

Soul Calibur II Cassandra FAQ

by TigerhawkT3

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Game: Soul Calibur II
Guide: Cassandra Move List
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Table Of Contents:

I. Introduction
II. Cassandra's Moves
III. Legal Stuff

Introduction

This FAQ is intended to provide factual information about Soul Calibur II to whoever wants to know. This includes Cassandra's move list.

The moves are written as they appear in the game. Each move is accurately numbered. The moves are listed in the order in which they appear on the Command List screen.

Cassandra's Moves

A Hit:

01. Slide Flow:	A A	HH	
02. Slide Rush:	A B B	HHM	
03. Slide Sweep:	A B K	HHL	
04. Slide Tornado:	A K	HH	
05. False Slide Kick:	>A K	MM	
06. Angel Snipe:	>>a	M	
07. Reverse Illusion:	\>A B	MM	
08. Reverse Illusion (Delay):	\>A B	MM	
09. Under Slide Blade:	vA	SM	
10. Undertow:	</A	L	
11. Holy Purification:	<A	H	GI
12. Cutlass Serendipity:	<<A A	HL	
13. Cutlass Serendipity (Hold):	<<*A* A	HL	
14. Cutlass Thruster:	<<A B	HM	
15. Cutlass Thruster (Hold):	<<*A* B	HM	
16. Tempest:	A+B	MM	
17. Shooting Star:	>>A+B	M	
18. Twin Step Grace:	\>A+B or <<A+B	MM	

19. Gaia Quake:	^A+B	M	
20. Gaia Quake (Hold):	^*A+B*	M	U
21. Slide Feint:	agA	M	
22. Angel Snipe:	*>or\>or/>*A	M	
23. Shield Slide Rush:	*v*A A	HH	
24. Shield Slide Rush Illusion:	**^*A A	HM	
25. Silent Dawn:	*</or<*A K	ML	
26. Cutlass Serendipity:	*<*A A	HL	
27. Cutlass Serendipity (Hold):	**<**A* A	HL	
28. Cutlass Thruster:	*<*A B	HM	
29. Cutlass Thruster (Hold):	*<**A* B	HM	
30. Twin Step Grace:	*direction*A+B	MM	
31. Mirage Satellite:	While rising A	M	
32. Mirage Satellite (Hold):	While rising *A*	M	
B Hit:			
01. Dancing Shield:	B B	MM	
02. Dancing Shield (Delay):	B B	MM	
03. Dancing Shield (Delay) (Hold):	B *B*	MM	
04. Shield Upper:	B>	M	
05. Nasty Impale Alpha:	Bv	L	
06. Nasty Impale Omega:	BvB B B K	LLLLM	
07. Shield Nova:	B >B	MM	
08. Shield Nova (Delay):	B >B	MM	
09. Shield Nova (Hold):	B >*B*	MM	GB
10. Angel's Wave:	B K	MM	
11. Artemis Dart:	>B	H	
12. Angel Rush:	>>B B	MM	
13. Heaven Lift:	\>B	M	
14. Guardian Strike:	vB B	SMM	
15. Guardian Strike (Additional attack):	vB B K	SMM	AT
16. Guardian Wings:	vB b^B A A	SMMMM	
17. Guardian's Judgment:	vB b^B A K	SMMMM	
18. Under Splash:	</B	M	
19. Destined Greatness:	<B	M	GI
20. Heaven's Wing:	<<B	M	
21. Temporal Ascension:	B+K B	MM	
22. Temporal Ascension (Hold):	B+K *B*	MM	
23. Angel Press:	>>B+K	M	
24. Shield Slaps:	bA A A or >>bA A A	HHH	
25. Shield Slaps (Delay):	bA A A or >>bA A A	HHH	
26. Heaven's Guardian:	<<bA	LH	U
27. Angel Rush:	*>*B B	MM	
28. Rothion Mauler:	*\>or/>*B	M	
29. Elk Strike:	*vor^*B	M	
30. Elk Strike (Hold):	*vor^^*B*	M	GB
31. Pure Stinger:	</or<\B	L	
32. Heaven's Wing:	*<*B	M	
33. Angel Press:	*>*B+K	M	
34. Olympus Shower:	*direction[not >]*B+K	M	

35. Exile:	While rising B	M	
36. Shield Spikes:	While crouching \>B B	SMM	GI
37. Shield Spikes (Cancel):	While crouching \>B B G	SM	SP
Kicks:			
01. High Knee:	>K	M	
02. Plasma Blade:	>>K	M	
03. Angel Side Kick:	\>K	M	
04. Spring Under Kick:	vK	L	
05. Seraphim Heel:	</K	L	
06. Hip Charge:	<K	M	
07. Gaia Kick:	<<K	M	
08. Seraphim Sault:	^or/>K K	MM	
09. Grace Sault:	<\K or kB	M	
10. Seraphim Kicks:	*\>or/>*K K	LH	
11. Seraphim Tornado:	*\>or/>*K % K	LM	
12. Hip Charge Surprise:	*vor^*K K	LM	
13. Gaia Kick:	*<or</or<*K	M	
14. Angel's Spring:	While rising K	MM	
Throw:			
01. Guardian Revenge:	A+G		
02. Seraphim Blade Twist:	B+G		
03. Exile Order:	behind A+GorB+G		
04. Meteor Shower:	left A+GorB+G		
05. Seraphim Hammer:	right A+GorB+G		
06. Angel's Embrace:	>>B+G		
Misc.:			
01. Angel Step:	qcf	-	SP
02. Luminance Fall:	qcfA B	MM	
03. Angel's Exile:	qcfB	M	
04. Tornado Feint:	qcf K	M	
05. Angel Step ~ Sidestep:	qcf vor^	-	SP
06. Luminance Fall:	qcf vor^ % A B	MM	
07. Guardian Wings:	qcf vor^ % B A A	MMM	
08. Guardian's Judgement:	qcf vor^ % B A K	MMM	
09. Seraphim Sault:	qcf vor^ % K K	MM	
10. Angelic Twirl:	qcb	-	SP
11. Angel's Wrath:	qcbB	M	
12. Nephilim Shield:	qcbG	-	GI
Sign.:			
01. Angel's Exile:	qcfB	M	
02. Cutlass Thruster:	*<*A B	HM	
03. Slide Rush:	A B B	HHM	
04. Shield Slide Rush:	*v*A A	HH	
Quick:			

01. Angel's Exile:	qcfB	M
02. Slide Flow:	A A	HH
03. Dancing Shield:	B B	MM
04. Angel Side Kick:	\>K	M

Power:

01. Heaven's Guardian:	<<bA	LH	U
02. Elk Strike (Hold):	*vor^**B*	M	GB
03. Guardian Strike (Additional attack):	vB B K	SMM	AT
04. Guardian's Judgment:	vB b^B A K	SMMMM	

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