

Soul Calibur II Weapon Master Mode FAQ

by Vash The Stampede15

Updated to v2.02 on Mar 13, 2005

SOUL CALIBUR II

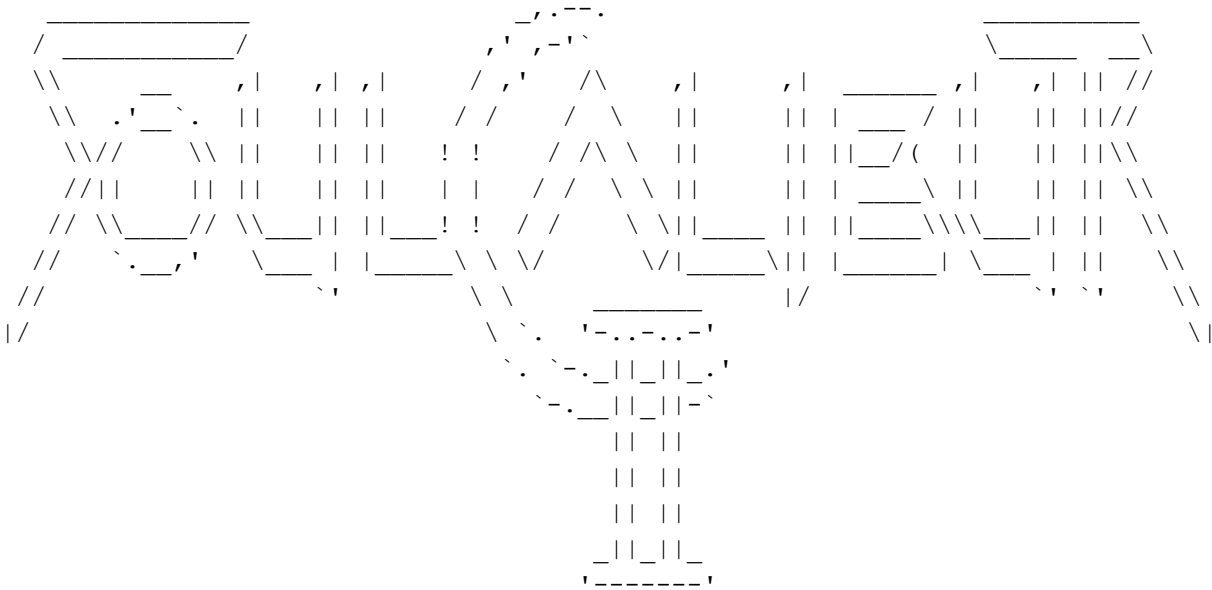
Weapon Master Mode Walkthrough, ver 2.02; March 13, 2005

For the Nintendo GameCube

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"Transcending history and the world..."



"... a tale of souls and swords, eternally retold."

-- ASCII BY OSREVAD --

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everyone out in one of the other modes first to see who you like best. Keep in mind that the fighter you select here CAN be changed at any time, so don't feel too pressured. With that, it's time to begin!

=====
a. Regulus
=====

First, the stuff available for purchase from the get-go...

REGULUS SHOP =====

ITEM NAME -----	PRICE -----	USED BY... -----
Epee	800	Raphael
Wind Guide	600	Talim
Machete	800	Yunsung
Spiked Shield	800	Cassandra
Korefuji	800	Mitsurugi
Kunai	600	Taki
Cat Claws	600	Voldo
Flamberge	600	Nightmare
War Hammer	600	Astaroth
Mirage Blade	600	Ivy
Quarterstaff	800	Kilik
Kard	600	Xianghua
Tetsuryu	600	Maxi
Lemures	600	Necrid
Razor Sword	600	Link
Shiranui	600	Yoshimitsu
Weapons Gallery	2000	--
New Costume	21600	Mitsurugi

And onto the missions...

== PROVING GROUNDS =====

Opponent - Mitsurugi
Difficulty - *
Recommended Character - Anyone
Objective - Clear all the exercises!

Since this is your first battle, you shouldn't expect it to be very tough. In fact, it's nothing more than a tutorial to show you the basics! Your opponent, Mitsurugi, will give you some instructions and you'll get to try them out. Here is a blow-by-blow description of how the "battle" plays out:

- * The first move is simple - just press A to strike with a horizontal attack. Horizontal attacks provide a great way to damage a circling foe.
- * Secondly you need to try out the vertical attack. Press Y. These kinds of attacks are especially useful to counter an enemy's horizontal attack.
- * The third thing you'll learn about is the kick, which can be performed by pressing the X button. Kicks tend to be a bit on the weak side, but their quickness allows you to catch a foe off-guard.
- * Next up is guarding. Wait for Mitsie to begin his attack, then hold either B or one of the two triggers to block his move. You'll soon learn that guarding is absolutely essential if you plan on becoming good at this game.

- * Now you're told to practice moving around. Simply circle around your foe a few times. This is a great way to evade enemy attacks.
- * The next move you'll be taught is called a throw. You can pull one of these flamboyant moves off by approaching your opponent and pressing one of the guard buttons in addition to either A or B. Throws are very powerful, so it's a good idea to go for one when you're up close to your enemy.
- * Another form of the guard is called a Guard Impact. To see how it's done, attack Mitsie and watch as he deflects your strike with the greatest of ease. It seems you can execute this maneuver by pressing one of the guard buttons and either left or right on the control pad. It may take a few tries to get it down, but you'll learn the timing soon enough.
- * Finally we get to learn all about the Soul Charge. There are several ways to perform one of these, the easiest being a simple tap of the Z button (you can also press up on the C-Stick or A, Y, and X all at once). So, what's the purpose of Soul Charging? Well, for one thing, it looks pretty darned cool. Ah, but that isn't the best reason, now is it? It also increases the power of your attacks. Quite spiffy, I say!

And with that, this so-called battle ends!

Rewards - * 400 Experience
 * 600 Gold
 * Extra Practice Mode

-- EXTRA MISSION -----

Opponent - Random
 Recommended Character - Anyone
 Objective - Combatants are launched high into the air when knocked against the wall or ground. Both combatants' health recovers. Defeat the enemy under these conditions!

The goal of this battle is, more or less, to repeatedly knock your foe against the ground or wall and nail them with an air combo to offset the constantly recovering health. Although normal attacks are perfectly useful here, I suggest going instead for the air combo. Try some of these moves to send your foe flying against the wall / ground:

Kilik - * Back + X-Y
 * Forward-Forward + A

Nightmare - * Forward-Forward + A
 * Forward-Forward + Y
 * Back-Back + X
 * Back-Back + Y

Cassandra - * Back + X

Simply pepper your foes with moves such as those, then hit them with anything as they fall to score some huge damage.

Rewards - * 800 Experience
 * 1200 Gold

Opponent - Kilik, Xianghua, Maxi
Difficulty - *
Recommended Character - Anyone
Objective - Utilize all that you learned to defeat all the enemies!

Your first real battle! Fortunately, this three-stage battle is pretty simple and serves to hone your skills before letting you loose on some of the more difficult missions out there. Your opponents--Kilik, Xianghua, and Maxi--are fought in succession, but none of them are especially difficult and you recover health between fights. Apply the basic knowledge you learned in the previous mission and you shouldn't meet much trouble here. The toughest opponent in this battle is probably Maxi, due to his lightning-quick speed. Be sure not to forget about guarding, as it's certain to help take him down more easily.

Rewards - * 400 Experience
* 900 Gold

-- EXTRA MISSION -----

Opponent - Ivy, Astaroth, Nightmare
Recommended Character - Anyone quick
Objective - Defeat all the enemies!

What we've got here is a simple ladder match against three fighters who are at least somewhat difficult-to-deal-with. Unless you're really skilled with a certain character by this time (in which case you probably won't be reading this guide anyway, but whatever), I really suggest going with a fast fighter, such as Maxi or Taki. Ivy is always troublesome, but being able to match her speed will help to level the playing field. Following her defeat are two slower yet much more powerful guys in Asty and Nightmare. Although you won't be able to go toe-to-toe with them in terms of brute force, someone speedy can dash in with a quick combo or two, then back off throughout the whole battle for an easy win.

Rewards - * 800 Experience
* 1800 Gold

== WARRIOR'S TRIAL GROUNDS =====

Opponent - Character specific
Difficulty - *
Recommended Character - Anyone
Objective - Overcome the enemy to clear the trial!

Depending on which character you're playing as you'll be pitted against a different opponent here, as well as in many battles that have yet to come. From this point onward, this enemy will be referred to as "Character specific", since not everyone will be facing off with the same opponent. As for the actual battle itself, there isn't a whole lot to it. One round, one opponent, pretty standard stuff, really. Just toss together some nice combos, mix things up with horizontal and vertical attacks, kicks, et cetera, et cetera, and you're golden. Nothing to worry about!

Rewards - * 400 Experience
* 1500 Gold
* Lakeside Coliseum Stage

-- EXTRA MISSION -----

- Opponent - Sophitia, Seung Mina, Necrid, Link
- Recommended Character - Anyone
- Objective - The enemies have strange weapons. Defeat all the enemies under this condition!

Beware the Broom of Doom! This mission is pretty fun, given that each and every foe is equipped with a joke weapon, ranging from Seung Mina's broom to Link's bug-catching net. Know that these hilarious weapons don't make your enemies any less dangerous, although it does make them a wee bit less intimidating. In any event, there is nothing special about any of your enemies in this mission, so dispatch of them with a simple mix of kicks, throws, and weapon attacks.

- Rewards - * 800 Experience
- * 3000 Gold

=====

b. Thuban

=====

The item listings...

THUBAN SHOP =====

ITEM NAME -----	PRICE -----	USED BY... -----
Wind Guide	600	Talim
Spiked Shield	800	Cassandra
Kunai	600	Taki
Mirage Blade	600	Ivy
Kard	600	Xianghua
Stiletto	1100	Raphael
Tonfa	900	Talim
Khanjar	1100	Yunsung
Dark Blade	1100	Cassandra
Two-Handed Sword	1100	Mitsurugi
Slicer	900	Taki
Tofana Scissors	900	Voldo
Great Blade	900	Nightmare
Terror Moon	900	Astaroth
Wiseman Mace	900	Ivy
Ling-Sheng Su Bo	1200	Kilik
Northern Star	900	Xianghua
Chained Kozuka	900	Maxi
Morphos	900	Necrid
Armos Series	900	Link
Kastane	900	Yoshimitsu
Reiterpallasch	1500	Raphael
Xiao Lan	1500	Yunsung
Shamshir	1500	Mitsurugi
Shame & Blame	1200	Voldo
Iron Staff	1600	Kilik
Battle Theater	4000	--
New Costume	4200	Taki

And the missions...

== THUBAN FERRY =====

Opponent - Voldo
Difficulty - *
Recommended Character - Link, Maxi, Yunsung, Ivy, or anyone else fast
Objective - Land 20 hits on the enemy and survive the round!

Okay, so we've got a mere 20 seconds to bust out 20 hits on that quick little devil Voldo. What to do? Well, if, by chance, you're any good with one of the quicker characters (e.g., Maxi, Ivy, and the like) then you should be able to just lay down some pain. But you wouldn't be here if you could do that. So. What to do? You can always try to string together some lengthy combos using any of the recommended characters listed above. Or button-mash. If all else fails, use fire... wait, this ISN'T Zelda II. Link does a surprisingly useful move for the mission, however. Press Forward + Y and continually press Y to stab with your sword over and over, racking up plenty o' hits. Do this for the entire battle and you shouldn't have much trouble. Kinda cheap, but totally effective.

However, if you happen to be playing the Xbox or PS2 version of SCII, then the above strategy just isn't gonna cut it. No need to worry, folks--I've come prepared with some sweet moves for everyone to enjoy. Raphael's got a quick three-hit combo that works very well. The commands? Forward + Y-Y-Y. Mix in some additional sword strikes/kicks and you'll do well, I should think. Just avoid throws, as they consume far too much time. If you're one of those people who just hates the French, though, then everyone's favorite samurai (that'd be Mitsurugi) has two nice moves to use, also. First off is a combo similar to the aforementioned one (used by Raphael). Forward + Y-Y-Y will execute it. The second move is a little trickier to perform, but just as useful, if not more so. First of all you need to enter the correct stance by pressing Forward + AY (with A and Y being pressed at the same time). Once you've done that, repeatedly press A to rack up some major hits.

* If you cause a ring out during the battle, you can move on as if you'd won the battle according to the objective. You'll even get the normal amount of experience! So what's the catch? No gold will be awarded. Bummer. :/

Rewards - * 500 Experience
* 400 Gold

-- EXTRA MISSION -----

Opponent - Taki
Recommended Character - Someone fast, or Link
Objective - Land 20 hits on the quick enemy and survive the round!

The tricky thing about this battle is not racking up 20 hits on Taki, who is devilishly quick, but rather avoiding your foe wipe the floor with you. See, unlike the regular mission, you're pitted against an insanely agile foe and are expected to land 20 hits in as many seconds. Quite the difficult task, wouldn't you say? There are a few ways to go about this battle 1) repeatedly use Link's Forward + Y-Y-Y... move 2) select a fast character (Talim, Maxi, Ivy, etc) and try to string together some combos or 3) choose Kilik and strike quickly with moves like his A+Y and Forward +AY. Using the third option, I was able to amass 28 hits in one go. Translation: if all else fails, Kilik will help you. For sure.

