inferno will use Nightmare's style on the first round of every match after the first.

Practice Mode:

In Practice Mode, Inferno will always use the same style as his opponent.

Inferno has the same moves as the character whose style he uses, with the following additions:

- B=u
- K=u
- K=u,G
- K=u,B
- K=u,B,G

(note: In the game-internal moves lists, an Inferno-specific move will be listed in orange (instead of white), marked with an orange Pac-Man Ghost icon immediately preceding the move name, and will be found at the *end* of the list of the appropriate move type)

Some random Inferno notes:

- It appears that Inferno can use the style of any character (yes, including Cervantes) in the game except for Edge Master.
- I think the only place "fiery" Inferno is used is as the CPU opponent (Stage 8) in Arcade and Time Attack modes. It looks like in all other places, the CPU Inferno will be the solid (playable) version.
- If player Inferno wins against Nightmare (Stage 7), using Xianghua's style, he *won't* in fact get the SoulCalibur when CPU Inferno appears.
- If player Inferno wins against CPU Inferno (Stage 8), using Maxi's style, he *won't* collapse during his win pose/quote.

An alternate method of releasing Inferno as a playable character is simply to download the Inferno unlock resource file from the Download section of the SoulCalibur Dricas page, located at:

<http://calibur.dricas.ne.jp/calibur/>

(Note: This unlock resource file was designed for the J version of SoulCalibur; I don't know if it will work with any other version of the game.)

The file will take 2 blocks on your VMU. However, being that it's an "unlock resource" file, after you've used it to unlock Inferno (just load the game, with both your SoulCalibur save and the resource file on your VMU; if Inferno hasn't already been released, you should get the standard "Inferno is now playable" message right after the game loads), and have saved that unlocked status to your save file (just pass an auto-save point, or manually save your game), you won't need the resource file anymore, and can simply delete it.

Note that some Japanese VMU file download processes *will* check to see what browser you're running, so if you get a "Forbidden" error on a download or download page, you may have to use the browser from a Japanese game (Dream Passport, DP2, DP3...), or, more specifically, the browser from that specific Japanese game (in this case, the J version of SoulCalibur).

[side notes: If you need help configuring Dream Passport for your ISP, consult a Dream Passport FAQ. If you need further assistance, e-mail the author of that FAQ. Do not e-mail me with any such queries/requests, because in all likelihood, unless you're a close personal friend, I probably won't have the time to even respond to your e-mail, let alone actually help you out. ^^;]

The Inferno unlock resource file will unlock *only* Inferno, so if you want to release any of the other characters, you'll have to do that in the standard way. =) btw, Inferno seems to choose his style *only* from the currently playable characters, so if you release Inferno (via the unlock resource) before all 17 main characters (i.e. everybody besides Edge Master and Inferno) have been released, Inferno will actually have a smaller repertoire of styles to choose from. ^^;

II.1.D On getting all the characters

For anybody who wants to release all the characters quickly, here's what's probably the easiest way of releasing all the hidden characters, from initial play:

1. Complete first mission (12.1) in Mission Mode (60 points).

2. Finish Arcade Mode with 17 different characters, releasing Edge Master; since the first Mission Mode mission has been completed, each Arcade Mode completion will earn you 10 points, bringing your total up to 230.
3. In the Art Gallery (Museum or Mission Mode), purchase pictures 002, 006, 015, and 039. This will cost you 130 points, and will, among other things, release Xianghua's 3rd costume.
4. Finish Arcade Mode with Xianghua, using her 3rd costume. This will release Inferno.

II.2 Sub-bosses

In Arcade Mode (and Time Attack Mode), your Stage 7 opponent is pre-determined, according to your character. This is your character's "sub-boss". Before the sub-boss match, instead of the characters' normal pre-match "ready" sequences, there will be a special pre-match sequence with the two characters (some of these are always the same, I think, but some do have variations...). Note that the sub-boss battles don't always occur on the sub-boss' stage...

Here follows a list of the characters' sub-bosses (do note that three of them do change, once the new character is playable...), and the stages the sub-boss battles occur on:

Character	Sub-boss	Stage
Voldo	Ivy	City of Water
Ivy	Taki	Water Vein
	Cervantes	Odalisque and Adrian
Sophitia	Nightmare	Ruins of Ostrheinsburg Castle
Mitsurugi	Taki	The Inundated Castle (WINTER)
Kilik	Nightmare	Ruins of Ostrheinsburg Castle
	Edge Master	The Pure Training Spot (EVENING)
Xianghua	Nightmare	Ruins of Ostrheinsburg Castle
Maxi	Astaroth	The Edge of Chaos
Nightmare	Sophitia	Ruins of Ostrheinsburg Castle
Taki	Nightmare	Ruins of Ostrheinsburg Castle
Astaroth	Maxi	Indian Port
Hwang	Maxi	Remain in the Desert
	Seung Mina	The Chinese Temple (AUTUMN)
Yoshimitsu	Nightmare	Ruins of Ostrheinsburg Castle
Lizard Man	Astaroth	The Colosseum
Siegfried	Mitsurugi	The Colosseum
Rock	Lizard Man	The Edge of Chaos (DARK)
Seung Mina	Hwang	Turkish Labyrinth
Cervantes	Taki	Odalisque and Adrian
Edge Master	Kilik	The Pure Training Spot
Inferno	Nightmare	Ruins of Ostrheinsburg Castle

II.3 Outfits and stuff

Note on using Random Select: Random select is compatible with the 3rd outfit code, weapon select, and metal model, but for some reason, will *not* adjust for the P1/P2 outfit toggle (it's possible to toggle between P1 and P2 outfits while on the Random Select box, but...). So unless you use the 3rd outfit code (and get a character with a 3rd outfit), a Random character will always use the default outfit for whichever side it's on (P1/P2)...

II.3.A Outfit selection

Every character in the game has at least two outfits:

P1 outfit: default for P1 side

P2 outfit: default for P2 side

(side notes: When choosing your Practice Mode *opponent*, the default outfits will be reversed, in comparison to your Practice Mode character (your opponent is on the other side)... Also, even on the P2 side, the default character outfit will be the P1 outfit for some of the Museum Mode stuff (Exhibition Theater, Character Profile... and Opening Direction too, I think))

Here's what each button does on the character select screen

(functions are assigned to fixed buttons on the DCast controller, btw):

dcA Select character

dcB Cancel (where applicable)

X Select character

Y Outfit toggle (between P1 and P2 outfits)

L/C Weapon toggle (P1/P2/E.M.)

