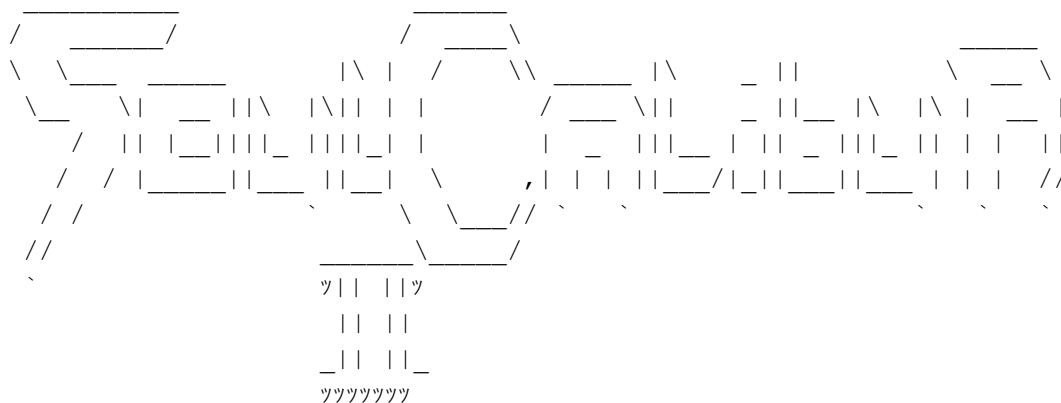


Soul Calibur II Kilik Guide

by Dragonfly13

Updated to v0.96 on Dec 22, 2003



S O U L C A L I B U R I I

For the Nintendo Gamecube

A character guide for Kilik

Last Update: Version 0.96 - (9/13/03)

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1.0 Introduction

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Hey; I'm Dragonfly13, welcoming you to my new Kilik Movelist/Character FAQ! SC2 is one of the greatest fighting games ever, with extreme graphics, music that fits every scenario, and lots of kick-ass moves for lots of kick-ass players. The character I'm going to help you with is Kilik. So let's get going. :P

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2.0 Version History

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Version 0.95 - (9/6/03)

The first FAQ. It's nearly complete with lots of stuff on Kilik, including strategies, common combos and unlockables. Hopefully this guide will help you to become a master Kilik player!

Version 0.96 - (9/7/03)

Added some strategies, FAQs, and some more things including the nifty title at the top. I'll probably add lots of new things soon, so check back!

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3.0 Copyright Notice

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4.0 Legend

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Here I will go over the move notation used in this Character FAQ. You'll need to know the symbols to be able to see what I'm talking about. (If you don't know the symbols, chances are you won't know how to do the moves!)

- A - Press the A button
- B - Press the Y button (B for arcade)
- K - Press the X button (K for arcade)
- G - Press the B button (G for arcade)
- + - Press the buttons together: A+B = press A and Y together
- () - Hold down the button inside the ()
- xX - Press the second button right after the first: aB = press A then Y quickly
- * - Let the Control stick go back to neutral
- , - Significant delay between button-pressings
- ris- While rising
- cro- While crouching
- apr- Approach enemy
- aprbak- Approach enemy from their back
- aprlft- Approach enemy from their left
- aprrgt- Approach enemy from their right

The numbers above are the directions on the stick/D-pad, used to tell what direction to tap or hold during a move.

(7=upper left, 8=up, 9=upper right, etc.)

If the numbers in the movelist are right next to each other, ie 44+B, then it means to quickly tap 4 once and then press 4+B quickly after it.

If you see something like

236

then you should swing the control stick starting from the bottom and ending at the right.

214

would be swinging the stick from the bottom to the left.

NOTE: If you press the C-stick in different directions, you get different sets of simultaneous button-pressing. For example:

C-Up - Press A+B+K (Soul Charge)

C-Left - Press A+B

C-Right- Press B+K

C-Down - Press A+K

If you press the Z button, you'll get A+B+K;

If you press L or R, you'll get the equivalent of G, a guard.

