

Soul Calibur II Moves List

by The Cube Master

Updated to v0.10 on Nov 7, 2003

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Version Histories

Version 0.10 -

Beginning of FAQ. An introduction section, control key section and layout of the move lists section added. Also, Mitsurugi's moves list finished.

Introduction

Soul Caliber II, the best fighter ever made? I certainly think it is one of the best fighters ever made, so I have gathered knowledge whilst playing this wonderful game. Now I am going to share my knowledge. First of all, I would like to state that this FAQ is specifically for Gamecube, as the controls are based on that of the Gamecube's and nothing else. This guide has the move lists for all 19 characters (not including Berserker, Assassin or Lizardman) and each has their own easy-to-read moves. ENJOY.

Control Key

Each move is in button-press form and not in the form of the control's in the Soul Calibur II instruction booklet (A, K, B etc).

Control Stick/D-pad

F - Forward

B - Back

D - Down

U - Up

DDL - Downward diagonal left

DDR - Downward diagonal right

UDL - Upward diagonal left

UDR - Upward diagonal right

Buttons

A - A button - Horizontal attack

Y - Y button - Vertical attack

X - X button - Kick

L/R - B button - Guard

A+Y+X/C-up/Z - Soul Charge

(H) - You have the option to hold the button to charge that move

Move Sections

This part of the FAQ explains how the move lists will be set out:

Attacks -

This section includes every attack and stance. This does not include: Throws or Attacks during stances.

Throws -

This section includes every throw that the character has.

Attacks during certain stances or motions -

This part of the moves list contains: How to perform the stance or motion and the attacks that can be performed during them.

Move List

MITSURUGI

ATTACKS -

Twin Splitters - A,A

Disembowel - B,A,X

Double Reaver - F+A,A

Swift Edge - F,F,A,A

Swift Edge > Half moon death - F,F,A,D (see stances for half moon death)

Splitting Gold - DDR,A

Knee Slice - D,A

Shin Slicer - DDL,A(H)

Shin Slicer Feint - DDL,A(H),Y

Drawn Breath - B,A

Drawn Breath > Mist - B,A,F (see stances for Mist)

Drawn Air - B,B,A(H)

Parting Thrust - D,DDR,F,A(H)

Steel Slicer - A+Y

Phoenix Tail - F,F,A+Y

Cold Stitch - D,A+Y

Diving Thrust - A+X

Sudden Gale - DDR(H),A

Double Scythe - D(H),A,A

Double Scythe > Mist - D(H),A,A,F

True Vacuum - DDL(H),A

Reaving Shears - A,A (while rising)

Flag Dance - DDL,Y(H)

Shin Vanish - DDL,A+Y (while crouching)

Forced Prayer Divide - Y,Y

Forced Prayer Divide > Half moon death - Y,Y,D

Forced Prayer Divide > Mist - Y,Y,F

Trooper Roll - Y,D(H),DDL,Y

Mask - Y,F

Wind Hole - F,Y

Wind Hole (high) - F,Y,U

Wind Hole (low) - F,Y,D

Feint Wind Hole - F,Y,B

Duel Wind Hole - F,Y,B,Y

Duel Wind Hole > Mist - F,Y,B,Y,F
Heavenly Prayer - F,F,Y,Y,Y
Heavenly Prayer > Half moon death - F,F,Y,Y,D
Heaven Cannon - DDR,Y
Rust - D,Y
Wind Hole Vortex - B,Y(H)
Wind Hole Vortex > Mist - B,Y,F
Forced God Divide - B,B,Y,Y(H)
Stone Wall Thrust - D,DDR,F,Y(H)
Autumn Requiem - Y+X
Stone Throw - B,Y+X
Mountain Divide - Y,A
Heavenly Dance - DDR(H),Y,Y
Heavenly Dance > Relic - DDR,Y(H)
Hell Flash - D(H),Y
Blunt Flames - DDL,Y,A,Y
Blunt Flames > Mist - DDL,Y,A,F
Stone Throw - B(H),Y+X
Wind Divide - Y (while rising)
Time Hole - DDR,Y (while crouching)
Wing Blade > Cold Stitch - DDL,Y,Y
Snap Kick - X
Wheel Kick - F,X
Rising Knee - X,F
Front Kick - DDR,X
Stalk Shaver - D,X,Y
Stalk Shaver > Mist - D,X,Y,F
Hem Stitch - DDL,X
Bullet Cutter - B,X,Y
Obedience - X,Y

THROWS -

Lion's Clutch - A+B (while approaching)
Korefuji - Y+B (while approaching)
Divine Gift - A+B or Y+B (from behind)
Gates of Hell - A+B or Y+B (from left)
8th Bill of Punishment - A+B or Y+B (from right)

STANCES -

RELIC - B,A+Y
During RELIC -
Parting Arc - A
Parting Arc > Mist - A,Y
Fire Brand - Y
Relic Low Kick - X
Relic Low Kick > Relic - X(H)
Bill of Fire > Relic - A+Y
Bill of Fire - A+Y(H)

MIST - Y+X or F,A+Y
During MIST -
Mist Stab Combo - A,A,A
Mist Stab Combo > Relic - A,A,A,Y+X
Dividing Thrust - Y
Water Mist Kick - X
Divide - A+Y
Mist Thrust - A,Y
Mist Pursuit - A,X

HALF MOON DEATH - D,Y+X
During HALF MOON DEATH -
Summer Eve - A,A
Crescent Moon - Y,Y
Shin Clip - X
Star Fall Eve - A

FULL MOON DEATH - F,Y+X
During FULL MOON DEATH -
Full Moon Harvest - A
Full Moon Slash -Y

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