R/Z Metal Model select (hold key down when selecting character)

START Options menu (character select screen)

(Notes: In mirror matches (same character on both sides), both characters cannot use the same outfit. Weapon Select and Metal Model features have to be earned in Mission Mode (see the Mission Mode section of this document for more details).)

II.3.B 3rd outfits

Some characters have a 3rd outfit. Well... only five characters, actually: Siegfried, Xianghua, Sophitia, Maxi, Voldo. Siegfried already has his 3rd outfit upon becoming a playable character. The other four 3rd outfits, however, must be earned in Mission Battle Mode (see the Mission Mode section of this document for more details).

To select a character's 3rd outfit, use the outfit select key (Y) as a shift key, instead of a toggle (i.e. hold the key down while selecting your character). So: Y(X) or Y(dcA).

II.3.C Sophitia, Mina, and Xianghua, ummm, supplementary color codes

(note: From what I've been able to gather, the following codes do *not* work in the North American version of this game...)

As it turns out, after choosing Sophitia's or Seung Mina's P1 or P2 outfit, or Xianghua's P2 outfit, you may also select the color of the panties she wears with it. Alas, yet more fan service... Anyway, here are the codes and colors:

After you've selected your character (Sophie/Mina/Xianghua), press and hold one of the following while the next (i.e. first) level is loading:

A - purplish-pink
B - purplish-blue
K - black
A+B - light blue
B+K - light red
A+K - light green
A+B+K - light yellow
(default = white)

(note: the G button doesn't seem to do anything for any of the codes)

Additionally, if you also hold up on the d-pad (or whatever you're using), you'll get a stronger version of the color; similarly, if you hold down on the d-pad, you'll get a weaker version (exceptions: black and white). Left and right on the d-pad don't seem to have any effect on any of the above codes.

The above codes work for all modes of the game, with the following exceptions/clarifications:

Battle Theater - codes will not work

Opening Direction - codes will not work

Exhibition Theater - codes will work only on P1 side

Character Profiles - codes will work only on P1 side

Team Battle Mode - enter code before *Sophie/Mina/Xianghua's*
first battle

Mission Battle Mode - enter code before each mission battle

Also note that (as far as I've been able to tell) in Vs. Mode, the above codes will only work the *first* consecutive time you select the Sophie/Mina/Xianghua costume you've chosen. So if you select one of these characters for the second (or third...) time in a row, the above codes won't work (you're stuck with what you selected the first time)... unless you also change her costume (keeping in mind, of course, that the codes will not work for Sophie3, Xianghua1, and Xianghua3).

II.3.D Weapons

After the Weapon Select feature is made available (see the Mission Mode section of this document), you can select which weapon you want your character to use (note: there's no restriction against both characters in a match (mirror match, or a match involving Edge Master and/or Inferno) using the same weapon):

Weapon 1P: P1 outfit default weapon

Weapon 2P: P2 outfit default weapon

Weapon E.M.: Edge Master (P1 or P2 outfit) default weapon

(note: the P3 outfits default to the P1 weapon)

Use the L trigger (or the C button on the DCast arcade stick) to toggle through these three weapon choices.

The weapon your character uses does not, as far as I know, affect damage (or damage resistance), speed, or range...

The SoulCalibur: In Arcade Mode (and Time Attack Mode), Xianghua obtains the SoulCalibur just previous to her battle with Inferno (don't skip the "Inferno appearance" sequence if you want to see this). Xianghua will then use the SoulCalibur (instead of whatever weapon she was using previously) in her battle against Inferno. Using the SoulCalibur does not, as far as I know, affect Xianghua's style, damage (or damage resistance), speed, or range. The SoulCalibur cannot (as far as I know) be selected or used at any other time.

II.3.E Metal Model

After the Metal Model feature is made available (see the Mission Mode section of this document), you can play a shiny metallic version of whichever character/outfit (this doesn't affect the weapons, though) you choose. Simply hold the R trigger (or the Z button on the DCast arcade stick) down while selecting your character (i.e. R(X/dcA) or Z(X/dcA)).

There are two versions of the Metal Model: gold and silver (hmmm...). It appears that the P1 side always defaults to silver, and the P2 side always defaults to gold. I haven't found any way to choose one over the

other (besides playing on one side or the other), but if anybody discovers anything, do let me know...

(Side note for those familiar with the arcade version of SoulCalibur: Predator-invisibility doesn't seem to be available in the DCast version of SoulCalibur (possibly because of hardware-related reasons); I suspect that Metal Model (which was not available in the arcade version of the game) is the replacement feature for the DCast version...)

II.4 Quotes and poses and stuff

II.4.A Pre-match poses/quotes

Each character appears to have two pre-match "ready" sequences (pose/quote done before the first round of a match). However, I haven't found any way to specifically choose one or the other. Hmmmm... =/

Note that the sub-boss battles get special pre-match sequences, which are usually different from the normal "ready" sequences.

II.4.B Win poses/quotes

It looks like each character in the game has at least 7 win pose/quotes (exception: Lizard Man), and up to a maximum of 10 (exception: Sophitia). The 10 commands are: G, A, B, K, G+A or A+B+K, G+A+B, u, d, l, and r. Hold one of these down before your character's win pose screen, and you'll get the corresponding win pose/quote.

Note: l and r, for some reason, don't always seem to yield the same win pose/quote. Each command will yield one of the two win pose/quotes, however. If anybody figures out a way to consistently get one or the other, do let me know...

Holding down any of the other button combinations (G+B, G+K, A+B, A+K, B+K, G+A+K, G+B+K, G+A+B+K), or not holding anything down, will result in a win pose/quote randomly chosen from the first five (G, A, B, K, G+A/A+B+K). (Side note: Holding G+A+B+K down to get a random pose/quote, btw, is *not* recommended (if you're using the standard four buttons for those four keys), because of the danger of accidentally doing a soft reset... ^^;)

Note on sub-boss and Inferno battles (Stages 7 and 8): There seem to be pre-assigned win pose/quotes for the winning round of sub-boss and Inferno matches. I have not compiled data for these, but do note that some characters may have more than one possible Inferno win pose/quote, and that at least some of the sub-boss win pose/quotes are affected (i.e. whether they will occur or not) by the match length option (Game Options, Options Menu). Oh, and if the sub-boss wins, he/she may have a specific pose/quote as well...

Here follow win pose/quote notes for all the characters (besides Edge Master and Inferno). The quotes are numbered in the order they appear (top to bottom) in the Voice section of the Character Profiles section of Museum Mode...