Rewards - * 1000 Experience
* 800 Gold

== VILLAGE OF ARCHE =====

Opponent - Yunsung
Difficulty - *
Recommended Character - Kilik, Mitsurugi, Raphael, Cassandra
Objective - Strong gusts constantly push you and prevent you from stopping at the edge of the stage. Defeat the enemy under this condition!

This battle isn't too bad. If you like, you approach it as if it was just a normal battle with no special conditions and try to beat your foe silly. However, I find that it's a lot easier to go for the ring out. Just be sure to stay away from the edge of the stage yourself and use an attack that knocks your foe back. Don't know of any such moves? Try some of these:

Kilik - * Forward + A
* Back, back + X
* Back + X-Y

Mitsurugi - * Back + X

Raphael - * Back, back + X
* Back, back + Y

Cassandra - * Back, back + X

Most characters also have a throw or two that work well here.

If none of the above listed moves don't work for you, then feel free to tell the mafia that I'm the one who ratted them out. :P

Rewards - * 500 Experience
* 800 Gold

-- EXTRA MISSION -----

Opponent - Mitsurugi
Recommended Character - Anyone
Objective - Strong gusts constantly push you and prevent you from stopping at the edge of the stage. Furthermore both combatants speed is increased. Defeat the enemy under these conditions!

The obvious choice in this mission is to aim for the ring out. It's also the easiest and quickest method to end the battle. Basically, from the beginning of the battle try to stay on the inside (e.g., keep your opponent between yourself and the edge of the stage) and strike with whatever you've got. As long as you can keep yourself away from the edge, this battle should be over in a matter of moments.

Rewards - * 1000 Experience
* 1600 Gold

== MINKAR MINE =====

Opponent - Boss: Yoshimitsu
Difficulty - **
Recommended Character - Anyone

Objective - Navigate through the enemy-infested dungeon and defeat the boss!

Welcome to your very first dungeon! It may seem like a cool concept now, but you'll be singing a different tune when you see some of the later dungeons, trust me. In any event, I walk you through the dungeons differently than I do normal missions. I'm not going to describe every possibly battle that you may encounter in a dungeon. Instead, I'll warn you of any particularly tricky battles or aspects of the dungeon, give you a map of the entire place, and tell you how to send the boss crying for his mommy. Sound good? Then let's get goin'! Here's that map I promised you:

```
[*]-[ ]-[ ]      Key
      |          ---
      [!]       * - Entrance
              ! - Boss
```

Pretty small, but it's only the first dungeon, so what'd you expect? ;) In any event, the battles here aren't too difficult, as there are no special conditions or anything of the sort to spice them up. Nevertheless, if you do find yourself having trouble defeating your opponents, it's never a bad idea to go for the ring out. Many of the moves listed in the previous mission strategy are great for getting one. Try 'em out!

As for the boss, there isn't much to worry about. Yoshi's fighting style borrows a lot from Mitsurugi's, so it isn't a big deal that you haven't fought him before and don't know how to go about beating him down. As with any other battle, try to mix together a nice variety of weapon strikes, kicks, and throws. Of course, if things don't go smoothly, a ring out is always a healthy alternative (just like sliced apples!).

Rewards - * 400 Experience
 * 1600 Gold
 * Yoshimitsu character

-- EXTRA MISSION -----

Opponent - Boss: Raphael
Recommended Character - Anyone
Objective - Navigate through the enemy-infested dungeon and defeat the boss!

After navigating through the dungeon, which mirrors that of the normal mission, you'll encounter the boss--Raphael. You've dealt with him a number of times before, I'm sure, so apply some basic strategies; attack when you're open, guard when he's on the offensive, and try to knock him out of the ring if he's near the edge.

Rewards - * 800 Experience
 * 2200 Gold

c. Benetnasch

List of items, first and foremost...

```
BENETNASCH SHOP =====
ITEM NAME ----- PRICE ----- USED BY... -----
Stiletto           1100           Raphael
```

Khanjar	1100	Yunsung
Two-Handed Sword	1100	Mitsurugi
Ling-Sheng Su Bo	1200	Kilik
Chained Kozuka	900	Maxi
Reiterpallasch	1500	Raphael
Side Harpe	1200	Talim
Xiao Lan	1500	Yunsung
Metesashi	1500	Cassandra
Shamshir	1500	Mitsurugi
Kagekiri	1200	Taki
Shame & Blame	1200	Voldo
Steel Paddle	1200	Nightmare
Battle Ax	1200	Astaroth
Dream Blade	1200	Ivy
Iron Staff	1600	Kilik
Fatibal	1200	Maxi
Orcus Claw	1200	Necrid
Megaton Hammer	1200	Link
Zantetsuken	1200	Yoshimitsu
Double Crescent Blade	1600	Talim
Spine Blade	2000	Cassandra
Yoroitoshi	1600	Taki
Chained Flail	1600	Ivy
Kopis	1600	Xianghua
Ignis Fatuus	1600	Necrid
Cane of Byrna	1600	Link
New Costume	22000	Voldo

... followed by the mission strategies...

== CARNIVAL =====

Opponent - Charade
 Difficulty - **
 Recommended Character - Anyone
 Objective - You cannot hold your footing at the edge of the stage. Defeat the enemy with a ring out!

This battle isn't too tricky. The idea is to knock your foe off the edge of the stage, so naturally you'll want to lure him toward the perimeter. From there, most characters have a throw that works well to send someone flying off the edge, and kicks tend to have a similar effect. Kilik's Back + A is a fantastic move to use in this situation, as is Mitsurugi's Back + X-Y. If you are using a different character, try pressing Back + X, Y, or A and you're sure to come up with something useful for ring outs.

Rewards - * 700 Experience
 * 1000 Gold
 * Charade character

-- EXTRA MISSION -----

Opponent - Berserker
 Recommended Character - Astaroth, Nightmare, Berserker
 Objective - You cannot hold your footing at the edge of the stage, and the gravity is weaker. Defeat the enemy with a ring out!

An interesting aspect of this battle is that normal attacks hardly scratch your

foe, absolutely forcing you to win with a ring out. Unfortunately, the same doesn't apply to the enemy. :/ Additionally, since the gravity is weaker, it's possible to knock your foe high into the air. To win this battle, I suggest grabbing someone that can match Berserker's sheer brute force, namely either Nightmare or Astaroth. Either character can knock Berserker around and drive him to the edge of the stage, where a single blow can seal the deal.

Rewards - * 1300 Experience
 * 2000 Gold

== TALITHA GAMBLING DEN =====

Opponent - Character specific
Difficulty - **
Recommended Character - Link, Mitsurugi
Objective - Receive heavy damage when knocked against the ground
 or wall. Defeat the enemy under this condition!

In this fight, damage received and dealt from normal attacks is drastically reduced, so you'll need to take advantage of moves that knock your foe to the ground. Since being knocked against the wall also causes mass damage, you'll want to do whatever you can to stay toward the inside--move around a lot and don't be afraid to use throws to switch places with your foe. Hit your enemy hard with moves such as Link's Forward + Y or Mitsurugi's Back + X and you should be able to make it through. If at all possible, try to get your opponent's back to the wall, then go crazy with almost anything to garner the win.

Reward - * 700 Experience
 * 1000 Gold

-- EXTRA MISSION -----

Opponent - Three random fighters
Recommended Character - Lizardman
Objective - Combatants receive heavy damage when knocked against
 the ground or wall. Furthermore, your appearance
 has changed. Defeat all the enemies under these
 conditions!

Simply put, this mission is hard, mainly due to the fact that you're forced to play as Lizardman, a difficult character to get the hang of. As for you're actual objectives, you've seen battles like this countless times before, so all you need to know is some decent moves to knock your foe to the ground or wall. Try these:

Knockdown moves

A + Y
Up + A

Near the wall moves

Back-Back + X
Forward-Forward + AY
Forward-Forward + X

Even with these moves, it may still take a few tries, so persevere and don't get discouraged.

Rewards - * 1300 Experience
* 2000 Gold

== DIPHDA TEMPLE =====

Opponent - Raphael
Difficulty - **
Recommended Character - Anyone
Objective - Throws are more effective. Defeat the enemy!

Repeatedly pummeling your opponent with throws is the name of the game in this battle. That's not to say that normal attacks are completely useless here, so toss a few in to mix things up and keep Raphael on his toes. However, predominantly using throws is the easiest way to finish off this battle. Just beware of the relatively short time limit (30 second) that you're given; since throws tend to take a few seconds each, you'll want to be quick about things.

Rewards - * 700 Experience
* 500 Gold
* Subchapter 1

-- EXTRA MISSION -----

Opponent - Charade
Recommended Character - Nightmare, Astaroth
Objective - The enemy will continually guard. Cause a Guard Break and attack while the enemy's defenses are down.

The gist of this mission is that you've got a good 20 seconds to take down Charade, who'll be guarding the entire battle, making it near impossible to land a hit. Select a heavy, powerful fighter such as Nightmare and, if possible, equip a weapon with guard-breaking capabilities. From there, enter the battle and go to town on Charade with anything you've got. Repeatedly blows from Astaroth's axe or Nightmare's sword will be more than enough to break through Charade's guard.

Rewards - * 1300 Experience
* 1000 Gold

== BENETNASCH HARBOR =====

Opponent - Maxi, Ivy, Voldo, Cervantes
Difficulty - **
Recommended Character - Maxi, Ivy, or anyone else quick
Objective - The enemies' weapons have poison, so you will go numb if you are damaged! Defeat all the enemies under this condition!

Although this may seem like little more than a simple ladder match, there's actually a lot more to it. Every time you get hit your character will be temporarily stunned, and there's limited health replenishment between battles. Be sure to guard often to avoid being stunned, go for ring outs if you can. If you're decent with a fast character such as Ivy or Maxi, you'll definitely want to use them to prevent your foes from planting strings of attacks on you. It may sound cheap, but if you're really having a tough time, button-mashing with Maxi is a possible solution. It's rather easy to string together an

endless string of moves by hitting a few random buttons with Maxi, albeit being a cheap alternative. Additionally, if you've got a weapon that replenishes your character's health with each hit, be sure to equip that, as you're going to need as much recovery as possible.

Rewards - * 800 Experience
* 2500 Gold
* Cervantes character

-- EXTRA MISSION -----

Opponent - Ivy, Raphael, Cervantes, Voldo
Recommended Character - Anyone
Objective - Defeat all the enemies!

After the last few grueling missions, it seems Namco decided to throw us a bone and let us off the hook (temporarily, at least), as this mission is nice and simple. It consists of a simple ladder match versus four opponents (three of whom tend to be difficult to deal with in all situations, however), devoid of any tricks or special advantages. Also, your health will be fully restored after each battle. Rejoice!

Rewards - * 1500 Experience
* 5000 Gold

=====
d. Mizar
=====

The shop listing...

MIZAR SHOP =====

ITEM NAME	PRICE	USED BY...
Side Harpe	1200	Talim
Metesashi	1200	Cassandra
Kagekiri	1200	Taki
Dream Blade	1200	Ivy
Wo Dao	1600	Raphael
Double Crescent Blade	1600	Talim
Giant Butcher Knife	2000	Yunsung
Spine Blade	1600	Cassandra
Basilard	2000	Mitsurugi
Yoroitoshi	1600	Taki
Iron Ram	1600	Voldo
Glam	1600	Nightmare
Great Maul	1600	Astaroth
Chained Flail	1600	Ivy
Kunlun Bamboo	2100	Kilik
Kopis	1600	Xianghua
Raimai	1600	Maxi
Ignis Fatuus	1600	Necrid
Cane of Byrna	1600	Link
Dha	1600	Yoshimitsu
Acheron	1600	Cervantes
Heavy Jur	2200	Voldo
Requiem	2200	Nightmare
Tabar	2200	Astaroth
Lambent Viper	2200	Necrid
Phlegethon	2200	Cervantes
New Costume	22800	Nightmare

And the battles...

== AL GIEBA RUINS =====

Opponent - Assassin
Difficulty - **
Recommended Character - Anyone
Objective - Force the bomb off onto the enemy with your attacks!
You win if the enemy has the bomb when the timer runs out.

Here's a really fun mission! Basically, you're playing a game of hot potato, only it's a lot more dangerous, what with the swords and bombs and whatnot. Anyway, the gist is that your foe starts with the bomb, but when he hits you with an attack it becomes yours. You will, of course, want to return the favor and hit him back, returning the bomb to it's original owner. When the 20 second time limit expires, whoever has the bomb will be the loser. After transferring the bomb to your enemy, nail him with some throws to quickly wear down the timer, and don't forget to block!

Rewards - * 800 Experience
* 1200 Gold
* Money Pit / Top Tier Stage

-- EXTRA MISSION -----

Opponent - Random
Recommended Character - Anyone
Objective - Force the bomb off onto the enemy with your attacks!
You win if the enemy has the bomb when the timer runs out.

A carbon copy of the regular mission. Get the first hit to transfer the bomb to your foe, then run down the timer with combos and throws.

Rewards - * 1500 Experience
* 2400 Gold

== WINDMILL =====

Opponent - Yoshimitsu, Taki
Difficulty - ***
Recommended Character - Kilik
Objective - Your health is low. Defeat all the enemies under this condition!

Since we've only got half our life gauge to take down two opponents, it's a good idea to play it safe in the first battle. Block often, strike when you have to chance, and even go for the ring out if you've got the chance. If you can make it through the first battle without minimal damage, you'll regain a good amount before the second, helping to level the playing field. Additionally, if you can play as Kilik, I highly recommend buying and equipping a weapon called the Kunlun Bamboo--every time you connect with a hit you'll have a small portion of your life refilled. Cool beans!

