

Soul Calibur II "Beating Button Mashers" Guide

by The Leadfoot

Updated to v1.00 on Jun 4, 2004

Soul Calibur II (GameCube version)
Beating Button Mashers Guide by Daniel "The Leadfoot" Rosmus
UnknownTruthX@hotmail.com
http://www.geocities.com/the_leadfoot/index.html
Version 1.00 - 6.04.04

This guide is dedicated to all the people at the GameFAQs message boards who posted "My seven year old brother beat me. Help." topics.

+-----+
| Table of Contents |
+-----+

1. Versions
2. Introduction
3. Beating the Button Masher
4. Contact Info
5. Credits/Legal Stuff

+-----+
| 1. Versions |
+-----+

1.00 - 6.04.04
Started the guide up with all the basic information needed. Will probably be updates.

+-----+
| 2. Introduction |
+-----+

One afternoon, you invite one of your friends over to your house. Eventually, your attention turns to the video games. Your friend asks to play you at Soul Calibur II. Being the veteran that you are, you accept. Your friend, who has never played the game before, picks a random character... and completely cleans your clock.

This has happened to the best of us. It happens more often than you think; actually, people who use the "Button Mashing" technique can be formidable opponents. This FAQ is dedicated to helping you overcome people like in the example and regain your title as Soul Calibur II champ!

+-----+
| 3. Beating the Button Masher |
+-----+

I recommend that you read through this whole section, not just parts of it. It all ties in together. It's not that long, either.

Recognizing the Button Masher

Veterans and even just casual players of this game usually are somewhat reserved. They tend to hang around, guard against attacks, and only attack when there is an opening. There are also better players who charge in and dominate you with a variety of special moves, but they can activate them with extreme ease.

On the other side of the spectrum...

Button Mashers, who are usually people new to the game, have no clue what the hell they're doing. They will charge at you can not stop attacking until one of you is defeated. They may activate some special moves, but these are pure chance; they will usually exclaim something like "Wow! How'd I do that?" whenever they do. They also have a tendency to choose Nightmare - although I'm not sure why.

The problem is that it's difficult to take them seriously, but if you don't, chances are you will lose. They are opponents, and all opponents pose a threat.

Okay, you've recognized the masher. Now, on to how to beat him!

Buzz like a Butterfly, Sting like a Bee

As I said, mashers will attack furiously, and if you stay close you will be overwhelmed by the sheer number of attacks they pull out. So, stay back. Wait for an opening. When you see one, charge in and deliver a strong attack, preferably one that sends you opponent to the ground. This will pave the way for more attacks. Throws are great, as long as your opponent doesn't reverse them - but then again, most mashers have no clue what guard even means.

The Guard Button is Your Friend

They usually won't use it; that doesn't mean you shouldn't. Stop their advance by blocking their attack, and then try to counter with one of your own. Guard Impacting also works great if you can time it right, as it leaves them extremely vulnerable. But be careful, as if you don't get out of the way after you attack, chances are you will make a quick departure from the realm of the living.

It Doesn't Matter Who You Choose

It should be said right here: there is no particular character that is best against button mashers. Choose whoever you feel comfortable with. A faster character is nice, but not essential - if you play well as Nightmare, choose Nightmare!

Always do At Least Two Out of Three

Never, ever, EVER do a single battle with ANYONE, but especially a

button masher. People get lucky. If they beat you the first time, it'll be over if you're just doing one match - but if you're doing two out of three, you still have a chance to come back.

Practice Makes Perfect

If you're really hardcore about this, have someone take a second controller and mash for you. Watch the unpredictability of the attacks. Watch so that you know when you have an opening and you don't. All mashers can be taken down with a little skill and patience. Good luck!

+-----+
| 4. Contact Info |
+-----+

Due to the large amount of things that I am involved in, I am unable to personally answer questions via email. If you have a question, I recommend that you post it on one of the message board on GameFAQs.com; someone there will probably be able to help you out. However, I am still accepting suggestions and comments. If you have one of those, don't hesitate to email me at UnknownTruthX@hotmail.com.

+-----+
| 5. Credits/Legal Stuff |
+-----+

Daniel "The Leadfoot" Rosmus (Me!!) - For writing this FAQ
GameFAQs.com - For, hopefully, posting this FAQ
GeoCities.com - For hosting my web page
IGN.com - For, hopefully, posting this FAQ
neoseeker.com - For, hopefully, posting this FAQ
Nintendo - For making the GameCube

As of now, the only websites that can post this FAQ are:

GameFAQs.com

IGN.com

Neoseeker.com

And, of course, this FAQ can also be found at my website:

http://www.geocities.com/the_leadfoot/index.html

If you find this FAQ anywhere else, please contact me and I'll put a stop to it.

This document may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and is a violation of copyright.

This document is copyright The Leadfoot and hosted by VGM with permission.