(Notation notes: For the sake of brevity, I'll be abbreviating "G+A/A+B+K" as "GA/ABK", and "G+A+B" as "GAB"... Also, "var." means the pose is a variation of the noted pose; of course, some variations are subtler than others... (m1), (m2), etc. means a quote missing from the Voice collection in the Character Profile... x.1/x.2 means the first or second half of a quote, respectively...)

Command	pose	quote(s)
Voldo		
G	. .	GAB (same as GA/ABK) .
A	. .	u G var. .
B	. .	d B var. .
K	. .	l/r A var. .
GA/ABK	. .	r/l K var. .

Ivy					
G		5	GAB	K	4
A		3	u	G	(m2)
B		4	d	B	2, (m2)
K		(m1)	l/r	(same as K)	
GA/ABK	K	8	r/l	A	(m3)

Sophitia					
G		3	GAB	G var.	(m2), (m1)
A		4	u	G var.	2
B		7	d	B var.	(m3), (m2)
K		2	l/r	(see below)	
GA/ABK	G	(m1)	r/l	(see below)	

Sophie notes: I've actually found 18 (!) different win pose/quotes for Sophie! Unfortunately, the single command conundrum is thus significantly worse for her. Even the diagonals on the d-pad seem to have some unique effects... Anyway, here follows listings of the 10 unstable win pose/quotes I've found, and the commands I've managed to get each with (Key: pose var., quote #, command(s)):

G var.	3	ul	B var.	6	dl/dr
	6	ur		7	dr
A var.	1	l	K var.	2	r/ur
	4	l/dl		3	l/r
	10	dl/dr		4	ul/ur/dl

Further Sophie notes: Hmmm... I've actually gotten the GAB, the G'3, and the A'4 pose/quotes from a "manual" random command with Sophie. I may have to do some further testing with Sophie, at some point...

Mitsurugi					
G		4	GAB	G var.	10
A		2	u	(same as GAB)	
B		6	d	B var.	6
K		3	l/r	(same as A)	
GA/ABK	G var.	8,7	r/l	(same as K)	

Kilik					
G		2	GAB	K var.	(m1)
A		(m1)	u	(same as G)	
B		3	d	B var.	7
K		4	l/r	A	5
GA/ABK	K var.	1	r/l	GA/ABK var.	7.2

Xianghua					
G		2	GAB	A	1
A		3	u	G	3
B		5	d	(same as B)	
K		4	l/r	A	5.1
GA/ABK	A	4	r/l	K	5.1

Maxi

G	3	GAB	G	1
A	6	u	G	2
B	4	d	B var.	(m2)
K	5	l/r	K var.	(m3)
GA/ABK	G (m1)	r/l	A var.	8

Nightmare (note: Nightmare/Siegfried poses are quite similar...)

G	2	GAB	(same as GA/ABK)	
A	4	u	G var.	2
B	10	d	B	9
K	5	l/r	A var.	(m1)
GA/ABK	K var.	1	r/l	K 3

Taki

G	5.1	GAB	G var.	7
A	4.2	u	GAB	6
B	8...	d	B var.	9
K	10	l/r	A var.	6
GA/ABK	G (m1)	r/l	K var.	7

Astaroth

G	5	GAB	K	7
A	9,10	u	GA/ABK var.	6
B	4	d	B var.	4
K	3	l/r	(same as A)	
GA/ABK	G var.	6	r/l	(same as K)

Hwang

G	5	GAB	A var.	3,4
A	2	u	G	1
B	3	d	B	2
K	8	l/r	A	3
GA/ABK	A 1,4	r/l	K	7

Yoshimitsu

G	2	GAB	GA/ABK var.	1
A	7	u	G	4
B	1	d	B var.	3
K	5	l/r	K var.	5
GA/ABK	1	r/l	A	3

Lizard Man

G		GAB	(same as K)
A		u	(same as G)
B		d	(same as B)
K		l/r	(same as K)
GA/ABK	(same as K)	r/l	(same as A)

Siegfried (note: Siegfried/Nightmare poses are quite similar...)

G	7	GAB	K var.	1
A	3	u	G var.	6
B	5,6.2	d	B	9
K	2	l/r	A var.	1
GA/ABK	K var.	4	r/l	(same as K)

Rock

G	7...4	GAB	G var.	1.1,4
A	2	u	G var.	1

B		3		d	B var.	2
K		6...8		l/r	K var.	6...8
GA/ABK	G var.	7,1		r/l	A var.	3

Seung Mina

G	2		GAB	GA/ABK	2
A	3		u	G	3
B	5		d	B	(m1)
K	4		l/r	K	(m1)
GA/ABK	(m1)		r/l	A	2

Cervantes

G	2		GAB	GA/ABK	(silent)
A	3		u	G	3
B	4		d	(same as B)	
K	1		l/r	K	2
GA/ABK	4		r/l	A	2

 III. Mission Battle Mode Stuff

III.1 The Locations

In Mission Battle Mode, there are 20 locations total (17 normal, 2 special (hidden), and 1 unstable (Chaos)).

I've numbered the 17 normal locations from left to right (note: since locations 11 and 12 are in very nearly exactly the same vertical line, I've taken the liberty of assigning the lower location to be 11). Here follow representations of the three map screens (from left to right), with approximate representations of the 17 normal locations, the 2 special (hidden) locations, and the points (those that I've seen) at which Chaos can appear (marked with a period instead of an asterisk, so as to remain fairly unobtrusive in these map representations):

```

-----
:                                     :
:      2                             .   :
:      .           6           S1      :
:                                     :
:           5                         .   :
:      1                             .   :
:           4                         .   :
:                                     :
:           3                             7 :
:      .                               :
:                                     :
-----
:                                     13 :
:      .                               :
:      8                             :
:           10                       .   :
:                                     12 :
:           9                             :
:                                     :
:      .                               11 :
:      .                               :
:                                     :
-----
:                                     .   :

```

```

: . :
: . :
: :
: :
: S2 :
: 17 :
: 14 15 16 :
: . . :
: :
-----

```

(side note on location * (Chaos): Chaos (i.e. Gap of the World), once available, will *always* appear on whichever map section you look at. It will randomly choose a location (from those marked above) each time you look at a new map section. Chaos is easy to spot, however, as it shows up as what appears to be a burning hole in the map...)