Rewards - * 800 Experience
* 1200 Gold

* Double Crescent Blade (Weapon for Talim)

-- EXTRA MISSION -----

Opponent - Assassin, Assassin
Recommended Character - Anyone
Objective - Your health is low. Defeat all the enemies under this condition!

Right from the get-go you'll be at a disadvantage--you've got half of a health gauge and two enemies to take down. The first thing that should pop into your mind is ring out. If you can quickly push Assassin No. 1 toward the edge and knock him off, it'll really make the second round easier. If you aren't able to do this, try equipping your character with a health-restoring weapon (e.g., Kilik's Kunlun Bamboo or Cassandra's Red Crystal Rod). Although these weapons won't win the battle for you, they'll most certainly help to soften the blows received from your opponents.

Rewards - * 1500 Experience
* 2400 Gold

== MEROPE MONASTERY =====

Opponent - Yunsung, Ivy, Mitsurugi, Astaroth, Nightmare
Difficulty - ***
Recommended Character - Anyone
Objective - The timer increases with each enemy you defeat.
Defeat all the enemies before time runs out!

A few things you should note about this fight: you need to defeat the first couple of foes quick, otherwise you'll be left with little time to take out the others. Also, as you should already know, ring outs tend to save a lot of time, although they're a bit difficult to achieve in this stage. Even so, try your best to knock your foes off the edge. That aside, the foes in this mission have no advantages over you, so it should be a straight fight. One last thing: your health will be completely restored between every battle, so there's no need to worry about conserving it.

Rewards - * 800 Experience
* 3200 Gold

-- EXTRA MISSION -----

Opponent - Mitsurugi, Voldo, Taki, Nightmare, Cervantes
Recommended Character - Anyone
Objective - The timer increases with each enemy you defeat.
Figure out the best way to defeat all the enemies before time runs out!

Hands down, this is THE most frustrating mission in the game. Ring outs will making the later battles significantly easier, although actually getting one is a bit difficult. However, if you can, try to lure the first few opponents, Mitsie and Voldo especially, toward the edge and knock them off if at all possible. Another hurdle you've have to leap, however, is that each foe has an increased defense and some, Taki especially, refuse to stop guarding. Keeping that in mind, you'll want to equip a weapon that can penetrate your enemy's guard. Also, look in your character's movelist for anything marked with a "GB" next to it. Those moves can break through a guard, so they'll definitely help out in this situation.

* Reader Strategies!

- M Thomson suggests using Nightmare's forward + A move to ring out the first two opponents, then using A-A-B to deal with Taki.
- Pelend sez: "Equip Talim with her joke-weapon. RO both Voldo and Mitsurugi. With Taki, just keep doing Talim's 8A+B at her. It KO'ed her with three hits. Proceed to ring out Nightmare and Cervantes."
- Patrick sez: "Use Link. His simple front on A throw move grabs the opponent and throws them behind him. To beat this level then all you need to do is get your back facing the ring out area and then simply A throw the enemy behind you for an easy ring out. Try it and you'll see."
- Neil Goodall sez: "After 20 or so unsuccessful attempts with Cervantes I switched to Link, because although not a great character overall, he does have one very useful attribute, a very long throw.

Using A+G (Link's Arm Twist Throw) is very effective at scoring ring outs because not only does it throw the opponent a significant distance (i.e. over the ledge) but it throws them opposite to the direction Link is facing which means you don't have to try and corner your opponent, you can walk yourself to the edge and wait for your opponent to follow you. This is especially useful against constantly guarding enemies.

Using this tactic I went from not being able to get past Taki, to completing it with 50 seconds left!

The only slight danger is that by walking yourself to the edge, you risk being Ring Outed yourself, but for any player at this stage, this should be a minor draw back. The only other bad point is that this strategy can only be used on the Gamecube version of SC2."

- John Ho sez: "There's a secret method to beat Taki almost instantly with Nightmare (haven't tried other characters, and I don't want to).

Nightmare's A-A-B attack has two versions -- a delayed one, and the normal one. The delayed one has this blue flame about the third hit. If you hit Taki with the blue flame, she'll die almost instantly. I managed to cut off 3/4 of her life just by doing that as she blocks."

Rewards - * 1500 Experience
 * 6000 Gold

== DESERTED VILLAGE =====

Opponent - Mitsurugi, Raphael
Difficulty - ***
Recommended Character - Kilik, Link
Objective - The enemies favor Vertical Attacks and are armed with weapons that excel in Breaks. Defeat all the enemies under these conditions!

Since both opponents in this mission, Mitsurugi and Raphael, use vertical attacks almost exclusively and can easily break your guard, the best way to avoid taking damage is to stay on the move. The moment you see your foe tense up or move his arms, sidestep around and quickly retaliate with a fast blow. Also, to help conserve health throughout the two fights, you may be interested

in using Kilik (equipped with the Kunlun Bamboo), Link (equipped with the Cane of Byrna) or anyone else who was a weapon that replenishes life. These items tend to be life-savers, and really shine in missions like this one. Of course, your life is restored in it's entirety between the two battles here, so using such a weapon is far from necessary.

Rewards - * 900 Experience
 * 1200 Gold
 * Schweizer (Weapon for Raphael)

-- EXTRA MISSION -----

Opponent - Necrid, Astaroth
Recommended Character - Anyone
Objective - The enemies favor Horizontal Attacks and are armed with weapons that are strong against Breaks. Defeat the enemies under these conditions!

This mission is the exact opposite of it's predecessor--instead of using Vertical attacks often, your foes stick to horizontal blows for the most part. To combat this, you'll want to stay on your guard and strike quickly in spurts before backing up, preparing yourself, and dashing in to attack again. Truth be told, this battle isn't too far removed from your basic match with no tricks to make it any more difficult, so don't over think it and screw yourself over.

Rewards - * 1800 Experience
 * 2400 Gold

== CHARON'S PASS =====

Opponent - Boss: Sophitia
Difficulty - ***
Recommended Character - Anyone
Objective - Navigate through the booby-trapped dungeon and defeat the boss!

The interesting thing about this dungeon is that many of the battles take place in stages with unorthodox terrain, such as ice or fire. Generally, the best strategy for battles that take place on ice is to go for the ring out. Try to keep yourself in the center of the ring, and give your opponent a powerful blow or two. However, try to stay away from large combos, as you might accidentally carry yourself off the edge. Not cool. As for the fire stages, you'll find a circle of lava around the perimeter of the ring. The idea here is, obviously enough, to lure your foe into the fire. If either you or an enemy stands in the lava for about a second, that fighter will take damage and become an easy target for a powerful retaliatory attack.

Additionally, some battles take place in quicksand. Basically what you want to do in such cases is stay on the move to avoid getting swallowed up and losing mobility. Other than that, the quicksand doesn't pose too much of a problem, so don't worry too much about it. One last thing to remember is that the foes in certain stages will automatically regain health throughout the entire battle, meaning that you need to dispatch of them as quickly as possible.

[W]	Key

[]-[]-[!]	* - Entrance
	! - Boss
[*]-[I]-[Q]-[F]-[]	I - Battle on ice

- Q - Battle on quicksand
- F - Battle with fire ring
- W - Win this battle to gain a new weapon

The boss fight is against Sophitia who, like most everyone else in this dungeon, is constantly regaining health. Because of that, you'll want to hit her quick in an attempt to take her down ASAP. If you can fight well against Cassandra, then Sophitia shouldn't offer anything new, as their fighting styles are strikingly similar. Anyhoo, you needn't worry about ice, fire, or quicksand bothering you in this fight, as the stage takes place on normal ground. Another great way to counteract the health-restoration is to go for the ring out, which is quite easy in a smaller stage like this one.

- Rewards - * 1500 Experience
- * 3000 Gold
- * Sophitia character

-- EXTRA MISSION -----

- Opponent - Boss: Maxi
- Recommended Character - Anyone
- Objective - Navigate through the booby-trapped dungeon and defeat the boss!

As with the normal version, the dungeon is still infested with unique terrain that you probably aren't used to; ice, quicksand, and lava. Even so, all of this can just as easily be used to your advantage as it can be used against you. On icy stages, the most obvious course of action is to go for the ring out--the slick surface makes sending your foe flying off the edge no problem. The quicksand slows both combatants down, whilst lava will temporarily stun anyone who stands in it for about a second.

When boss time rolls around, be prepared for a bout with that nunchuck-wielding Elvis-wannabe pirate Maxi! You've dealt with him many times before, so I'm gonna assume you know the general tidbits about his style--he's quick, he breaks into combos often, and once he gets going it's hard to stop him. To prevent him from doing this, guard a lot and try to beat him to the punch and attack before he gets the opportunity.

- Rewards - * 1500 Experience
- * 6000 Gold
- * Fuzoroi (Weapon for Maxi)

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e. Altair

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The shop listings...

ALTAIR SHOP =====		
ITEM NAME -----	PRICE -----	USED BY... -----
Reiterpallasch	1200	Raphael
Xiao Lian	1500	Xianghua
Iron Staff	1800	Kilik
Fatibal	1500	Maxi
Megaton Hammer	1200	Link
Wo Dao	1600	Raphael
Double Crescent Blade	1600	Talim
Giant Butcher Knife	2000	Yunsung
Spine Blade	1600	Cassandra

Basilard	2000	Mitsurugi
Yoroitoshi	1600	Yoshimitsu
Iron Ram	1600	Voldo
Glam	1600	Nightmare
Great Maul	1600	Astaroth
Chained Flail	1600	Ivy
Kunlun Bamboo	2400	Kilik
Kopis	1600	Xianghua
Raimei	2000	Maxi
Ignis Fatuus	1600	Necrid
Cane of Byrna	1600	Link
Blue Crystal Rod	1600	Sophitia
Dha	1600	Yoshimitsu
Acheron	1600	Cervantes
Chaqu	2200	Talim
Katzbalger	2200	Cassandra
Fumakugi	2200	Taki
Viper Edge	2200	Ivy
Qi Xing Sword	2200	Xianghua
Art Gallery Hi-Res	8500	--
New Costume	17000	Astaroth

And the missions...

== NEREID GORGE =====

Opponent - Three random fighters
 Difficulty - ***
 Recommended Character - Three random fighters
 Objective - Team up with the fort's soldiers and defeat all the enemies!

Depending on your skill with the three provided characters, this mission can prove either very easy or a nightmare. Basically, it's a three-on-three match in that once a character is defeated, the next fighter from that side will be put into battle. Hopefully you can fight well with at least one of the three characters you're required to use. Providing a strategy for this battle isn't easy, since everything is so random. If you can't win, just keep trying until you end up with a group of fighters that you're best with.

Rewards - * 900 Experience
 * 2100 Gold
 * Extra Time Attack Mode

-- EXTRA MISSION -----

Opponent - Three random fighters
 Recommended Character - Assassin, Berserker, Lizardman
 Objective - Control a special team and defeat all the enemies!

Unfortunately, this mission requires you to take control of Assassin (aka the Yunsung reject), Berserker (aka the Astaroth reject), and Lizardman (who just sucks) to defeat three random opponents. Luckily, your foes are simple enough that they can be defeated with basic moves and throws, so apply what you know for the easy win.

Rewards - * 1800 Experience
 * 4200 Gold

== PARADISE OF ALTAIR =====

Opponent - Yourself
Difficulty - ****
Recommended Character - Anyone
Objective - You are your worst enemy... Defeat yourself!

Except for the fact that you're pitted against whoever you're playing as, this is a straight-up battle with no tricks. At this point, you should be at least decent with a character, so use that fighter to win here. If you still aren't too great, try going for the ring out, as the stage isn't too large and there are no barriers on the perimeter whatsoever.

Rewards - * 900 Experience
* 1400 Gold
* Soul Calibur [Evil] (Weapon for Xianghua)

-- EXTRA MISSION -----

Opponent - Your character, Mitsurugi
Recommended Character - Anyone
Objective - The enemies have excellent speed and health. The ability to knock back the enemy has increased.
Defeat all of the enemies within the time limit!

Thanks to several attributes of this mission (the stage with no walls, being able to knock foes way back with a single hit), the best way to end this battle quickly is to aim for the ring out. In both battles.

Rewards - * 1800 Experience
* 2400 Gold

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f. Aldebaran

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The shop listings...

ALDEBARAN SHOP =====

ITEM NAME	PRICE	USED BY...
Double Crescent Blade	1600	Talim
Spine Blade	1600	Cassandra
Chained Flail	1600	Ivy
Kopis	1600	Xianghua
Schweizer	2000	Raphael
Chaqu	2200	Talim
Cheng Ying	2700	Yunsung
Katzbalger	2200	Cassandra
Gassan	2700	Mitsurugi
Fumakugi	2200	Taki
Heavy Jur	2200	Voldo
Requiem	2200	Nightmare
Tabar	2200	Astaroth
Viper Edge	2200	Ivy
Rokushakuboh	3300	Kilik
Qi Xing Sword	2200	Xianghua
Fuzoroi	2700	Maxi
Lambent Viper	2200	Necrid
Mirror Shield	2200	Link

Fire Blade	2200	Sophitia
Kagekiyo	2200	Yoshimitsu
Phlegethon	2200	Cervantes
Karma & Mara	3000	Voldo
Faust	3000	Nightmare
Nanbanfu	3000	Astaroth
Hex Luminae	3000	Necrid
Magic Sword	3000	Link
Pakayun	3000	Yoshimitsu
Art Gallery	5500	--
New Costume	22500	Ivy

And the missions...