In the move's name:

(C)=Cancel

(H)=Hold

Hits:

H=Hits the opponent High

M=Hits the opponent at a Medium level

L=Hits the opponent Low

Move attributes:

U=Unblockable

T=Throw

GB=Breaks an opponent's guard

GI=Guard Impact properties

SP=Special Movement

AT=Attack Throw

ST=Stance

Damage:

V - Damage clearly varies

***Note: some moves also vary that don't have a V, but aren't as noticable.

G - Usually only works while the opponent is on the ground.

5.0 Movelist

The section you've all been waiting for! Here's most of Kilik's known moves,

their names and abilities. The moves are told as if Kilik is facing towards the right. (I'll be adding more soon, so check back.)

1	29	52	60	71
Move Name	- Buttons	- Hits	-Attributes-	Damage
+-----+-----+-----+-----+				
(A) <Horizontal Slash> Movements:				
Bo Tap	A	M		xx
Bo Rush-Side Movement	A A+2 8	HH	SP	40
Bo Rush Combo	A A B	HHM		72
Raging Phoenix Combo	6+A A A	HHH		70
Raging Phoenix Bo	6+A A B	HHM		57
Raging Phoenix Soul	6+A A B+8	HHH		42
Raging Phoenix Fang	6+A A B+2	HHL		65
Cross Bo	66+A	HH		50
Ling Su Upper	3+A B	MM		45
Ling Su Rising Bo	3+A B+K	HH		55
Inner Peace	2+A	L		25
Lower Bo Slice	1+A	L		20
Escaping Bo	4+A	H		26
Cross Tide	44+A A	ML		51
Cross Tide~Monument	44+A 236	M	GI SP	25
Phoenix Roar	A+B	MMMMM		75
Phoenix Roar(C)	A+B G	MMM	SP	45
Biting Phoenix	6+A+B	MMMMM		75
Trick Bo	3+A+B	L	AT	45
Lower Bo Smackdown	2+A+B	LLLL		60
Dirty Bo	1+A+B	L	AT	50
Phoenix Flare				
~Raven Slaughter Thrust	4+A+B B B	MMMM		88
Yin and Yang	214+A+B	M	U	79
Yin and Yang(C)	214+A+B G		SP	
Phoenix Cross	A+K	MM		45
Bo Smack Down	6+A+K	HHHHHH		67
Phoenix Claw	3 1+A+K	L		25
Wave Divide	2+A+K	L		29
Phoenix Tail	4+A+K	LL		40
Twin Phoenix	aA B	HHM		68
Phoenix Feint	aB	M		20
Cross Bo	(6)+A	HH		50
Gale Divide Haste	(9)+A A	MM		64
Gale Divide	(3)+A A	MM		63
Wind Divide Flare	(2), (8)+A A A	MLL		80
Wind Divide Flare~Monument	(2), (8)+A 236	M	GI SP	26
Mountain Carve	(2), (8)+A B	MM		59
Mountain Carve(C)	(2), (8)+A B G	M	SP	26
Ling Sheng Slice	(1), (7)+A	L		26
Cross Tide	(4)+A A	ML		51
Ling Sheng Slash	ris A	M		27
Pounding Stones	cro A+B	MMM		40-45V

(B) <Vertical Slash> Movements:

Splitting Waterfall	B A	MH		48
Waterfall Divide	B 2+A	ML		44
Rushing Waterfall	B B	MM	SP	48
Rushing Waterfall				
~Side Movement	B B+2, (8)	MM	SP	48
Bo Thrust	6+B	M		22
Retreating Thrust	6B+8 or G+K	H		7