In case anybody's interested, here's how the 17 normal locations, and the 1 unstable location, correspond to the Stages in the main section of the game:

1	Odalisque and Adrian	Cervantes stage
2	The Valentine Mansion	Ivy stage
3	Money Pit	Voldo stage
4	The Colosseum	Rock stage
5	City of Water	Siegfried stage
6	Ruins of Ostrheinsburg Castle	Nightmare stage
7	Corridor to the Sanctuary	Sophitia stage
8	Turkish Labyrinth	Seung Mina stage
9	The Edge of Chaos	Astaroth stage
10	The Edge of Chaos (DARK)	Lizard Man stage
11	Indian Port	Maxi stage
12	The Pure Training Spot / EVENING	Kilik stage / E.M. stage
13	Remain in the Desert	Hwang stage
14	The Chinese Temple	Xianghua stage
15	The Inundated Castle	Mitsurugi stage
16	Hoko-ji Temple	Taki stage
17	Water Vein	Yoshimitsu stage
*	Gap of the World	Inferno stage

III.2 The Missions

In Mission Battle Mode, there are a total of 82 missions, which I've organized according to the following designations:

- 23 Level 1 missions (including Chaos1)
- 18 Level 2 missions (including Chaos2)
- 34 Extra missions
- 7 Special (hidden) missions

For each mission, there is a standard point value you'll get if you complete it on your first try (i.e. 1/1). In general, for each subsequent time you complete a mission, its point value will decrease a bit (up to a specific minimum value for each mission, I think). Similarly, it appears that for each time you fail a mission before completing it, its value will actually increase a bit (probably up to a specific maximum).

(side note on mission failures: Even though the game keeps track of mission failures, I don't think having failed a mission will actually

affect anything in the game (at least, I haven't found anything yet). If you want to be on the safe side (or just want to keep your mission records looking nice), however, you can always reset and reload after any failed mission...)

(side note on colosseum missions: Similarly, I'm fairly certain that defeating all opponents on all the colosseum (location 4) missions (which I've actually managed to do with Cervantes) will not actually affect anything in the game. Well... aside from giving you a pretty hefty sum of points, that is... =))

Here follow some charts showing the difficulty ratings and standard point values for each mission (grouped according to mission type)...

(notation note: If a mission value is followed by a "}", that means the subsequent missions (of that class, at that location) will not be available until after that mission has been completed)

Key: (difficulty rating) mission standard value

III.2.A Level 1 missions

Level 1 Missions: (23 missions, 2250-2560 pts. total init.)

(3)	1.1	150		
(3)	2.1	170		
(2)	3.1	110		
(3)	4.1	10-320		
(3)	5.1	150		
(2)	6.1	150		
(2)	7.1	90		
(2)	8.1	80		
(2)	9.1	90		
(2)	10.1	90		
(2)	11.1	80		
(2)	12.1	60	}	(1) 12.2-12.6 20 ea.
(2)	13.1	80		
(2)	14.1	110		
(3)	15.1	140		
(2)	16.1	140		
(2)	17.1	150		
(3)	*.1	300		

(Level 1 Mission notes: 12.1 is initially playable; 1.1-11.1 and 13.1-17.1 have to be earned via the Art Gallery; *.1 will appear after all other Level 1 missions have been completed)

III.2.B Level 2 missions

Level 2 Missions: (18 missions, 5060-6330 +30/extra pts. total init.)

(3)	1.2	300		
(3)	2.2	320		
(4)	3.2	300		
(4)	4.2	10-1280		
(3)	5.2	300		
(3)	6.2	320		
(4)	7.2	270		
(3)	8.2	230		

- (3) 9.2 260
- (3) 10.2 200 +30/extra
- (2) 11.2 210
- (4) 12.7 360
- (2) 13.2 210

- (3) 14.2 270
- (4) 15.2 300
- (4) 16.2 320
- (4) 17.2 350

- (5) *.2 530

(Level 2 Mission notes: 1.2-11.2, 12.7, and 13.2-17.2 have to be earned via the Art Gallery; *.2 will appear after all other Level 2 missions and mission *.1 have been completed; character ending (character you finished with) and end credits will be shown each time you finish mission *.2)

III.2.C Extra missions

Extra Missions: (34 missions, 24480-29530 +60/extra pts. total init.)

- | | |
|-----------------|------------------------|
| (4) 1.3 720 | (5) 1.4 900 |
| (4) 2.3 750 | (5) 2.4 930 |
| (4) 3.3 690 | (5) 3.4 900 |
| (5) 4.3 40-1280 | (5) 4.4 30-3840 |
| (3) 5.3 690 | (5) 5.4 930 |
| (4) 6.3 750 | (5) 6.4 930 |
| (3) 7.3 630 | (4) 7.4 390 |
| (3) 8.3 600 | (5) 8.4 810 |
| (3) 9.3 630 | (4) 9.4 810 |
| (4) 10.3 660 | (5) 10.4 770 +60/extra |
| (4) 11.3 630 | (5) 11.4 810 |
| (5) 12.8 810 | (5) 12.9 990 |
| (3) 13.3 600 | (4) 13.4 780 |
| (4) 14.3 690 | (5) 14.4 840 |
| (4) 15.3 690 | (4) 15.4 840 |
| (3) 16.3 690 | (5) 16.4 900 |
| (4) 17.3 750 | (4) 17.4 900 |

(Extra Mission notes: All Extra missions will appear after *.2 has been completed)

III.2.D Special (hidden) missions

Special Missions: (7 missions, 750/1450/2150 pts. total init.)

- | | | |
|-----------------------|------------------------|------------------------|
| (4) S1.1 80/180/280 | (4) S1.2 120/220/320 | |
| (4) S2.2 80/180/280 } | (4) S2.2 90/190/290 } | (4) S2.3 110/210/310 } |
| | (4) S2.4 120/220/320 } | (5) S2.5 150/250/350 |

(Special Mission notes: The Special Mission locations are not marked on the Mission Mode map, but if you pass by one with the pointer, the game will give you the chirp that indicates a location; see the Mission Mode Locations section of this document for approximate locations of the Hidden missions. The point values of the Special Missions actually change! Basically, all Special mission initial

point values (i.e. for the first time you complete the mission) increase by 100 after mission *.1 becomes playable, and increase by another 100 after *.2 becomes playable...)