== CASTLE OF THE DEAD =====

Opponent - Berserker
 Difficulty - ***
 Recommended Character - Ivy, Talim, Maxi, anyone quick
 Objective - Defeat the enemy within the time limit!

While this battle may at first seem to be nothing special, with no gimmicks or anything to spice it up, you'll soon find that your blows aren't doing nearly as much damage as they should be. Now, the 50 second time limit really isn't anything to worry about, but Berserker is a powerful opponent who is best dealt with by a speedy character. To avoid getting smacked around too much, you'll want to keep the combos coming at him. Also, if he crouches and looks like he's charging up an attack, either back far away or quickly run in and nail him, as he's prepping for a devastating move that you don't want to be caught in. Fortunately, Berserker isn't the most mobile fighter, so you can pretty easily run circles around him, dodging attacks. Even so, be wary of him, since his axe can cut you down surprisingly fast.

Rewards - * 1000 Experience
 * 800 Gold

-- EXTRA MISSION -----

Opponent - Assassin
 Recommended Character - Taki, Ivy, or anyone fast or Nightmare, Astaroth
 Objective - The enemy has excellent speed and health.
 Furthermore, your health decreases over time.
 Defeat the enemy within the time limit!

The name of the game in this mission is finishing off the battle ASAP. Take into consideration that you're facing a quick and deadly foe with your health actively decreases the entire time and you'll see why. There are two solid choices to go for the victory here: by speed or by power. With the former, you'll want to choose a quick fighter such as Taki or Ivy and constantly chain moves into Assassin, preventing him from getting back at you and quickly ending the battle. In the latter, select a character who relies on brute force, like Asty or Nightmare, and can easily smack little Assassin around all battle long.

Rewards - * 2000 Experience
 * 1600 Gold

== CITY OF NASHIRA =====

Opponent - 5 random fighters
Difficulty - ***
Recommended Character - Anyone
Objective - The prize money doubles with each win. Gauge your strength and win the matches!

The structure of this mission entails that you fight until you either defeat all five opponents and take home the cash prize (4800 gold) or that you play it safe and walk away with your money while you can. Every time you win a battle, you'll be asked to either put it on the line and fight another round or back away and quit while you're ahead. The latter is a simple way to complete this mission, but hardly fun. I highly recommend trying to win all five battles so you can get the full reward. To do this, you'll need to conserve one life gauge throughout five battles, so equipping a healing weapon such as Kilik's Kunlun Bamboo or Link's Cane of Byrna is a very good idea. In addition, you'll want to use the character you're most familiar with, even if that fighter does not have a healing weapon.

Rewards - * 1000 Experience
* However much you win (ranges from 300-4800)

-- EXTRA MISSION -----

Opponent - Five random fighters
Recommended Character - Anyone
Objective - The prize money doubles with each win. Gauge your strength and win the matches!

As with before, it's not absolutely necessary to win the entire tournament--you can pussy out and walk away with a lesser prize. However, should you decide to go for the gold, there are a few things to keep in mind. First, ring outs are terrific for ending these battles before you take excessive damage, but don't focus on getting one so much that you end up losing the battle. Next, don't be afraid to guard often; it's better to take a bit longer ending a battle and come out with full health than end it fast and be left with only half of your gauge.

Rewards - * 2000 Experience
* However much you win (ranges from 800-16000)

== SEGINUS TEMPLE =====

Opponent - Seung Mina
Difficulty - ***
Recommended Character - Anyone
Objective - The enemy's weapon has the ability to Guard Break. Defeat the enemy under this condition!

Granted you don't rely too much on guarding, this battle shouldn't prove too difficult. Just bust out some nice strong moves and try to stay on the move more so than usual to compensate for the inability to guard. Although you've never fought Seung Mina before, you should know her style because she fights very similarly to Kilik.

Rewards - * 1000 Experience
* 800 Gold
* Seung Mina character

-- EXTRA MISSION -----

Opponent - Seung Mina
Recommended Character - Anyone
Objective - The enemy's weapon has the ability to Guard Break.
Defeat the enemy under this condition!

Granted you can go a single battle without guarding and still come out on top, this one won't be trouble.

Rewards - * 2000 Experience
* 1600 Gold

== CRYTOMERIA RIDGE =====

Opponent - Cassandra
Difficulty - ***
Recommended Character - Anyone
Objective - Guard Impact the enemy's attacks!

Since normal attacks do next to no damage here and there's not enough time to whittle Cassie's life down like that, we'll need to find an alternative solution. If you can block one of her attacks with a Guard Impact (block + left or right on the Control Stick), she'll take a hefty amount of damage. Watch for her movements and try to predict when she's gonna strike, then hit the Guard Impact. Two should be enough to end the mission.

Rewards - * 1200 Experience
* 800 Gold

-- EXTRA MISSION -----

Opponent - Sophitia
Recommended Character - Anyone
Objective - The enemy excels in Guard Impacts. Reverse the Guard Impacts back at the enemy!

Same deal as with the regular mission. Anticipate Sophie's attacks, then hit the Guard Impact and she'll take heavy damage. Perhaps she can't stand the sound of swords clashing? In any event, two Guard Impacts should seal the deal.

Rewards - * 2300 Experience
* 1600 Gold

== SIAM RUINS =====

Opponent - Yunsung
Difficulty - ***
Recommended Character - Anyone
Objective - The enemy's weapon absorbs life. Defeat the enemy under this condition!

The premise of this mission is rather simplistic--you need to slap Yunsung silly. The trick is that his weapon not only hurts you, but it also helps to recover Yunsung's life. A great way to counteract this is to equip a weapon like that for yourself (Kilik's Kunlun Bamboo comes to mind, although I've been suggesting that you use it for the last ten or so missions :/). Either way, Yunsung isn't too difficult of an opponent here; just toss together some nice

moves and add in a throw or two to spice things up. Next!

Rewards - * 1200 Experience
* 800 Gold
* Extra Survival Mode

-- EXTRA MISSION -----

Opponent - Taki
Recommended Character - Anyone
Objective - Crouch or jump to avoid the effects of the frequent earthquakes. Furthermore, the enemy's health recovers over time. Defeat the enemy under these conditions!

Although your foe in this battle will be constantly regaining life through the battle, you've got a trump card of your own, so to speak. Every so often, there will be a 3-2-1 countdown, leading into an earthquake that will stun both you and your opponent for a moment. However, if you jump or crouch as the quake hits, you'll dodge the blow, allowing for a free go at you're enemy. These earthquakes occur so often that you'll be able to win the battle based on the freebies you get from them alone.

Rewards - * 2300 Experience
* 1600 Gold

== UNDERGROUND JUNO =====

Opponent - Bosses: Assassin, Astaroth
Difficulty - ****
Recommended Character - Anyone
Objective - Navigate through the enemy-infested dungeon and defeat the boss within the time limit!

In this dungeon, you've got a mere 200 seconds to make your way through the rooms and find the boss. With this in mind, you'll want try to finish off the minor battles as quickly as possible, especially if you're going for the prize weapon in the top corner of the dungeon.

```

    [ ]-[ ]-[ ]-[W]   Key
      |      |       ---
[*]-[ ]-[ ]   [ ]   * - Entrance
      |      |       ! - Boss
    [ ]-[ ]-[ ]   W - Win this battle to gain a new weapon
      |
      [ ]
      |
      [!]
```

As for the bosses, neither one has any tricks up their sleeves that you haven't seen before. As long as you've made it through the dungeon quick enough, defeating them should be easy enough. If not, try restarting the dungeon and heading straight for the boss, even if that means forgoing the prize weapon, it'll help you complete the mission.

Rewards - * 2300 Experience
* 3800 Gold
* Labyrinth Stage

-- EXTRA MISSION -----

Opponent - Bosses: Xianghua, Seung Mina
Recommended Character - Anyone
Objective - Navigate through the booby-trapped dungeon and
defeat the boss!

Very much like the original mission, you've got a time limit this time around, as well. However, you've got an extra 40 seconds now. Additionally, as you venture through the dungeon, be wary of the booby-traps in each individual room. Sometimes the floor is mined and sometimes you can knock your foe further, so be aware!

As for the bosses, neither one has any obvious advantages over you, so slap them silly in whatever manner pleases you most.

Rewards - * 4600 Experience
* 7600 Gold

g. Rigel

The shop listings...

ITEM NAME	PRICE	USED BY...
Wo Dao	1600	Raphael
Giant Butcher Knife	2000	Yunsung
Basilard	2000	Mitsurugi
Kunlun Bamboo	2400	Kilik
Raimei	2000	Maxi
Schweizer	2000	Raphael
Chaqu	2200	Talim
Cheng Ying	2700	Yunsung
Katzbalger	2200	Cassandra
Gassan	2700	Mitsurugi
Fumakugi	2200	Taki
Heavy Jur	2200	Voldo
Requiem	2200	Nightmare
Tabar	2200	Astaroth
Viper Edge	2200	Ivy
Rokushakuboh	3300	Kilik
Qi Xing Sword	2200	Xianghua
Fuzoroi	2700	Maxi
Lambent Viper	2200	Necrid
Mirror Shield	2200	Link
Fire Blade	2200	Sophitia
Bardiche	2200	Seung Mina
Kagekiyo	2200	Yoshimitsu
Phlegethon	2200	Cervantes
Cao Ankana	3000	Talim
Red Crystal Rod	3000	Cassandra
Silent Edge	3000	Taki
Alraune	3000	Ivy
Krita-Yuga	3000	Xianghua
Art Gallery (Special)	4700	--
New Costume	24000	Xianghua

And the missions...

== UNDERGROUND PRISON =====

Opponent - Maxi
Difficulty - ***
Recommended Character - Anyone
Objective - Receive heavy damage when knocked against the ground or wall. Defeat the enemy under this condition!

You've seen a mission like this before. The only tricky thing is that you're fighting in an enclosed arena, meaning that you need to always need to be moving to try to avoid getting caught with your back to the wall. Since normal attacks cause scarce damage, instead you'll need to use moves that either knock your foe to the ground or against the wall. Try some of these moves for assorted characters:

Kilik - * Back + X-Y (great when you're foe's back is to the wall)
* Forward + AY (also good for a wall hit)

Mitsurugi - * Back + X
* Back + AY-Y

Yunsung - * Circle around by pressing up or down, then hit X
* Forward + A-A
* Back-Back + X

Talim - * Forward + Y-Y
* Forward-Forward + Y (awesome move when near a wall)

Nightmare - * Forward-Forward + A
* Forward-Forward + Y
* Back-Back + Y

Even if you aren't particularly adept with any of the above characters, the aforementioned moves are simple to execute and work wonders.

Rewards - * 1200 Experience
* 1800 Gold

-- EXTRA MISSION -----

Opponent - Random
Recommended Character - Anyone
Objective - Knock the enemy against the wall and utilize wall combos to defeat the enemy!

Pretty much the same ol' mission as before; no new twists have been added in to spice things up and piss you off. The various moves listed above still work terrifically, so apply them as you did before.

Rewards - * 2300 Experience
* 3600 Gold

== RIGEL, SPIRITUAL CITY =====

Opponent - Character specific
Difficulty - ***
Recommended Character - Anyone

Objective - Neither you nor the enemy can guard against attacks.
Defeat the enemy under this condition!

While not being able to guard may seem like a huge handicap, keep in mind that your opponent is unable to block, as well. With that in mind, go pell-mell on your enemy with whatever combos you've become accustomed to using in battles like this one. Just try not to rely on guarding, as it won't do you any good whatsoever!

Rewards - * 1300 Experience
* 1800 Gold
* Hwangseo Palace / Phoenix Court Stage

-- EXTRA MISSION -----

Opponent - Random
Recommended Character - Anyone
Objective - Neither you nor the enemy can guard against attacks.
Defeat the enemy under this condition!

So long as you remember not to fall back and guard when in doubt, this battle will be a cinch. Just keep in mind that it'll take a bit more than usual to defeat your enemy, as his/her it's defenses seem somehow reinforced.

Rewards - * 2500 Experience
* 3600 Gold

== FORBIDDEN GROUNDS =====

Opponent - Inferno
Difficulty - ***
Recommended Character - Anyone
Objective - Defeat the enemy!

Since you've never dealt with Inferno before (unless you've also been playing Arcade mode, that is), allow me to explain about him. Much like Combot from Tekken 4 or a wealth of other fighting game characters, he doesn't have his own distinguishable fighting style. Instead, he borrows his moves and everything from a random character. With that in mind, the first thing you'll find to find out is who Inferno is impersonating. The weapon it's holding along with some of the moves should be enough for you to determine who you're really fighting. Once you know that, you can figure out how to approach the fight. That aside, there's little strategy I can impart here; pull no punches and use all your best moves.

Rewards - * 1300 Experience
* 900 Gold
* Soul Edge [Growth] (Weapon for Nightmare)

-- EXTRA MISSION -----

Opponent - Inferno
Recommended Character - Anyone
Objective - Defeat the enemy!

A perfect mirror of the regular mission. Remember to find out who Inferno is masquerading as before rushing into battle, otherwise you may be caught off guard by an unexpected fighting style. Other than that, simply break out with everything you've got and hope for the best.

Rewards - * 2500 Experience
* 1800 Gold

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h. Merak

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The shop listings...