Lower Bo Feint	6B+2	L		30
Heavy Bo	66+B	M		22
Heavy Bo(H)	66+(B)	M	AT	66
Twin Bo Upper	3+B B	MM		35
Waterfall	2+B	M		26
Advancing Bo	1+B	M		28
Phoenix Rage Thrust	4+B	M		58
Stream Thrust	44+B	L		14G
Building Bridges	28 * B B B B	MMMM		82V
Bridge Rage Thrust	28 * B B 4+B	MMM		89
Rising Bo Feint	B+K	M		50
Rising Bo Feint(C)	B+K G		SP	
Yin Rising	6+B+K	MM		45
Playful Phoenix	213 B+K	L		30
Playful Phoenix(C)				
~Down on the ground				
face up	2+B+K 8		SP	
Playful Phoenix(C)				
~Down on the ground				
face down	2+B+K 2		SP	
Phoenix Lunge	4+B+K	L		45
Sheng Mirage Kick	bK	HM	GI	40
Heavy Bo	(6), 3(9)+B	M		22
Heavy Bo(H)	(6), 3(9)+(B)	M	AT	66
Raven Slaughter	(2), (8) B	M		38
Phoenix Rage Thrust	(1), (7)+B	M		47
Phoenix Rage Thrust(H)	(1), (7)+(B)	M		61
Stream Thrust	(4)+B	L		20
Yin Rising	(6), 3(9)B+K	MM		45
Rising Soul Feint	(2,8,1,7)+B+K	M		52
Phoenix Lunge	(4)+B+K	L		45
Ling Sheng Upper	ris B	M		32
Stream Thrust	cro 3+B	M		30
River Thrust	cro 1+B	L		16

(K) <Kick> Movements:

Sheng Lung Kick	6+B	M		26
Rising Phoenix	66+K K B	MMMM		93
Sheng Side Kick	3+K	M		24
Sheng Su Low Kick	2+K	L		10
Sheng Su Thrust	1+K B	LM		55
Biting Heaven	4+K B	MM	GI	52
Sheng Heh Kick	44+K	M		30
Sheng Illusion Kick	kB	LH		30
Sheng Lung Kick Combo	6kB	MH		50
Rising Phoenix	(3), (9)+KK B	MMMM		72
Mountain Sweep	(2), (8)+K	L		23
Sheng Heh Kick	(4), 1(7)+K	M		30
Mountain Breaker	(2), (8)+kA	LH		58
Phoenix Hop	ris K B	MM		48

(Th) <Throw> Movements:

Light Breeze	apr A+G		T	60
Heaven Dance	apr B+G		T	55
Phoenix Pounce	aprbak A+G or B+G		T	55
Cutting Sadness	aprlft A+G or B+G		T	60
Summer Gale	aprrgt A+G or B+G		T	55
Festival of the Damned	apr 236+A+G46A, 41236B		T	60
Festival of the Dead	apr 236+B+G46A+B		T	50

(Misc) <Miscellaneous> Movements:

Retreating Thrust	6B+8 or G+K	H		7
Retreating Thrust				
(Additional Attack)	6B+8 A or G+K A	HM		30
Retreating Thrust				
(Additional Attack)	6B+8 B or G+K B	HM		52
Monument	236		GI SP	
Inner Peace	236+A	L	GI	25
Advancing Bo	236+B	M	GI	23
Scythe	236+K	HH	GI	40
Heaven Monument	236+A+B	M	GI	45
Heaven Monument Fall	236+A+B, K	L	GI	37
Wave Divide	236+A+K	L	GI	27
Rising Bo Feint	236+B+K	M	GI	50
Rising Bo Feint(C)	236+B+K G		GI SP	
Monument-Side movement	236, 2 8		GI SP	
Tribute	214		GI SP	
Rising Flare	214+A	L	GI	30
Reverse Bo Thrust	214+B	M	GI	30
Tribute Sault	214+K	M	GI	42
Tribute-Side movement	214 2 8		GI SP	
Legend Rush(H)	4(B)		SP	
Legend Rush Thrust	4(B), B	M	U	75
Heaven Monument	A+B	M		47G
Rising Flare	A+K	L		35G

(Sign) <Signature Moves> Movements:

Bo Rush Combo	A A B	HHM		72
Building Bridges	28 * B B B B	MMMM		82V
Inner Peace	2+A	L		25
Phoenix Rage Thrust	4+B	M		58

(Qk) <Quick> Movements:

Raging Phoenix Combo	6+A A A	HHH		70
Heavy Bo	66+B	M		22
Sheng Side Kick	3+K	M		24
Yin Rising	3+B+K	MM		45

(Pow) <Powerful> Movements:

Yin and Yang	214A+B	M	U	79
Legend Rush Thrust	4(B), B	M	U	75
Heavy Bo(H)	66+(B)	M	AT	66
Festival of the Damned	apr 236+A+G46A, 41236B		T SP	60

6.0 Strategies

Some of my common strategies to use with Kilik against the computer are shown below. Combos, juggles, and the like. I haven't played with Kilik against a human opponent yet, so I've yet to find more useful ones. (Again Kilik faces to the right.)