III.2.E Quick reference chart

And finally, for quick reference purposes, here's a chart that just lists the standard point values for all the missions, all in one chart:

All Missions: (82 missions, 32540-40570 +30/ex1 +60/ex2 pts. total init.)

loc.	m1	m2	m3	m4	m5	m6	m7	m8	m9
1	150	300	720	900					
2	170	320	750	930					
3	110	300	690	900					
4	10-320	10-1280	40-1280	30-3840					
5	150	300	690	930					
6	150	320	750	930					
7	90	270	630	390					
8	80	230	600	810					
9	90	260	630	810					
10	90	200+30/ex.	660	770+60/ex.					
11	80	210	630	810					
12	60	20	20	20	20	20	360	810	990
13	80	210	600	780					
14	110	270	690	840					
15	140	300	690	840					
16	140	320	690	900					
17	150	350	750	900					
*	300	530							
S1	80	120							(init.)
	180	220							(after *.1 playable)
	280	320							(after *.2 playable)
S2	80	90	110	120	150				(init.)
	180	190	210	220	250				(after *.1 playable)
	280	290	310	320	350				(after *.2 playable)

III.3 The Art Gallery

The Art Gallery section (in Mission Mode and Museum Mode) isn't just about earning a bunch of pretty pictures; this is actually where you earn most of the "extras" in the game!

Certain pictures in the gallery, when purchased, will also release certain extras in the game. There are six categories of extras you can earn, which I'm designating as follows: (the non-FULL CAPS categories affect only Mission Mode (and the Museum Gallery), btw)

- new Gallery
- new Mission
- NEW STAGE
- NEW FEATURE
- EXHIBITION THEATER
- PASSWORD

The pictures which release extras, however, are *not* all assigned to a particular extra on a one-to-one basis (more often than not, they are assigned, rather, to a particular category of extra). In four of the six categories (new Gallery, NEW STAGE, NEW FEATURE, EXHIBITION THEATER), items are released in a particular order, regardless of the purchase order of the art in that category...

III.3.A Cost and extras list

Here follow charts listing costs and released extras for the art in each Gallery:

Key: Gallery (total art / total cost) (# extras / extras cost)
art number cost extra released (if any)

Gallery 1 (12/220) (5/150)

001	10	
002	30	new Gallery
003	30	new Mission (13.1)
004	10	
005	30	new Mission (11.1)
006	30	new Gallery
007	10	
008	10	
009	10	
010	30	new Mission (8.1)
011	10	
012	10	

Gallery 2 (20/640) (9/420)

013	20	
014	50	new Gallery
015	20	NEW FEATURE
016	20	
017	20	
018	50	new Gallery
019	50	new Mission (4.1)
020	20	
021	50	NEW STAGE
022	20	
023	20	
024	20	
025	20	
026	50	new Mission (7.1)
027	50	new Mission (9.1)
028	20	
029	20	
030	20	
031	50	new Mission (10.1)
032	50	NEW STAGE

Gallery 3 (18/570) (7/350)

033	20	
034	50	new Mission (14.1)
035	20	
036	50	NEW STAGE
037	50	new Mission (3.1)
038	20	
039	50	NEW FEATURE
040	50	new Mission (15.1)

041 20
042 20
043 20
044 50 PASSWORD (STAGE OF HISTORY)
045 50 new Gallery
046 20
047 20
048 20
049 20
050 20

Gallery 4 (18/540) (7/320)

051 20
052 20
053 20
054 50 EXHIBITION THEATER
055 50 new Gallery
056 50 new Mission (16.1)
057 20
058 20 NEW FEATURE
059 20
060 50 new Mission (1.1)
061 20
062 20
063 20
064 20
065 50 new Mission (5.1)
066 20
067 20
068 50 NEW STAGE

Gallery 5 (22/960) (8/540)

069 30
070 30 NEW FEATURE
071 30 PASSWORD (POWER OF DARKNESS)
072 30
073 30
074 30
075 30
076 30
077 30
078 30
079 80 NEW STAGE
080 30
081 80 new Mission (6.1)
082 80 new Mission (2.1)
083 80 NEW STAGE
084 80 new Mission (17.1)
085 30
086 30
087 30
088 30
089 30
090 80 new Gallery

Gallery 6 (19/820) (6/430)

091 30
092 30
093 80 new Mission (11.2)
094 30 NEW FEATURE

095	30	
096	30	
097	30	
098	30	
099	30	
100	30	
101	80	new Mission (13.2)
102	30	
103	80	new Gallery
104	80	NEW STAGE
105	30	
106	80	new Mission (8.2)
107	30	
108	30	
109	30	

Gallery 7 (17/760) (6/430)

110	30	PASSWORD (AGE OF APOCALYPSE)
111	30	
112	30	
113	30	
114	30	
115	30	
116	80	new Mission (7.2)
117	80	new Mission (9.2)
118	30	
119	30	
120	30	
121	30	
122	80	new Mission (10.2)
123	80	NEW STAGE
124	30	
125	30	
126	80	new Gallery

Gallery 8 (30/2060) (9/1010)

127	50	
128	50	
129	50	
130	120	NEW STAGE
131	50	
132	120	new Mission (15.2)
133	50	
134	120	new Mission (3.2)
135	50	
136	50	
137	120	EXHIBITION THEATER
138	50	
139	50	
140	50	
141	50	
142	50	
143	120	new Mission (14.2)
144	50	
145	50	
146	50	
147	50	
148	120	new Mission (4.2)
149	120	new Gallery
150	50	

151	50	
152	50	
153	50	
154	50	PASSWORD (EYE OF EVIL)
155	120	EXHIBITION THEATER
156	50	

Gallery 9 (29/1870) (9/870)

157	50	
158	50	
159	120	new Gallery
160	50	
161	50	
162	50	
163	50	
164	50	
165	50	
166	50	
167	120	NEW FEATURE
168	50	
169	120	new Mission (16.2)
170	50	
171	50	
172	50	
173	50	
174	50	
175	50	
176	50	
177	50	EXHIBITION THEATER
178	120	new Mission (2.2)
179	50	NEW FEATURE
180	120	new Mission (1.2)
181	50	
182	120	new Mission (5.2)
183	50	EXHIBITION THEATER
184	50	
185	50	

Gallery 10 (30/3000) (8/1240)

186	80	
187	80	
188	200	new Mission (17.2)
189	80	EXHIBITION THEATER
190	80	
191	80	
192	80	
193	80	
194	80	
195	80	
196	80	
197	80	
198	200	EXHIBITION THEATER
199	200	new Mission (12.7)
200	80	
201	80	
202	80	
203	200	new Gallery
204	80	
205	80	
206	80	

207	80	EXHIBITION THEATER
208	80	
209	80	
210	80	
211	80	
212	80	
213	80	
214	80	PASSWORD (SOUL OF HERO)
215	200	new Mission (6.2)

Gallery 11 (30/2520) (7/680)