MERAK SHOP	=====				
ITEM NAME	-----	PRICE	-----	USED BY...	-----
Chaqu		2200		Talim	
Kaztbalger		2200		Cassandra	
Fumakugi		2200		Taki	
Viper Edge		2200		Ivy	
Qi Xing Sword		2200		Xianghua	
Holy Antler		3000		Raphael	
Cao Ankana		3000		Talim	
Ramdao		3600		Yunsung	
Red Crystal Rod		3000		Cassandra	
Tulwar		3600		Mitsurugi	
Silent Edge		3000		Taki	
Karma & Mara		3000		Voldo	
Faust		3000		Nightmare	
Nanbanfu		3000		Astaroth	
Alraune		3000		Ivy	
Amud		4500		Kilik	
Krita-Yuga		3000		Xianghua	
Modified Flail		3600		Maxi	
Hex Luminae		3000		Necrid	
Magic Sword		3000		Link	
Gladius		3000		Sophitia	
Halberd		3000		Seung Mina	
Pakayun		3000		Yoshimitsu	
Cocytus		3000		Cervantes	
Estoc		4000		Raphael	
Blue Thunder		4800		Yunsung	
Masamune		4800		Mitsurugi	
Duel Rod		6000		Kilik	
Falcon		4800		Maxi	
Biggoron's Sword		4000		Link	
New Costume		19600		Raphael	

And the missions...

== SIRIUS, CITY IN THE SKY =====

Opponent - Yunsung, Cassandra, Raphael, Ivy, Xianghua
Difficulty - ****
Recommended Character - Anyone
Objective - The timer increases with each enemy you defeat.
However, the enemies' weapons penetrate defenses.
Defeat all the enemies before time runs out!

The trickiest thing about this battle is not the time limit, but rather the fact that enemy attacks damage you even when guarding. Indeed, you've got more than enough time for each battle, so you don't need to force yourself to hurry through. Because guarding is useless, however, playing a defensive game is a

wee bit difficult. As long as you can focus on the offensive, this mission shouldn't prove too tough, especially since you're health meter is completely restored after each individual fight.

Rewards - * 1300 Experience
 * 5000 Gold

-- EXTRA MISSION -----

Opponent - Five random fighters
Recommended Character - Anyone
Objective - The timer increases with each enemy you defeat.
 However, the enemies' health recovers over time.
 Defeat all the enemies before time runs out!

We begin with 50 seconds on the clock and, although we only regain a measly 10 seconds per win, it's nothing to worry about unless a battle really drags on. You'll want to finish the battles off as quick as possible anyway, in an attempt to stave off the effects of your enemies' health recovering status. Fortunately, you don't have to worry about conserving your own health too much, as it recovers in full following each fight.

Rewards - * 2500 Experience
 * 10000 Gold

== CRYSTAL MINE =====

Opponent - Random
Difficulty - ***
Recommended Character - Mitsurugi
Objective - The ability to knock back the enemy has been
 increased, but your health decreases over time.
 Defeat the enemy under these conditions!

The name of the game here is to dispose of your opponent as quickly as possible. Thanks to your newfound ability to send people flying with certain moves, going for a ring out is the obvious solution. Select Mitsurugi, lure your foe toward the edge of the arena and press Back + X. Blammo. We're done here.

Rewards - * 1400 Experience
 * 2000 Gold
 * Subchapter 3

-- EXTRA MISSION -----

Opponent - Charade
Recommended Character - Anyone
Objective - Combatants are launched high into the air when
 knocked to the ground. Furthermore, the ability to
 knock back the enemy has been increased. Defeat the
 enemy under these conditions!

Well, you've got two options here; ring out or pure beat down. Nabbing a ring out should be easy enough, given your newfound abilities coupled with open stage. Should you opt for the beat down method, use some moves such as Mitsurugi's Back + X or Nightmare's Forward-Forward + Y to put Charade on it's back, scoring some bonus damage.

Rewards - * 2800 Experience
* 4000 Gold

== DUBHE ARENA =====

Opponent - Voldo
Difficulty - ***
Recommended Character - Mitsurugi
Objective - Knock the enemy against the wall and utilize wall
combos to defeat the enemy!

What really sucks about this mission is that while we have to utilize wall
combos in order to win, Voldo can just slice 'n' dice right through us without
bothering with the wall combos. Lamé. Anyhoo, use whatever moves you want to
get him near any of the arena's four walls, then use Mitsie's Back + X move.
Two of those will do the trick quite nicely, maybe even one if you link some
other move into it while Voldo's on the wall.

Rewards - * 1400 Experience
* 2000 Gold

-- EXTRA MISSION -----

Opponent - Random
Recommended Character - Anyone
Objective - Knock the enemy against the wall and utilize wall
combos to defeat the enemy!

As with many a mission before this, you need to find some moves that send your
randomly-chosen foe flying toward the walls. Try these:

Talim - * Forward + Y-Y
* Forward-Forward + Y

Kilik - * Back + X-Y
* Forward + AY

Mitsurugi - * Back + X

Nightmare - * Forward-Forward + A

Yunsung - * Forward + A-A
* Back-Back + X

With moves like those in tow, your foes may as well buy a house on the wall,
since they're living there anyway! </lamé>... In any event, just deliver a few
quick blows once they've hit the wall and the battle will end.

Rewards - * 2800 Experience
* 4000 Gold

== IO'S VASE =====

Opponent - Kilik
Difficulty - ***
Recommended Character - Mitsurugi
Objective - Airborne time is increased due to blasts of wind
from below. Defeat the enemy using air combos!

If you know what to do here, this battle can be over in a simple matter of seconds. Use Mitsie's Back + X-Y move to deplete about 9/10 of Kilik's health gauge. If you don't wanna be repetitive and cheap by using the same move again, press A+Y then use any move you want to slam your foe with as he falls from above. Easy.

Rewards - * 1400 Experience
 * 2000 Gold

-- EXTRA MISSION -----

Opponent - Random
Recommended Character - Mitsurugi
Objective - Airborne time is increased due to blasts of wind
 from below. Defeat the enemy using air combos!

Just like before, you can bring your foe's health to a fatal level in one fell swoop by applying Mitsie's Back + X-Y move. Following that, try his A + Y to send the enemy flying high above; nail the stool pigeon as s/he falls to cause mass damage.

Rewards - * 2800 Experience
 * 4000 Gold

== GRAND SHRINE OF MERAK =====

Opponent - Nightmare
Difficulty - ****
Recommended Character - Anyone
Objective - The enemy's health recovers over time. Defeat the
 enemy under this condition!

The name of the game here is to finish off Nightmare as quickly as possible. Since his health is actively recovering, you'll want to hit him with a continuous stream of attacks in order to render this condition useless. With this in mind, you need to play this match with an offensive style--sitting on your heels and guarding isn't going to work. If that's something you are not quite used to, just run in guns blazing (figuratively speaking, of course) and don't back down.

Rewards - * 1500 Experience
 * 1000 Gold
 * New costume (Nightmare)

-- EXTRA MISSION -----

Opponent - Ivy, Necrid, Kilik
Recommended Character - Anyone
Objective - The enemies recover their health over time. Defeat
 all the enemies under this condition!

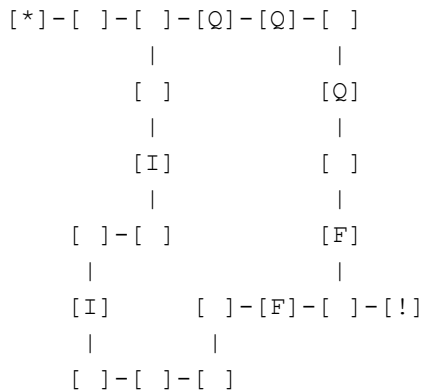
Foes with recovering health is a hurdle that you've jumped various times in past missions, so there isn't anything new or surprising here. You'll simply have to play a more defensive game to get the most out of your life gauge. Stand back and only attack when you've got a clear opening; otherwise, sit on your heels and be ready to guard. Once you've caused a good chunk of damage, switch to the offensive and beat your opponent into the ground to try to negate their advantage.

Rewards - * 2800 Experience
* 2000 Gold

== PHANTOM CAVE =====

Opponent - Boss: Lizardman
Difficulty - ****
Recommended Character - Anyone
Objective - Navigate through the booby-trapped dungeon and
defeat the boss!

First of all, you're probably wondering how to unlock this most mysteriously mysterious stage. In Subchapter 4 - Procyon, beat Stage 2: Tower of Happiness [Extra Mission]. As for the actual dungeon, there are four different types of stages: normal, ice, lava, and quicksand. All things you've dealt with before.



During the boss battle versus Lizardman, you've got two choices. You can either beat him down the normal way, or you can lure him into the lava for a second or two and wait for it to stun him, giving you an opening to smash him into the stage's walls.

Rewards - * 3100 Experience
* 6200 Gold
* Egyptian Crypt stage

-- EXTRA MISSION -----

Opponent - Boss: Lizardman
Recommended Character - Anyone
Objective - Navigate through the booby-trapped dungeon and
defeat the boss!

Everything, from the dungeon layout to the masses of Lizardman grunts you need to face en route to the boss, is the same as before. Enjoy!

Rewards - * 6200 Experience
* 12400 Gold
* Ethereal Edge (Weapon for Necrid)

=====
i. Algol
=====

The shop listings...

ALGOL SHOP =====

ITEM NAME -----	PRICE -----	USED BY... -----
Schweizer	2200	Raphael
Heavy Jur	2200	Voldo
Requiem	2200	Nightmare
Tabar	2200	Astaroth
Lambent Viper	2200	Necrid
Holy Antler	3000	Raphael
Cao Ankana	3000	Talim
Ramdao	3600	Yunsung
Red Crystal Rod	3000	Cassandra
Tulwar	3600	Mitsurugi
Silent Edge	3000	Taki
Karma & Mara	3000	Voldo
Faust	3000	Nightmare
Nanbanfu	3000	Astaroth
Alraune	3000	Ivy
Amud	3900	Kilik
Krita-Yuga	3000	Xianghua
Modified Flail	3600	Maxi
Hex Luminae	3000	Necrid
Magic Sword	3000	Link
Gladius	3000	Sophitia
Halberd	3000	Seung Mina
Pakayun	3000	Yoshimitsu
Cocytus	3000	Cervantes
Maila Kari	4000	Talim
Ivan the Terrible	4000	Cassandra
Kamizoroe	4000	Taki
Demon Tail	4000	Ivy
Blue Storm	4000	Xianghua
Synval	4000	Sophitia
New Costume	23600	Talim

And the missions...

== CORRIDOR OF THE SKY =====

Opponent - Astaroth
Difficulty - ***
Recommended Character - Anyone
Objective - Only the enemy's weapon is visible. Defeat the enemy under this condition!

Although you can only see his massive axe floating around, Asty is a rather massive target himself, meaning that you shouldn't have too much trouble striking him. Generally, it's pretty easy to tell where Astaroth is standing just by the position of his axe, so don't get too worried about this one.

Rewards - * 1500 Experience
* 2200 Gold

-- EXTRA MISSION -----

Opponent - Two random fighters
Recommended Character - Anyone
Objective - Only the enemies' weapons are visible. Defeat all the enemies under this condition!

Very much like the regular version of the mission, except that you've got two

opponents this time. Since your health is fully restored between rounds, all you need to worry about is defeating the invisible foes. Watch their weapons attack only when you know you'll connect, leaving the enemy without the opportunity to slap you silly.

Rewards - * 2800 Experience
* 4400 Gold

== ANCIENT AMPITHEATER =====

Opponent - Cassandra, Yunsung, Raphael, Mitsurugi
Difficulty - ***
Recommended Character - Yunsung, Kilik, Link, or anyone else with a health-restoring weapon
Objective - Unseen forces push the combatants together. Defeat the enemy opponents under this condition! A bonus is available during the matches!

The mission is a tournament-style battle with four different matches against four different opponents. The fights are incredibly short, a mere 15 seconds each, so it's necessary to finish them off quickly. As if that wasn't enough, you're only given one health gauge to conserve throughout all four battles. As such, it's far from a bad idea to use a health-restoring weapon, such as Yunsung's Ramdao. As for the "unseen forces" pushing your characters together, it's really nothing at all, except that it makes it easier to get ring outs. Speaking of ring outs, going for one is a terrific idea in this battle; as I said before, the faster you end this thing the better. Finally, by exploiting the special bonus during this battle, you can really rack up some cash. Each time you connect a hit with a foe, you'll receive some gold. So basically, you'll want to end this battle as soon as possible while getting in as many hits as possible. Sound easy? It ain't. Don't worry about the gold bonus for now; come back to it after beating the mission. Just focus on winning for now.

Rewards - * 1700 Experience
* Gold winnings vary depending on how many hits you land

-- EXTRA MISSION -----

Opponent - Two random fighters, Link
Recommended Character - Anyone
Objective - There is a bomb on your body; falling down means certain death. Defeat all the enemies under this condition! A bonus is available during the matches!

This mission can be extremely frustrating, given that you immediately die the moment you hit the ground. The most effective way I've found to go about this battle is to forget playing it safe (the time limit really doesn't allow for anything like that, anyway) and pull an all-out offensive from start to finish of each round. If you're busy comboing a foe, they certainly won't have the chance to knock you down, ending the mission. Also, forget about the bonus for now; you'll have plenty of time later on to return and make all the cash you want. At this point, you just want to focus on beating your opponent senseless or knocking them out of the ring.