Right at the beginning:

Phoenix Rage Thrust

4(B) B

or just 4B

Also, 6A+K works well to get them on the ground fast.

Here's a good juggle/wake-up combo I use frequently:

3BB, then when they get up tap
2 A 2 A 2 A really fast or
(2) AAA

This knocks them right back down. You can then perform:

4(B) B
but time it so they get hit just as they get up.

Another of my common tactics:

(6) AAA, KK, (6) AAA

This gets right up in their face with lots of quick swipes. If they block, just KK

and they won't realize how fast to block, leaving them open for another
(6) AAA

I like to follow this up with 1+A+B, the Dirty Bo.

Another tactic I recently discovered is an excellent juggle. Use 3BB (now they are in the air) then perform Building Bridges 28 * B B B B just as they come level with your staff. You can also use 28 * B B B or tap B twice or even only once. Usually it's best to do the most damage though, and therefore you should tap B four times while they come down.

When they land, perform Heaven Monument Fall 236+A+B, K and they will receive even more damage than they bargained for. Now you can perform 4(B) B and if you get lucky, they should be almost dead. Rinse, repeat.

More coming soon!

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7.0 Kilik's Profile
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Note: The profile was taken from the character profiles screen in the game.

Kilik

Age: 23
Birthplace: Unknown (Raised in Ling-Sheng Su Temple, Ming Empire)
Height: 5'6"
Weight: 139 lbs.
Birth Date: February 9
Blood Type: A
Weapon: Rod
Weapon Name: Kali-Yuga
Discipline: Secret Art of Ling-Sheng Su Style Rod

Family: Raised in Ling-Sheng Su Temple, but he murdered everyone, including Xianglian, who was like his sister.
Master/Edgemaster

Kilik was to be the successor of one of the three sacred treasures of the Ling-Sheng Su Temple, called the Kali-Yuga.

Tragically, the night before the succession ceremony, a mysterious light fell upon the temple, driving all those who saw it into an insane, murdering frenzy. Kilik was no exception, and he killed many temple members because of his strength.

At the end of the atrocity, the Dvapara-Yuga, second of the three sacred treasures of the Ling-Sheng Su Temple, hung across the chest of Kilik. The Dvapara-Yuga belonged to Xianglian, a woman who had been like an older sister to Kilik.

When Kilik awoke, he found himself in an old man's hermitage. The old man revealed to Kilik that the root of this evil was a demonic sword called Soul Edge. Kilik studied the secret art of the Ling-Sheng Su style rod and left on a journey to destroy the evil blade.

With the help of Xianghua, a woman he met during his travels, Kilik succeeded in defeating the wielder of Soul Edge, Nightmare. Kilik returned to his master in order to perfect the technique of neutralizing and purifying the evil energy. But one day, he sensed a return of the malevolent aura of Soul Edge.

Soul Edge still existed! Kilik left on another journey to destroy Soul Edge once and for all, for he wished to atone for his sins.