216	80	
217	200	new Gallery
218	80	
219	80	
220	80	
221	80	
222	80	
223	80	
224	80	NEW FEATURE
225	80	EXHIBITION THEATER
226	80	
227	80	
228	80	
229	80	EXHIBITION THEATER
230	80	EXHIBITION THEATER
231	80	
232	80	
233	80	EXHIBITION THEATER
234	80	
235	80	
236	80	
237	80	
238	80	
239	80	EXHIBITION THEATER
240	80	
241	80	
242	80	
243	80	
244	80	
245	80	

Gallery 12 (20/1720) (5/520)

246	80	
247	80	PASSWORD (TERROR OF NIGHTMARE)
248	80	
249	80	
250	80	
251	80	EXHIBITION THEATER
252	80	
253	80	
254	80	
255	80	
256	80	EXHIBITION THEATER
257	80	
258	80	
259	80	
260	80	
261	80	
262	80	

263 200 EXHIBITION THEATER
264 80
265 80 NEW FEATURE

Gallery 13 (29/0) (0/0)
266 - 294

Gallery 14 (28/0) (0/0)
295 - 322

Gallery 15 (16/35400) (0/0)
323 2000
324 2000
325 2000
326 2000
327 2000
328 3000
329 2500
330 2500
331 2000
332 2500
333 2500
334 2200
335 2200
336 2000
337 2000
338 2000

(note on Gallery 15: Gallery 15 will appear after 322 pictures (i.e. all pictures in Galleries 1-14) are viewable (i.e. after purchasing 265 (Galleries 1-12) pictures). The Slideshow feature will also appear in the Art Gallery at this point...)

(note on the Slideshow feature: When you run the Slideshow, it appears to choose a random picture to start, then progresses, in order from there, to loop through all available pictures (even any Gallery 15 pictures you have)...)

And if anybody's wondering what the totals come out to:
All Galleries (338/51080) (86/6960)

So it looks like if you complete every mission once, and every Extra mission a second time, even if you earn the minimum number of points (32540 + 24480 = 57020), you should have more than enough points to be able to purchase all the pictures...

III.3.A.i New Gallery extras

New galleries are earned in order (Gallery 2 - 14), regardless of what order the "New Gallery" pictures are purchased in.

"New Gallery" pictures (13/1140)

002	30	055	50	159	120
006	30	090	80	203	200
014	50	103	80	217	200
018	50	126	80		
045	50	149	120		

III.3.A.ii New Mission extras

Each of the Gallery-earned new missions is attached to a specific picture, as follows:

"New Mission" pictures (33/2870)

003	30	13.1	093	80	11.2
005	30	11.1	101	80	13.2
010	30	8.1	106	80	8.2
019	50	4.1	116	80	7.2
026	50	7.1	117	80	9.2
027	50	9.1	122	80	10.2
031	50	10.1	132	120	15.2
034	50	14.1	134	120	3.2
037	50	3.1	143	120	14.2
040	50	15.1	148	120	4.2
056	50	16.1	169	120	16.2
060	50	1.1	178	120	2.2
065	50	5.1	180	120	1.2
081	80	6.1	182	120	5.2
082	80	2.1	188	200	17.2
084	80	17.1	199	200	12.7
			215	200	6.2

III.3.A.iii NEW STAGE extras

New Stages are earned in a specific order, regardless of what order the "NEW STAGE" pictures are purchased in. Once purchased, these new Stages (or Stage variations) become available for use in other parts of the game (like Versus Mode, for example). Here is the order in which new Stages are released:

Remain in the Desert	Hwang stage
The Inundated Castle (WINTER)	Mitsurugi vs. Taki stage
Odalisque and Adrian	Cervantes stage
The Pure Training Spot (EVENING)	Edge Master stage
Turkish Labyrinth	Seung Mina stage
The Chinese Temple (AUTUMN)	Hwang vs. Mina stage
The Edge of Chaos (DARK)	Lizard Man stage
Remain in the Desert (NIGHT)	??? stage
Gap of the World	Inferno stage

"NEW STAGE" pictures (9/640)

021	50	068	50	104	80
032	50	079	80	123	80
036	50	083	80	130	120

III.3.A.iv NEW FEATURE extras

New Features are earned in a specific order, regardless of what order the "NEW FEATURE" pictures are purchased in. Here is the order in which new Features are released:

CHARACTER PROFILES (in Museum Mode)
 3rd costume (Xianghua)
 3rd costume (Sophitia)
 3rd costume (Maxi)
 3rd costume (Voldo)
 EXTRA SURVIVAL mode
 OPENING DIRECTION (in Museum Mode)
 WEAPON SELECT
 METAL MODEL

(notes: A character's Profile will become available in Character Profiles after you've finished Arcade Mode with that character; select 3rd costumes with Y(X) or Y(dcA); Extra Survival mode is same as Survival except that first damage wins (i.e. 0% health); Opening Direction allows you to program certain character slots in the OP sequence; use L/C (on character select screen) to toggle through three Weapon choices for each

character; hold R/Z when selecting your character for the Metal Model version of that character/outfit)

"NEW FEATURE" pictures (9/480)					
015	20	070	30	179	50
039	50	094	30	224	80
058	20	167	120	265	80

III.3.A.v EXHIBITION THEATER extras

The Exhibition Theater extras are earned in a specific order, regardless of what order the "EXHIBITION THEATER" pictures are purchased in. Here is the order in which the Exhibition Theater extras are released:

EXHIBITION THEATER becomes available in Museum Mode
Taki kata
Voldo kata
Sophitia kata
Nightmare kata
Astaroth kata
Hwang kata
Yoshimitsu kata
Lizard Man kata
Siegfried kata
Maxi(2) kata
Rock kata
Seung Mina kata
Cervantes kata
Edge Master kata

(notes: The Exhibition Theater initially becomes available with the following five kata: Ivy, Mitsurugi, Kilik, Xianghua, Maxi(1). Note that, while there are 15 Exhibition Theater extras releasable (listed above), there are actually 16 "Exhibition Theater" pictures in the Art Gallery! So if you're just trying to release all the extras, you can actually skip over one of these 16 pictures...)