Rewards - * 3000 Experience
* Gold winnings vary depending on how many hits you land

== RECLUSIVE PALACE =====

Opponent - Charade
Difficulty - ***
Recommended Character - Kilik, Nightmare, Seung Mina
Objective - Only one part of the enemy can be seen. Defeat the enemy under this condition!

This battle is somewhat similar to the first stage here in Algol in that you can only see a portion of your foe. However, instead of a weapon, all you get here is Charade's legs. Fortunately, this limits Charade's attacks to nothing but kicks, albeit it means that you must use low moves exclusively in order to strike this unique enemy. Just throw down some low kicks or vertical slices that extend to the ground. Preferably, though, you'll choose one of the suggested characters, all of whom have some nice ground-based moves or other attacks that will work very well here.

Rewards - * 1700 Experience
* 2200 Gold

-- EXTRA MISSION -----

Opponent - Charade
Recommended Character - Kilik, Nightmare, Seung Mina, Voldo
Objective - Only one part of the enemy can be seen, and the enemy has excellent speed. Defeat the enemy under these conditions!

Somewhat of a mirror to the original mission, except that Charade has suddenly become a lot faster. Still, the suggested fighters from before still work quite well. Kilik and Seung Mina are quick and have some terrific ground based attacks (Down + AY, for one), Nightmare's got a myriad of overhead chops that will knock Charade's legs around a bit, and Voldo's, well, Voldo.

Rewards - * 3000 Experience
* 11000 Gold

== NORTHERN ALGOL =====

Opponent - Cassandra, Sophitia
Difficulty - ***
Recommended Character - Anyone
Objective - Defeat the enemies!

First of all, you're probably wondering how to unlock this stage, eh? Simply clear the Ancient Amphitheater [Extra Mission] and you're good to go. As for the actual fight itself, you'll soon find that the Greek sisters have no significant advantages over you, so all that should worry you is conserving enough health during the first bout to last you the second.

Rewards - * 1700 Experience
* 2200 Gold
* Extra Time Attack (Alternative) Mode

-- EXTRA MISSION -----

Opponent - Cassandra, Sophitia
Recommended Character - Anyone
Objective - Defeat all the enemies!

Again you get face off with Cassie and Sophie, and again there's to worry about other than making it through the first battle with at least half your health meter. To do this, stand back and play it safe, only attacking when you're blatantly open to do so.

Rewards - * 3000 Experience
 * 4400 Gold

=====
j. Antares
=====

The shop listings...

ANTARES SHOP =====		
ITEM NAME -----	PRICE -----	USED BY... -----
Cao Ankana	3000	Talim
Red Crystal Rod	3000	Cassandra
Silent Edge	3000	Taki
Alraune	3000	Ivy
Krita-Yuga	3000	Xianghua
Estoc	4000	Raphael
Maila Kari	4000	Talim
Blue Thunder	4800	Yunsung
Ivan the Terrible	4000	Cassandra
Masamune	4000	Mitsurugi
Kamizoroe	4000	Taki
Full Moon	4000	Voldo
Soul Edge (Growth)	4000	Nightmare
Bulova	4000	Astaroth
Demon Tail	4000	Ivy
Duel Rod	5200	Kilik
Blue Storm	4000	Xianghua
Falcon	4800	Maxi
Infernal Edge	4000	Necrid
Biggoron's Sword	4000	Link
Synval	4000	Sophitia
Ambassador	4000	Seung Mina
Monohoshizao	4000	Yoshimitsu
Styx	4000	Cervantes
New Costume	23600	Talim
New Costume	21600	Mitsurugi
New Costume	22000	Voldo
New Costume	76500	Cassandra

And the missions...

== MIDNIGHT COLISEUM =====

Opponent - Talim, Xianghua, Seung Mina, Taki, Ivy
Difficulty - ****
Recommended Character - Yunsung, Kilik, Link, or anyone else with a health-restoring weapon
Objective - Your health is low. Defeat all the enemies under this condition!

So. We're at 75% of our normal health capacity and five angry females want to kill us. What to do? As with countless other battles, it's highly recommended that whoever you choose has a life-restoring weapon similar to Yunsung's

Ramdao. Also, since a small portion of your health will be restored between bouts, you don't need to worry too much about that. Just concentrate on taking down your foes and forget about your disadvantage; it's nothing. Of course, ring outs are perfect equalizers, but don't kill yourself just to get one.

Rewards - * 1800 Experience
* 6000 Gold

-- EXTRA MISSION -----

Opponent - Raphael, Taki, Mitsurugi, Xianghua, Talim
Recommended Character - Anyone
Objective - Your health is low, and does not recover. Defeat all the enemies under this condition!

Fortunately, "low" in this case is equivalent to about 3/4 of your health meter; not too large of a deficit. Problem is, it won't recover between any of the battles. At all. As such, I definitely suggest arming your fighter with a weapon that has recovery abilities; otherwise you'll likely find yourself in a hole during the later rounds. Also, make sure that you are aware of the various styles you'll be facing through this mission. Raphael's swift with his sword, but can be easily blocked. Taki is even quicker, but can be knocked around with relative ease by almost anyone, much less the likes of hulks such as Asty and Nightmare. Mitsurugi relies more on power than either of the previous two, but he's no slowpoke. As for Xianghua and Talim, well, they're some quick chicas, but can be pushed around by a heavy fighter.

Rewards - * 3000 Experience
* 12000 Gold

== COURT OF THE DEAD =====

Opponent - Boss: Character specific
Difficulty - ****
Recommended Character - Anyone
Objective - Navigate through the enemy-infested dungeon and defeat the boss!

All of the battles leading up to the boss him/herself are pretty run-of-the-mill, so I don't see many people having too much trouble with that. Just know that there are two different rooms in this dungeon where you can gain a nice prize by winning there. Use the map below the find your way around:

```
[*]-[ ]-[ ]-[ ]-[D]-[ ]      Key
  |                |      ---
  [ ]-[ ]-[ ]-[ ]-[ ]-[W]    * - Entrance
                | |      ! - Boss
                [ ] [ ]      W - Win this battle to gain a new weapon
                | |      D - Your health will actively decrease in this
                [!]-[ ]-[ ]      room
                |
                [W]
```

As for the boss, it's your old character specific buddy again! Not much to say here as the strategy differs depending on who you're playing as. Even so, this shouldn't be too difficult of a battle and, if it is, go for the ring out!

Rewards - * 4200 Experience
* 3700 Gold

-- EXTRA MISSION -----

Opponent - Boss: Character specific
Recommended Character - Anyone
Objective - Navigate through the enemy-infested dungeon and defeat the boss!

As per usual, the dungeon layout is a mirror of the original mission, so keep an eye on the map above. Granted that you've been faced with much more challenging tasks before, breezing through the regular rooms should be of small difficulty. Just be careful of the mines in the floor and try not to get knocked down too frequently. As in the normal mission, the boss is your fighter's rival whom you've encountered several times in the past. By this time, I'm sure you're accustomed to dealing with this foe, so have fun beating him/her into the ground.

Rewards - * 8400 Experience
* 7400 Gold
* Souvenir Gift (Weapon for Mitsurugi)

== TARTAROS =====

Opponent - Inferno
Difficulty - ****
Recommended Character - Anyone
Objective - Unleash all of your power and vanquish the enemy!

Here we are: the final battle! This fight mirrors the finale of Arcade mode; your opponent Inferno will draw upon the styles of three random characters throughout the battle. The idea is to quickly identify who's moves he's using (the weapon he's holding tends to be a good indicator) so you can figure out how to counteract him. By this time, I assume you've taken a liking to at least one character and have learned some decent moves with him/her/it. Pull no punches here and bust out with everything you've got. There's only one round, so go all out with a nice mixture of throws, kicks, and weapon strikes to garner the win!

Rewards - * 2500 Experience
* 1200 Gold
* Weapon Master Opening (viewable in the Museum)

-- EXTRA MISSION -----

Opponent - Inferno
Recommended Character - Anyone
Objective - Unleash all of your power and vanquish the enemy!

If you though the regular version of this mission was tough, get ready to go through hell! In all honesty, there's not much new to say here; figure out who Inferno's posing as soon and apply the proper strategy from there. Good luck!

Rewards - * 3500 Experience
* 2400 Gold
* Weapon Master Ending (viewable in the Museum)

a. Schedar

HOW DO I UNLOCK SCHEDAR?

Beat Stage 3 (Diphda Temple) in Benetnasch. Easy enough, right?

The shop listings...

ITEM NAME	PRICE	USED BY...
Exhibition Theater	6400	Raphael
Exhibition Theater	3500	Talim
Exhibition Theater	4800	Yunsung
Exhibition Theater	5100	Cassandra
Exhibition Theater	2800	Mitsurugi
Exhibition Theater	2500	Taki
Exhibition Theater	2800	Voldo
Exhibition Theater	2600	Nightmare
Exhibition Theater	2700	Astaroth
Exhibition Theater	3100	Ivy
Exhibition Theater	3900	Kilik
Exhibition Theater	3700	Xianghua
Exhibition Theater	2400	Maxi
Exhibition Theater	4300	Necrid
Exhibition Theater	6000	Link
Exhibition Theater	1900	Yoshimitsu
Exhibition Theater	4600	Charade

And the mission...

== STONE TEMPLE ==

- Opponent - Boss: Berserker
- Difficulty - ****
- Recommended Character - Anyone
- Objective - Navigate through the booby-trapped dungeon and defeat the boss!

Though most of the rooms in this large dungeon contain regular battles against opponents with no advantages, there are a few places you might want to take note of. In this dungeon you'll find a single room where your health will automatically recover the entire time, as well as another place where you can gain a new weapon for winning. Cool beans!

[]-[R]-[]	Key

[] [W]-[]-[I]-[]	* - Entrance
	! - Boss
[]-[]-[] []-[W]	W - Win this battle to gain a new weapon
	R - Your health will actively restore here

```

[ ]           [ ]           I - Only your foe's weapon can be seen
|             |
[ ]           [ ]
|             |
[*]-[ ]-[ ]   [!]

```

All of the battles leading up to the boss are against Berserker, and none of them are particularly difficult. This is mainly because Berserker's health will rarely start at its maximum level, so the fights will probably end rather abruptly. As you may guess, ring outs are quite useful in ending these battles even more rapidly--not that you'll need to.

The boss is just another version of Berserker, whom you should have plenty of experience fighting against by now. So just apply any of the strategies you've been using throughout this place and you'll do just fine. Be sure to watch out for the countdown--every three seconds there will be a ground-shaking earthquake which will stun you unless you jump or crouch. It isn't too difficult to avoid, and it has the same effects against you foe, as well, giving you a nice advantage if you can dodge it.

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Rewards - * 1100 Experience
          * 1000 Gold
          * Extra Team Battle Mode

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-- EXTRA MISSION -----

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Opponent           - Boss: Berserker
Recommended Character - Anyone
Objective          - Navigate through the booby-trapped dungeon and
                    defeat the boss!

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This Extra Mission mirrors the normal mission in terms of the dungeon's layout and your opponents. However, you'll really need to conserve your health this time around, as it carries over from battle to battle, with only slight recovery between bouts. As I've said far too many times before, it's a great idea to use a weapon such as Cassandra's Blue Crystal Rod or Link's Cane of Byrna--they may not be the strongest weapons, but they provide an invaluable edge over your foes. One final thing to take note of is that during the boss battle you gain bonus gold every time you connect with a hit.

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Rewards - * 2200 Experience
          * Gold winnings vary depending on how many hits you land
          * Berserker character

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b. Alioth

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HOW DO I UNLOCK ALIOTH?

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The main requirement to unlock Subchapter 2 is that you need to be at least Level 72 (Iron Edgemaster). Once you've hit that landmark, go beat Stage 3 of Chapter 4 (even if you've already done it, you need to beat the level again). With that done, Subchapter 2 will be all yours.

The shop listings...

ALIOTH SHOP =====

ITEM NAME	PRICE	USED BY...
Cane	12500	Raphael
Weight	12500	Talim
Child's Sword	12500	Yunsung
Keepsake	12500	Cassandra
Souvenir Gift	12500	Mitsurugi
Tobacco Pipes	12500	Taki
Tambourines	12500	Volto
Galley Oar	12500	Nightmare
Rock	12500	Astaroth
Prototype Ivy Blade	12500	Ivy
Bamboo Staff	12500	Kilik
Calligraphy Brush	12500	Xianghua
Termite Snack	12500	Maxi
Ethereal Edge	12500	Necrid
Bug-Catching Net	12500	Link
Memento	12500	Sophitia
Feather Broom	12500	Seung Mina
Shepard's Crook	12500	Yoshimitsu
Imitation Sword	12500	Cervantes
New Costume	51000	Sophitia
New Costume	21000	Seung Mina

And the missions...

== CELBARAI FORTRESS =====

Opponent - Xianghua
Difficulty - ***
Recommended Character - Anyone
Objective - Defeat the enemy under unknown conditions!

If you remember the "hot potato" battles from earlier on, you'll know just what to do here. Your foe, Xianghua, will begin the battle with the bomb, or potato, but when she hits you, you'll get the bomb. So in the end, you want to make sure you get the last hit. A good way to do this is to smack Xianghua so that she's got the bomb, then quickly run down the timer by tying her up with throws and combos.

Rewards - * 3800 Experience
* 3000 Gold
* Soul Edge [Complete] (Weapon for Xianghua)

-- EXTRA MISSION -----

Opponent - Xianghua
Recommended Character - Anyone
Objective - Defeat the enemy under unknown conditions!