The stage Kilik appears in when you view his profile in the game is the Labrynth. He has 77 different voice recordings he uses throughout the game, and here they are:

- 1/77: Is there no other way?
- 2/77: Master, I will do this!
- 3/77: No use in talking, huh? Fine...
- 4/77: Here, come on!
- 5/77: Are you ready?
- 6/77: Don't cry for mercy.
- 7/77: Are you ready for this?
- 8/77: I've got to focus!
- 9/77: Listen to the beat of my soul!
- 10/77: Over already?
- 11/77: You should give up.
- 12/77: Nothing will come of hate.
- 13/77: You still want more?
- 14/77: Sorry, but I need you to stay down.
- 15/77: This rod will be your doom!
- 16/77: Sister, show me the way.
- 17/77: Kali-Yuga, show me the path!
- 18/77: I'm done with you!
- 19/77: Master, I won't let you down!
- 20/77: You're not ready for me.
- 21/77: What?
- 22/77: Not over yet!
- 23/77: Listen, can you hear my soul scream?!
- 24/77: You can't fight this with strength alone! Please understand, Xianghua!
- 25/77: I will lay my soul on the line!
- 26/77: Xianghua, I can't let you risk your life!
- 27/77: (Attack 1)
- 28/77: (Attack 2)
- 29/77: (Attack 3)

30/77: (Attack 4)
31/77: (Attack 5)
32/77: (Attack 6)
33/77: (Attack 7)
34/77: (Attack 8)
35/77: (Attack 9)
36/77: (Attack 10)
37/77: (Attack 11)
38/77: (Attack 12)
39/77: (Attack 13)
40/77: (Attack 14)
41/77: (Attack 15)
42/77: (Attack 16)
43/77: (Attack 17)
44/77: (Attack 18)
45/77: (Attack 19)
46/77: Gotcha!
47/77: Come here...
48/77: ...take that!
49/77: (Attack 20)
50/77: Take this!
51/77: There!
52/77: You're mine!
53/77: I see you!
54/77: Move!
55/77: I got you!
56/77: Forgive me!
57/77: No way!
58/77: Sorry!
59/77: Come on!
60/77: Not a chance!
61/77: Sing!
62/77: How's that?
63/77: (Damage 1)
64/77: (Damage 2)
65/77: (Damage 3)
66/77: (Damage 4)
67/77: (Damage 5)
68/77: (Damage 6)
69/77: (Damage 7)
70/77: (Damage 8)
71/77: (Damage 9)
72/77: (Damage 10)
73/77: (Damage 11)
74/77: (Damage 12)
75/77: (Damage 13)
76/77: (Damage 14)
77/77: (Death Cry)

8.0 Kilik's Unlockables

Kilik's starting weapon is the Kali-Yuga. Here are all the unlockables you can get for him. (Not complete, but it will be soon. Also, descriptions of the weapons is coming.) Thanks also to Choad and Slickglick90 along with KoolKong17 for informing me of the Jingu Staff.

(Kali-Yuga)

1. Quarterstaff
2. Ling-Sheng Su Bo
3. Iron Staff
4. Kulun Bamboo
5. Rokushakuboh
6. Amud
7. Duel Rod
8. Soul Edge (Complete)
9. Jingu Staff
10. Bamboo Staff

9.0 Frequently Asked Questions (FAQs)

Q: What about Cervantes? He's really hard...

A: Just use one of the strategies listed above, or run away and let him at you, then let him have a combo right in the face! Look for Ring-Outs, they're your best friend.

Q: I suck...

A: Just learn these moves, and use the quick ones when you need a few more hits and lots of damage. You should attack in "bursts," which means attack madly, back off and Soul Charge, attack madly, back off and Soul Charge, etc.

Q: What is a Soul Charge?

A: A Soul Charge is when you press A+B+K. Your character, in this case Kilik, charges up and glows green. Then only his weapon glows. There are three levels of Soul Charge: Level 1, Level 2, and Level 3. The first level just makes your attacks a bit stronger. The second level is the same as the first only even stronger. The third level, your weapon glows a different color than usual, and some moves become unblockable. These moves are called SCUBs, or Soul Charge Unblockables. I'll be adding the SCUBs to the movelist shortly.

That's all for now... I'll add more later. :P

10.0 Contact Information

If you need any more help with Kilik, just email me at jediyodal3@hotmail.com I'll get back to you as soon as possible, as long as you put "Kilik FAQ" in the subject header of your email. Thanks a lot.

11.0 Credits

Namco - For creating this wonderful game and making it available to the one