"EXHIBITION THEATER" pictures (16/1510) [15/1310-1460]					
054	50	198	200	239	80
137	120	207	80	251	80
155	120	225	80	256	80
177	50	229	80	263	200
183	50	230	80		
189	80	233	80		

III.3.A.vi PASSWORD extras

Each Password is attached to a specific picture, as follows:

"PASSWORD" pictures (6/320)		
044	50	STAGE OF HISTORY
071	30	POWER OF DARKNESS
110	30	AGE OF APOCALYPSE
154	50	EYE OF EVIL
214	80	SOUL OF HERO
247	80	TERROR OF NIGHTMARE

Enter these passwords on the Namco webpage (<http://www.namco.co.jp/>), in the Dreamcast SoulCalibur Password Page:

<http://www.namco.co.jp/home/cs/dc/soulcalibur/password.html>

As of current writing, all passwords are active. Passwords were supposed to remain active until (or perhaps through) Dec/2000; judging from the fact that the password page and passwords are currently still active, however, things have apparently been extended for at least a little while longer. =)

Note also that there are two additional PASSWORDS which may be earned via the downloadable VMU mini-games located at:

<http://www.namco.co.jp/home/cs/dc/soulcalibur/minigame/index.html>

There is a Xianghua Text Adventure (mostly text, some pictures, and occasional choice points, where you're generally given 2 or 3 options to choose from) and a Mini-game 3-Pack (a Voldo "trampoline" game, a word (un)scramble game, and a "cannon" game).

The Xianghua Text Adventure will require 99 blocks, and the Mini-game 3-Pack will require 98 blocks on your VMU (of course, I think you can only have one mini-game on your VMU at a time...). Note that some Japanese VMU file download processes *will* check to see what browser you're running, so if you get a "Forbidden" error on a download or download page, you may have to use the browser from a Japanese game (Dream Passport, DP2, DP3...), or, more specifically, the browser from that specific Japanese game (in this case, the J version of SoulCalibur).

[side notes: If you need help configuring Dream Passport for your ISP, consult a Dream Passport FAQ. If you need further assistance, e-mail the author of that FAQ. Do not e-mail me with any such queries/requests, because in all likelihood, unless you're a close personal friend, I probably won't have the time to even respond to your e-mail, let alone actually help you out. ^^;]

Getting "ENDING 1" in the Xianghua Text Adventure will earn you the password from that mini-game. And getting above a certain pre-determined level or score in *any* of the three games on the Mini-game 3-Pack (each has a specific condition) will earn you the password from the 3-Pack (there's only one password). Here are the passwords earned from each:

Xianghua Text Adventure	KISS OF ANGEL
Mini-game 3-Pack	GEAR OF MADNESS

III.3.B Earning points from other game modes

You can actually earn points from game modes other than Mission Battle Mode, as follows:

For finishing Arcade Mode or Time Attack Mode:

10 pts/completion	after mission 12.1 has been completed
20 pts/completion	after mission *.1 has been completed
50 pts/completion	after mission *.2 has been completed

For every 10 wins (in a single game) in Survival or Extra Survival:

10 pts/10 wins	after mission 12.1 has been completed
20 pts/10 wins	after mission *.1 has been completed
50 pts/10 wins	after mission *.2 has been completed

III.3.C In-view commands

The following commands are available while viewing a picture in the Art Gallery (functions are assigned to fixed buttons on the DCast controller, btw):

dcA	Toggle title/caption
dcB	Exit to picture select
X	Zoom in
Y	Zoom out
L/C	View previous picture in current gallery
R/Z	View next picture in current gallery
u/d/l/r	Move picture u/d/l/r.

IV. Miscellany

IV.1 The replay camera

For rounds that your character wins, you will actually have control over the replay camera, as follows (functions are assigned to fixed buttons on the DCast controller, btw):

up/down	Rotate camera vertically
left/right	Rotate camera horizontally
X	Zoom in
Y	Zoom out
dcB/Z	Toggle focus from one character to the other

IV.2 Practice Mode replay

In the Practice Mode replay (press START during Practice Mode, and select the "Start Replay" option), the camera can be controlled just like during normal replay. The replay will loop indefinitely (I think), until you exit by hitting the START button (Practice Mode will then reset back to starting conditions).

You can also speed up or slow down the replay, as follows:

L	Slow replay
R	Fast replay

Either hit or hold a trigger to change the replay speed; speed will reset back to standard when the replay loops back to the beginning. These codes will not work with the Arcade Stick, since it does not have an R or L trigger.

Note: You can hold the R trigger down while doing the other replay commands (zoom, rotate, etc.), but holding the L trigger down seems to cause the following difficulties: zoom in, zoom out will not function; camera angle rotation will get stuck on whatever d-pad command was being entered when you started holding L. The character focus toggle seems to work fine, though, when holding L.

Practice Mode replay bug (non-fatal): Do one of the following throws in Practice Mode, and then Replay it. Press START (to exit the replay loop) *during* the throw move, and when things reset, the thrown character will start acting, uh, kinda weird (stumbling/dancing around, and stuff; the weirdness will last until the character is hit, or a command is inputted for him)... These are the cases for which this occurs (I've actually tested every character combination, so the following list should be complete):

Taki throwing Astaroth	(any Taki throw)
Voldo throwing Astaroth	(any Voldo throw)
Astaroth throwing Voldo	(any Astaroth throw)
Cervantes throwing Voldo	(any Cervantes throw)
Cervantes throwing Rock	(any Cervantes throw)
Cervantes throwing Kilik	(any Cervantes throw)

(note: Cervantes' standard (from front) G+B throw is somewhat temperamental (based upon when you interrupt it), for activating the bug; in general, moments when he's actually damaging his opponent with it seem to work better than moments when he is not...)

IV.3 The Character Profile view

In the Character Profiles section of the Museum (see the Mission Mode section of this document for info on how to release the Character Profiles

feature), once you've selected a character, you'll actually have some degree of control over the view, as follows (functions are assigned to fixed buttons on the DCast controller, btw):

left/right	Rotate camera horizontally
X	Zoom in
Y	Zoom out
L/Z	On/off toggle for on-screen text box

IV.4 The title screen(s)

There are actually four different title screens in the game. The following are the conditions required for each:

- 1) Initial Title Screen
(no conditions; initially available)
- 2) Edge Master and Weapons
 - All (19) characters playable
- 3) 16 Characters & the SoulCalibur (b/w)
 - All characters playable
 - Complete Gallery (338 pictures)
 - All Missions playable (including Special Missions)
- 4) 16 Characters & the SoulCalibur (color (gold/purple))
 - All characters playable
 - Complete Gallery (338 pictures)
 - All Missions completed (including Special Missions)

(note on title screen 2: This is a b/w version of picture 068 in the Art Gallery...)

(notes on getting title screen 3: To make all Missions playable, minimally, all you have to have done is: completed missions *.2, S2.1, S2.2, S2.3, and S2.4. While it's not technically necessary to have done any of the Extra missions, completing most or all of the Extra missions will help greatly towards the Complete Gallery condition...)