From what I can tell, the "unknown conditions" referred to in the objective are nonexistent, as Xianghua has no obvious advantages over you. Just approach the mission like a normal battle; throw a nice blend of combos, kicks, and throws at Xianghua and you'll do fine.

Rewards - * 7500 Experience
* 17000 Gold

== CERES STRONGHOLD =====

Opponent - Voldo
Difficulty - ***
Recommended Character - Anyone
Objective - Defeat the enemy under unknown conditions!

The added condition in this battle is that unseen forces will push you and your adversary together. Just slap a weapon that has the ability to guard break onto your fighter and slam Voldo with everything you've got (the weapon is necessary because Voldo tends to guard often during this mission).

Rewards - * 3800 Experience
* 3000 Gold
* Soul Edge [Complete] (Weapon for Voldo)

-- EXTRA MISSION -----

Opponent - Voldo
Recommended Character - Anyone
Objective - Defeat the enemy under unknown conditions!

A nice follow-up to the previous mission, this is the same thing as before, except that Voldo now regains health throughout the battle. Again you'll want to grab a guard breaking-weapon and go to town on him with everything you've got.

Rewards - * 7500 Experience
* 20000 Gold

== ANCIENT LIBRARY =====

Opponent - Taki
Difficulty - ***
Recommended Character - Anyone
Objective - Defeat the enemy under unknown conditions!

During this fight, your health will SLOWLY decrease throughout. Fortunately, it moves down at a snail's rate, meaning you really don't need to worry about it and can concentrate and taking down Taki. Also, Taki blocks rather often, so you may want to arm yourself with a weapon that can break through her guard.

Rewards - * 3800 Experience
* 3000 Gold
* Soul Edge [Complete] (Weapon for Taki)

-- EXTRA MISSION -----

Opponent - Taki
Recommended Character - Anyone
Objective - Defeat the enemy under unknown conditions!

Its more or less the same thing as before, except that your health decreases at a more rapid pace. If it's going down too fast for you, try going for a ring out. Otherwise, do the same thing you did before.

Rewards - * 7500 Experience
* 24000 Gold

== TEMPLE IN THE CLOUDS =====

Opponent - Cassandra
Difficulty - ***
Recommended Character - Anyone
Objective - Defeat the enemy under unknown conditions!

In this mission, the strong winds push both fighters toward the wall on the far side of the stage. Although this makes getting a ring out rather difficult, it also provides the opportunity to smash Cassie into the walls, racking up some powerful hits. Additionally, the ground seems to be mined, so you can cause some major havoc by knocking Cassie to the ground. Just be sure to avoid having the same done to you.

Rewards - * 3800 Experience
* 6000 Gold
* Soul Edge (Complete) (Weapon for Cassandra)

-- EXTRA MISSION -----

Opponent - Cassandra
Recommended Character - Anyone
Objective - Defeat the enemy under unknown conditions!

The winds from last time around are now gone, so you'll want to smash Cassie into the ground to quickly wear her down. Of course, you can also go at her with some good ol' brute force. The decision is yours.

Rewards - * 7500 Experience
* 17000 Gold

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c. Pollux

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HOW DO I UNLOCK POLLUX?

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Beat Stage 2 (Crystal Mine) in Merak.

The shop listings...

POLLUX SHOP =====

ITEM NAME	PRICE	USED BY...
Schweizer	2000	Raphael
Cheng Ying	2700	Yunsung
Gassan	2700	Mitsurugi
Heavy Jur	2200	Voldo
Requiem	2200	Nightmare
Tabar	2200	Astaroth
Rokushakuboh	3300	Kilik
Fuzoroi	2700	Maxi
Lambent Viper	2200	Necrid
Mirror Shield	2200	Link
Kagekiyo	2200	Yoshimitsu
Phlegethon	2200	Cervantes
Holy Antler	3000	Raphael
Ramdao	3600	Yunsung
Tulwar	3600	Mitsurugi

Karma & Mara	3000	Voldo
Faust	3000	Nightmare
Nanbanfu	3000	Astaroth
Amud	4500	Kilik
Modified Flail	3600	Maxi
Hex Luminae	3000	Necrid
Magic Sword	3000	Link
Pakayun	3000	Yoshimitsu
Cocytus	3000	Cervantes
Estoc	4000	Raphael
Blue Thunder	4800	Yunsung
Masamune	4800	Mitsurugi
Full Moon	4000	Voldo
Soul Edge (Growth)	4000	Nightmare
Bulova	4000	Astaroth
Duel Rod	6000	Kilik
Falcon	4800	Maxi
Infernal Edge	4000	Necrid
Biggoron's Sword	4000	Link
Monohoshizao	4000	Yoshimitsu
Styx	4000	Cervantes

And the missions...

== ETERNAL PALACE =====

Opponent - Talim
 Difficulty - ***
 Recommended Character - Mitsurugi, Link
 Objective - The ground is strewn with landmines; falling down means certain death. Defeat the enemy under this condition!

At last a mission where the conditions apply not just to us, but to the enemy also! This battle is kind of a quick draw situation--whoever can knock down their foe first is the winner. Moves like Mitsie's Back + X-Y or Link's Forward-Forward + Y were made for this battle. The only trouble is getting around Talim's stalwart guarding, so equip a weapon that's good at penetrating defenses.

Rewards - * 2200 Experience
 * 1500 Gold

-- EXTRA MISSION -----

Opponent - Random
 Recommended Character - Anyone
 Objective - The ground is strewn with landmines; falling down means certain death. Defeat the enemy under this condition!

Unlike last time around, a single knockdown won't kill your foe, although one will still kill you in an instant. Because of this, you need to be extra careful; don't even let your foe get the chance to attack. Stay on the offensive at all times and hit the enemy with a constant barrage of moves.

Rewards - * 3000 Experience
 * 3000 Gold

== CASTLE OF THE DAMNED =====

- Opponent - Voldo, Ivy, Yoshimitsu, Taki, Assassin
- Difficulty - ***
- Recommended Character - Anyone
- Objective - Your health decreases over time. Defeat the enemy under this condition!

While having your health actively decreasing over five battles may seem like an insurmountable task, there's actually a very simple solution. With a restorative weapon firmly in tow, you'll basically be able to completely negate the negative effects granted that you can keep a flow of moves going. Add to that the fact that you'll get a nice portion of health back between each round and you won't need to worry about your health. Just concentrate on defeating this five quick foes; if you're character is also fast, try to make good use of short combos. If you're fighting as someone slower but stronger, stick more to singular moves, as they've got a nice effect against these somewhat small fighters.

- Rewards - * 2200 Experience
- * 7500 Gold

-- EXTRA MISSION -----

- Opponent - Voldo, Ivy, Yoshimitsu, Taki, Assassin
- Recommended Character - Someone quick
- Objective - The enemy is quick, and your health decreases over time. Defeat all the enemies under these conditions!

Although you're doing battle with the same gang from before, they've been buffed up and made a good bit faster. As such, you might want to choose a quicker character; preferably someone who can keep up with them. Remember to use a weapon that can restore health to counteract the decreasing effects and you should be good.

- Rewards - * 3000 Experience
- * 15000 Gold
- * Assassin character

== HERO'S TRAIL =====

- Opponent - Boss: Kilik
- Difficulty - ****
- Recommended Character - Anyone
- Objective - Navigate through the booby-trapped dungeon and defeat the boss!

This dungeon revives the ice, quicksand, and lava battles you were faced with a few times earlier on. Remember, ice is great for a ring out, especially if you can knock your foe on his/her back. Quicksand just slows you down and the ring of lava around some stages will temporarily stun anyone standing in it. Use these different types of terrain to your advantage!



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[*]-[ ]-[Q]-[ ]          [ ]-[Q]-[ ]-[!] I - Battle takes place on ice
      |                      |           Q - Quicksand battle
      [ ]                    [ ]         F - Lava ring battle
      |                      |
      [ ]-[F]-[ ]-[ ]-[F]-[ ]

```

The boss battle against Kilik takes place in an enclosed ring (meaning no ring outs :/) with lava around the edges (meaning you should try to lure Kilik into it). Just pummel him with everything you've got and stay out of the lava by all means.

Rewards - * 2300 Experience
 * 8400 Gold

-- EXTRA MISSION -----

Opponent - Boss: Voldo
 Recommended Character - Anyone
 Objective - Navigate through the booby-trapped dungeon and defeat the boss!

Much like every other dungeon, the layout is exactly the same as the regular mission. There's a new boss this time around, however, in Voldo. The catch in this battle is that normal attacks don't do much damage, so you'll need to get him into the lava for a second or two before opening fire, so to speak. One plus for you, though, is that he's equipped with his Soul Edge weapon, so every time he attacks he'll lose a tiny portion of health.

Rewards - * 4600 Experience
 * 16800 Gold

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d. Procyon

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HOW DO I UNLOCK PROCYON?

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Beat Stage 3 - Hero's Trail in Pollux.

The shop listings...

PROCYON SHOP =====

ITEM NAME	PRICE	USED BY...
Chaqu	2200	Talim
Katzbalger	2200	Cassandra
Fumakugi	2200	Taki
Viper Edge	2200	Ivy
Qi Xing Sword	2200	Xianghua
Fire Blade	2200	Sophitia
Bardiche	2200	Seung Mina
Cao Ankana	3000	Talim
Red Crystal Rod	3000	Cassandra
Silent Edge	3000	Taki
Alraune	3000	Ivy
Krita-Yuga	3000	Xianghua
Gladius	3000	Sophitia
Halberd	3000	Seung Mina
Maila Kari	4000	Talim

Ivan the Terrible	4000	Cassandra
Kamizoroe	4000	Taki
Demon Tail	4000	Ivy
Blue Storm	4000	Xianghua
Synval	4000	Sophitia
Ambassador	4000	Seung Mina
New Costume	23600	Talim
New Costume	76500	Cassandra
New Costume	42000	Taki
New Costume	22500	Ivy
New Costume	24000	Xianghua

And the missions...

== MULIPHEIN'S CRYPT =====

Opponent - Necrid, Lizardman, Charade, Astaroth
 Difficulty - ***
 Recommended Character - Anyone
 Objective - The ability to knock back the enemy has been increased. Moreover, you cannot hold your footing at the edge of the stage. Defeat the enemy under these conditions!

In case the information imparted in the objective wasn't enough to clue you in, the goal here is to go for a ring out. Thanks to your new abilities, doing so is a rather simple task. Just use some strong horizontal moves to push your foe toward the edge, then finish the job in one fell swoop. Make sure you're careful around the edge of the stage yourself, though, as you'll fall off immediately if you get too close.

Rewards - * 2000 Experience
 * 7500 Gold

-- EXTRA MISSION -----

Opponent - Assassin, Lizardman, Berserker, Necrid
 Recommended Character - Anyone
 Objective - You cannot hold your footing at the edge of the stage, unseen forces push the opponents apart. Defeat the enemy under these conditions!

This one's a bit similar to the regular mission, but it differs in one important way: instead of being able to knock your foes way back, "unseen forces" push you and your enemy apart. Basically what this means is that you will probably just want to beat your foes senseless instead of aiming for a ring out. Again, you'll need to be especially careful when near the stage's edge, but other than that all you need to be concerned with is your health.

Rewards - * 4000 Experience
 * 15000 Gold

== TOWER OF HAPPINESS =====

Opponent - Charade
 Difficulty - ***
 Recommended Character - Anyone
 Objective - The strong gusts increase your ability to knock

back the enemy. Defeat the enemy with a ring out!

Much like the previous mission you've got a nifty new ability, only this time you're required to exploit it to win with a ring out. Simply lure your foe toward the edge of the stage and deliver a solid horizontal attack, a good throw, or a nice kick to seal the deal.

Rewards - * 2000 Experience
* 3000 Gold

-- EXTRA MISSION -----

Opponent - Charade
Recommended Character - Anyone
Objective - The ability to knock back the enemy has been increased. Furthermore, receive heavy damage when knocked into the wall or ground. Defeat the enemy with a ring out!

Same deal as last time, only you can soften up Charade by knocking it to the ground or against the walls repeatedly. Just make sure the same doesn't happen to you, eh? Drive to the edge of the stage and end the battle with a swift attack.

Rewards - * 4000 Experience
* 6000 Gold

== MOUNT PROCYON =====

Opponent - Yunsung
Difficulty - ***
Recommended Character - Mitsurugi
Objective - You will be launched high into the air when knocked to the ground. Defeat the enemy under this condition!

Conventional attack methods are entirely ineffective here, so you'll need to rely solely on air combos. Using Mitsurugi you can end this battle in no less than two moves: A + Y will take out a large chunk of your foe's health gauge, and Back + X-Y will finish Yunsung off.

Rewards - * 2000 Experience
* 3000 Gold
* Extra Survival (Death Match) Mode

-- EXTRA MISSION -----

Opponent - Random
Recommended Character - Mitsurugi
Objective - Combatants are launched high into the air when knocked to the ground. Use air combos to defeat the enemy.

As with before, Mitsurugi is a doll here. Apply the same moves from above, possibly tossing in some other random move to spice things up.

Rewards - * 4000 Experience
* 6000 Gold
* Termite Snack (Weapon for Maxi)

== LYNX ARBOR =====

- Opponent - Four random fighters, Link
- Difficulty - ***
- Recommended Character - Anyone
- Objective - The monetary prize doubles with each win. Gauge your strength and win the matches!

This is one of those missions where you don't need to put up with any gross disadvantages you're given. All you have to bother with is making sure your health stays high enough for you to go all five rounds, if you're going for the big cash prize, that is. If not, you can simply whip up your first opponent and walk away. The choice is yours.

- Rewards - * 2000 Experience
- * Gold ranges from 800-12800

-- EXTRA MISSION -----

- Opponent - Four random fighters, Link
- Recommended Character - Anyone
- Objective - The enemies are quick and possess weapons that excel in Guard Breaks. The monetary prize doubles with each win. Gauge your strength and win the matches!

Extremely similar to the above version, only more difficult. Again you're given the choice of going all the way to get the huge cash prize or taking the easy way out and quitting after the first few bouts. If you do plan on going the full nine yards, arming yourself with a health-restorative weapon should go without saying.

- Rewards - * 4000 Experience
- * Gold ranges from 1200-19200

== RUCHBA'S MANDIBLE =====

- Opponent - Boss: Ivy
- Difficulty - ****
- Recommended Character - Anyone
- Objective - The ability to knock back the enemy has been increased. Navigate through the booby-trapped dungeon and defeat the boss before your health runs out!

Welcome to the biggest dungeon you've seen yet. Enjoy your stay. The one thing that makes this mission different from the other dungeon-crawlers is that you've got one health gauge to last you for the entire dungeon. What this means is that you really need to conserve what you've got. Granted, you will receive partial replenishment between battles, but you'll still want to make an effort to end battles as quickly as possible, preferably with a ring out (which are easier to score than usual in this dungeon).

- | | |
|-----------------------------|------------------------------------|
| []-[]-[]-[]-[A]-[]-[] | Key |
| | --- |
| [] [] [] | * - Entrance |
| | ! - Boss |
| [] [A] []-[A]-[]-[] | A - Must win this battle using air |