IV.5 BGM Test

The BGM Test (music player) option (located in the Sound Options section of the Options Menu) has a total of 30 tracks (whose complete runtime is around 43'15"). The music player doesn't start with all 30 tracks, however. These are the tracks it starts with initially: 1-12, 21-22. The rest of the tracks can be released as follows:

13	release Stage: Remain in the Desert
14	release Stage: Water Vein
15	release Stage: City of Water
16	release Stage: The Colosseum
17	release Stage: Turkish Labyrinth
18	release Stage: Odalisque and Adrian
19	release Stage: Gap of the World
20	release Slideshow option in Art Gallery
23	release Opening Direction option in Museum Mode
24-30	finish Arcade Mode (any character, any settings)

IV.6 The VMU screen

There are, as far as I know, only four things the VMU screen is used for in the DCast SoulCalibur:

SoulCalibur logo	default
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Save icon (Ivy)	while saving
Load icon (Xianghua)	while loading
SD character	during battle

IV.7 Auto-save

SoulCalibur has an auto-save process. However, this auto-save feature cannot be turned off (of course, if you want to prevent an auto-save, you can always just pull your VMU out (but don't do this while the VMU is in the process of loading or saving, of course!). Do note that there is also a manual SAVE process in the Memory Card section of the Options Menu, as well as in the main menu in Mission Battle Mode. The auto-save points are fairly prevalent within the game (the game usually auto-saves when you exit a game Mode, and after each time you complete a game (like Arcade Mode), for example; keep an eye on the VMU screen (or watch for the in-game "now saving" screen) if you want to spot the auto-save points), but if you want to be sure, you can always just do a manual SAVE...

IV.8 Soft reset

The standard DCast five-button reset (A+B+X+Y(START)) will "soft" reset the game back to the title screen, unless done anytime (I think) during Attract Mode, in which case it will exit you entirely out of the game, and back to the main DCast menu. So be careful not to do a soft reset during Attract Mode! (unless you actually want to exit the game, that is...)

IV.9 Attract Mode stuff

For those of you who are interested, here's the order of events in Attract Mode, if you don't do anything and just let the game cycle through:

- OP sequence
- Title screen
- Character battle and profile
- High score screen
- namco screen
- Character exhibition (kata)
- Title screen
- Character battle and profile
- High score screen

After that, attract mode will cycle back to the OP sequence again...

Here are some more detailed notes:

OP sequence - Attract mode will switch between your custom OP sequence (as specified in the Opening Direction section of the Museum) and a quasi-random (all character slots seem to be random, except for the "A girl in the wind" slot, which seems to randomly select only from the female characters) OP sequence, starting, of course, with the custom OP.

Character battle and profile - The character being profiled will always start on the P1 side; the battle opponent appears to be

chosen randomly. Attract mode will go through the character battle/profiles in the following order: Kilik, Xianghua, Maxi, Mitsurugi, Taki, Voldo, Sophitia, Nightmare, Astaroth, Ivy, Seung Mina, Hwang, Yoshimitsu, Rock, Lizard Man, Edge Master, Siegfried, Inferno, Cervantes. For each character, all available outfits will be cycled through, starting with the P1 outfit. So for a character with 2 outfits, it will take two battle/profile demos to complete the outfit cycle, while for a character with 3 outfits, it will take three.

High score screen - Attract mode will go through the high score screens in the following order: Arcade, Time Attack, Survival, Extra Survival.

Character exhibition (kata) - Attract mode will go through the character kata in the following order: Kilik, Xianghua, Maxi(1), Mitsurugi, Taki, Voldo, Sophitia, Nightmare, Astaroth, Ivy, Seung Mina, Hwang, Yoshimitsu, Rock, Lizard Man, Edge Master, Siegfried, Cervantes, Maxi(2). The outfit cycle process is the same as for the character battle and profile demo (see above).

Attract mode character exhibition (kata) stage variations: Under certain conditions, instead of a character's standard stage, the variation of that stage will be used instead, for the attract mode kata. Here are the characters and conditions (date/time conditions (based on DCast system clock/calendar (as opposed to the VMU), I think)), for each attract kata stage variation:

Mitsurugi	December-February	The Inundated Castle (WINTER)
Kilik	September-November	The Pure Training Spot (EVENING)
Xianghua	September-November	The Chinese Temple (AUTUMN)
Astaroth	3:00pm-3:15pm	The Edge of Chaos (DARK)
Hwang	7:00pm-4:59am	Remain in the Desert (NIGHT)

Note: In attract mode, Edge Master's stage will be the stage for the character whose style he's using. I haven't checked to see if Edge Master, when using one of the above styles, may also appear on a stage variation, under the above conditions... though I suppose it is possible that he might. (shrug)

IV.10 Screensaver function

Yep, there's actually a screensaver function in the game! Well, okay, all it does is darken the screen a bit. And it only works in certain sections of the game. But anyway... here are the areas I've found the screensaver to work in: Mission Mode map screen, and anywhere in the Art Gallery besides the Slideshow. Activation time is 5 minutes (of idle time).

(Side notes: The screensaver is probably just the DCast system's default screensaver function, which I think will not activate if the system actively reads from the disc (which SoulCalibur does, in order to play BGM). And in case anybody's interested, CD spin stop activation time is 1 hour (of idle time). Like the screensaver, I think this will only work in certain parts of the game (in the Options Menu, for example), though...)

There is also a screensaver in the web browser (Dream Passport 2) included with the game (note: the U/C version of SCalibur does not have an Internet option, so probably has no browser). The screensaver seems to be based upon the SCalibur character portraits (i.e. the pictures shown

during the VS. screens), and will apparently choose one at random, and take it through one of a few simple screensaver effects.

Once you're running DP2 (you don't necessarily have to be connected to your ISP), screensaver activation time is 5 minutes (of idle time). Approximately every five minutes thereafter, the screensaver will reset, choosing a new character portrait, and possibly a new effect to run...

V. Thanks and Stuff

Thanks to:

The Dreamcast secrets site at

(<http://www.geocities.co.jp/Playtown-Dice/6400/urawaza.html>), for the supplementary color variation codes, the Practice Mode replay speed codes, the Practice Mode throw-replay-reset bug (Taki/Voldo vs. Astaroth, Astaroth vs. Voldo), and for pointing me in the right direction on the attract mode kata stage variation conditions.

FamiTsu DC (Japanese magazine)

(2000.07.28 issue), for mentioning Edge Master's extra Kilik-style move.

The latest version of this file can be found at:
More Heroes in a Warlike Age
<http://www.best.com/~rUYeyama/dcast/mhiawa.html>