```

      |           |           |           |           |           |
    [ ]-[ ]-[ ]   [ ]       [ ]       W - Win this battle to gain a new weapon
      |           |           |           |           |
      [ ]         [ ]       [ ]
      |           |           |           |           |
[*]-[ ]-[ ]     [ ]-[W]-[ ]-[ ]-[!]]

```

Your resident boss for this lengthy dungeon is the agile and always potent Ivy. If you're fighter of choice can't match her speed, try use some more powerful attacks to prevent her from getting into a groove with that whip of hers.

Rewards - * 4300 Experience
 * 8100 Gold

-- EXTRA MISSION -----

Opponent - Boss: Taki
 Recommended Character - Anyone
 Objective - Navigate through the booby-trapped dungeon and defeat the boss!

The layout is the same thing as before, but you can't rely so much on ring outs during the normal battles anymore. Oh, well. Taki fights similarly to Ivy, only she doesn't have the same range and, as such, is an easier opponent to deal with.

Rewards - * 8600 Experience
 * 16200 Gold
 * Imitation Sword (Weapon for Cervantes)

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IV ----- EXTRA CHAPTER WALKTHROUGH
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a. Castor
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HOW DO I UNLOCK CASTOR?
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Beat Stage 4 - Northern Algol [Extra Mission] in Algol.

The shop listings...

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CASTOR SHOP =====
ITEM NAME ----- PRICE ----- USED BY... -----
Soul Edge [Complete]      7800      Raphael
Soul Edge [Complete]      7800      Talim
Soul Edge [Complete]      7800      Yunsung
Soul Edge [Complete]      7800      Cassandra
Soul Edge [Complete]      7800      Mitsurugi
Soul Edge [Complete]      7800      Taki
Soul Edge [Complete]      7800      Voldo
Soul Edge [Complete]      7800      Nightmare
Soul Edge [Complete]      7800      Astaroth

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Soul Edge [Complete]	7800	Ivy
Soul Edge [Complete]	7800	Kilik
Soul Edge [Complete]	7800	Xianghua
Soul Edge [Complete]	7800	Maxi
Soul Edge [Complete]	7800	Necrid
Soul Edge [Complete]	7800	Link
Soul Edge [Complete]	7800	Sophitia
Soul Edge [Complete]	7800	Seung Mina
Soul Edge [Complete]	7800	Yoshimitsu
Soul Edge [Complete]	7800	Cervantes
New Costume	19600	Raphael
New Costume	21600	Mitsurugi
New Costume	22000	Voldo
New Costume	22800	Nightmare
New Costume	17000	Astaroth
New Costume	21000	Link

And the missions...

== CASTOR'S EYE =====

Opponent - Cervantes
 Difficulty - ***
 Recommended Character - Anyone
 Objective - Crouch or jump to avoid the effects of the frequent earthquakes. Defeat the enemy under this condition!

While this mission may initially seem to be no more than a regular fight, chances are that you'll soon notice the 3-2-1 countdown. At one, a minor earthquake will take place, stunning both you and your opponent. However, there is a rather simple way to dodge this bullet; if you're crouching or in the air when the counter hits one, the earthquake won't have an effect on you. So generally you'll want to crouch during the countdown to avoid the quake, allowing a free hit on your foe who just wasn't smart enough to do the same as you.

Rewards - * 3200 Experience
 * 5000 Gold
 * Extra Time Attack (Extreme) Mode

-- EXTRA MISSION -----

Opponent - Random
 Recommended Character - Anyone
 Objective - Defeat the enemy under unknown conditions!

The "unknown conditions" mentioned in the objective entail two different ways in which this battle is different from a normal match: first, earthquakes hit every so often (exact same thing as above) and secondly, knocking your foe to the ground will cause bonus damage. Even better way to cause huge damage, I'd say.

Rewards - * 6300 Experience
 * 10000 Gold

== GATEWAY TO HELL =====

Opponent - Five random fighters

Difficulty - ***
 Recommended Character - Anyone
 Objective - The monetary prize doubles with each win. Gauge your strength and win the matches!

As with several missions like this before, you've got two main choices: either bare through all five matches and go home with the gold or win a match or two and leave early with a lesser the prize. The decision is yours, but be sure to keep an eye and a half on your life gauge should you decide to go all the way.

Rewards - * 3200 Experience
 * Gold ranges from 600-9600

-- EXTRA MISSION -----

Opponent - Five random fighters
 Recommended Character - Taki, Ivy, Maxi, someone quick OR Astaroth/Nightmare
 Objective - The enemy is quick, and you cannot guard. The monetary prize doubles with each win. Gauge your strength and win the matches!

Same deal as above, only this time you're foes are a lot quicker and things are even more difficult since you can't guard. There are two effective ways to go about winning this more-difficult-than-most mission: by power or by speed. The former consists of taking a powerhouse fighter in the vein of Nightmare or Asty and going pell-mell on you're foes, basically smacking them around and not giving them the light of day. The latter, on the other hand, relies on you picking out someone particularly speedy (e.g., Maxi, Ivy, Taki, Talim, or someone else of the like) and trying to smother your enemy with a constant barrage of quick combos. You need to stay on the offensive at all times here, as your defense is severely limited without the ability to guard.

Rewards - * 6300 Experience
 * Gold ranges from 1500-12000
 * Bamboo Staff (Weapon for Kilik)

== SWORDSMEN'S GRAVE =====

Opponent - Boss: Necrid
 Difficulty - *****
 Recommended Character - Anyone
 Objective - Conquer this uncharted dungeon!

Huge dungeon alert! The (many, many) battles leading up to the boss are basically just an amalgam of ice, lava, quicksand, and normal fights. Simple stuff that you got used to a while ago.

[]-[Q]-[Q]-[Q]-[Q]-[]-[*] Key
 | ---
 [Q] * - Entrance
 | ! - Boss
 []-[Q]-[Q]-[] W - Win this battle to gain a new weapon
 | I - Battle takes place on ice
 [W]-[I]-[I]-[] Q - Battle takes place in quicksand
 | F - A ring of lava surrounds the stage
 [I]
 |
 [!]-[F]-[F]-[F]-[F]-[]-[]

When you arrive at Big Mister Boss Man Necrid's lair, don't be too intimidated; the guy's a pushover. If you want, you can even lure him into the lava to score some massive damage, but it's far from necessary. All you really need to do is pepper the green beast with a few combos and it'll be over before it even started (if that's possible).

Rewards - * 6800 Experience
 * 11500 Gold

-- EXTRA MISSION -----

Opponent - Boss: Link
Recommended Character - Anyone
Objective - Conquer this uncharted dungeon!

The only thing that has changed from the original mission is the who you'll be facing as the boss (Necrid -> Link). Nintendo's tight-wearing hero isn't too difficult, as I'm sure you've realized at this point. Knock him into the lava and wait for it to burn him back to Hyrule (if that makes sense).

Rewards - * 13600 Experience
 * 23000 Gold
 * Galley Oar (Weapon for Nightmare)

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b. Cepheus

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HOW DO I UNLOCK CEPHEUS?

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Beat Stage 4 - Lynx Arbor in Procyon.

The shop listings...

CEPHEUS SHOP =====

ITEM NAME -----	PRICE -----	USED BY... -----
Queen's Guard	9800	Raphael
Soul Calibur	9800	Talim
Han Guang	9800	Yunsung
Valkyrie	9800	Cassandra
Damascus Sword	9800	Mitsurugi
Kris Naga	9800	Taki
Guillotine	9800	Voldo
Soul Calibur	9800	Nightmare
Thanatos	9800	Astaroth
Kaleidoscope	9800	Ivy
Jingu Staff	9800	Kilik
Soul Calibur	9800	Xianghua
Vajra	9800	Maxi
Chaos	9800	Necrid
Great Fairy Sword	9800	Link
Orichalcum	9800	Sophitia
Hraesvelgr	9800	Seung Mina
Hihhirokane	9800	Yoshimitsu
Lethe	9800	Cervantes
New Costume	23600	Talim
New Costume	76500	Cassandra

New Costume	42000	Taki
New Costume	22000	Voldo
New Costume	24000	Xianghua
New Costume	51000	Sophitia
New Costume	21000	Seung Mina
Ending (Arcade Version)	5000	-

And the missions...

== COR CAROLI =====

Opponent - Ivy, Taki, Sophitia, Seung Mina, Cassandra,
Xianghua, Talim (all the ladies)
Difficulty - ****
Recommended Character - Anyone
Objective - Defeat all the enemies under unknown conditions!

Although the objective suggests otherwise, this mission is really nothing more than a simple seven round ladder match versus the lovely ladies of Soul Calibur. None of the foes seem to be in control of any noticeable advantages, so beat them to a pulp with everything you've got. Between battles, you'll receive partial health restoration, so don't worry about conserving health too much.

Rewards - * 3800 Experience
* 17500 Gold

-- EXTRA MISSION -----

Opponent - Seung Mina, Voldo, Mitsurugi, Sophitia, Taki,
Cervantes, Nightmare
Recommended Character - Anyone
Objective - The enemy recovers health over time. Defeat all the enemies under this condition!

As you may have expected, this mission is the same thing as last time, only now you have to be quicker in ending the battles, as your foes' health is always recovering. However, you've dealt with this far too many times to count in the past, so I'm sure you're aware of how it works. As with before, your health is restored in part between battles.

Rewards - * 7500 Experience
* 35000 Gold

== ER RAI =====

Opponent - Raphael
Difficulty - ***
Recommended Character - Anyone
Objective - Defeat the enemy under unknown conditions!

With just a single move you can send Raphie flying way back, thanks much to the "unknown condition." Since the stage has no walls, the obvious decision here is to knock Raphael out of the ring. Lure him somewhat near the edge and deliver a nice horizontal blow the end it.

Rewards - * 3800 Experience
* 5000 Gold

-- EXTRA MISSION -----

Opponent - Random
Recommended Character - Anyone
Objective - Defeat the enemy under unknown conditions!

The unknown factor in this battle is that every so often an earthquake will occur, stunning anyone who isn't in the air, crouching, or on the ground when the counter hits one. You know the deal, crouch during the countdown, then strike your prone foe quick and hard.

Rewards - * 7500 Experience
* 10000 Gold
* Prototype Blade (Weapon for Ivy)

== HERO'S TOMB =====

Opponent - Boss: Charade
Difficulty - *****
Recommended Character - Anyone
Objective - Conquer this uncharted dungeon!

Time for yet another mind-numbingly long dungeon. Fun! All of the chambers leading up to the boss are filled with normal, the-enemy-has-nothing-on-you battles, so hopefully you can breeze through them and cut down on the place's length.

[]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[*]
|
[] Key
| ---
[] * - Entrance
| ! - Boss
[] W - Win this battle to gain a new weapon
|
[]
|
[W]-[]-[]-[]-[]-[]-[]-[]-[]-[]-[!]

The boss, Charade, is a bit erratic, in that you never know which character it'll try to impersonate. As such, there's not much to say here. By now you should know how to deal with most of the other fighters, anyway.

Rewards - * 7300 Experience
* 18600 Gold

-- EXTRA MISSION -----

Opponent - Boss: Charade
Recommended Character - Anyone
Objective - Conquer this uncharted dungeon!

Nothing's changed from before, so bare through the far-too-long dungeon and take down Charade.

Rewards - * 14600 Experience
* 37200 Gold

--- Coheed & Cambria, Dream Theater, and Green Day
For making terrific music that made rewriting this guide a lot less
painful.

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T H A N K S F O R R E A D I N G ! !
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All-righty then, it's over! That's it! Done deal! Over and out! Bon voyage!
See ya next time! ... (that's all)

And be sure to check out all of my other FAQs:
<http://www.gamefaqs.com/features/recognition/39691.html>

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