

Soul Blade Move List

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Soul Edge / Soul Blade
Move List (Condensed Format)
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Table of Contents

Some General Information
Notation
Individual Character Info & Moves
 -Hwang Sung Kyung
 -Seung Han Myong (PSX only)
 -Rock
 -Taki
 -Sophitia Alexandra
 -Mitsurugi Heishiro
 -Siegfried Schtauffen
 -Seung Mina
 -Li Long
 -Voldo
 -Cervantes De Leon
 -Soul Edge (PSX only)
Credits

Some General Information

This is just a move list. The full FAQ with detailed moves and tactics will be out... well, it'll be out as soon as I write it, how about that?

This is a 'condensed' version created for easy printing. Though it's not as detailed as it could be if I wrote each move separately, it takes up a LOT less space.

ALL this is painstakingly verified on my North American, NTSC version copy of Soul Blade PSX. That being the case, this list should need no more revisions. This list is off the online command lists, so some common moves are not listed (mainly sidestep, crouch, and jumping attacks). And rest assured that I've corrected Namco's GLARING error of not including Rock's ground throw on his online command list.

Notation

Commands represent taps on the:

8 direction joystick (b=back,d=down,u=up,f=forward, and combinations thereof with "/"), and

4 buttons, G, A, B, and K.

If you don't know this stuff by now you're in trouble. RTFM.

+ indicates to do the separated commands at the same time

, indicates to do the separated commands one after another

~ between two commands indicates they must be in very quick succession

All moves are executed from a standing position unless one of these is used:

'crouch' - the move is done entirely from a crouching position. Hold the joystick in a down position and do the appropriate motion.

'run' - the move is done while running. Tap f, then hold F to make your character run, then press the appropriate button. Keep in mind you must have ample space to run to execute this type of move.

'WS (While Standing)' - WS motions are executed by first crouching (or executing a move with crouching recovery), and tapping the appropriate buttons as you release the joystick to natural.

'backwards' - You back must be to your opponent.

Individual Character Moves

This is organized by command, level, damage if hit, weapon damage if blocked, recovery position, and extra stuff. If you see a move indented then it is done immediately after the move preceding it connects and can't be done by itself.

In the Level column:

H is a high attack; can be evaded by ducking and will hit standing non-guarding opponents only.

M is a mid-level attack; will hit all positions except standing guard.

n is a non-block attack; the game calls it "SpecialMiddle". Hits non-blockers regardless of standing/crouching.

L is a low attack; can be evaded by hopping and will hit all positions except crouching guard.

ST is a standing throw; a standing opponent will be thrown if you're in range regardless of blocking status. Misses crouching opponents.

BT is a back throw; like a standing throw except you're facing your opponent's back.

G is a ground-level hit; only comes out when your opponent is down.

GT is a ground throw; a throw when the opponent is already down. It is only possible if the opponent's feet are towards you.

U is unblockable; interrupt it or get the hell outta the way. A sidestep will evade all unblockables EXCEPT Voldo's, which must be crouched under.

R is a reversal; reversible attacks include downward vertical cuts (standing B), stabs (f+B), and standing kicks (K and d/f+K). More on exactly which moves can be reversed in the expanded version.

In the Damage and WDamage columns, numbers separated by commas are for the individual moves in the combo. A plus (+) sign indicates multiple hits on a single move; I've added these up in parentheses afterwards for the arithmetically impaired. If a move hits a 3 times or more for the same damage each hit, it's notated #xD(T): number of hits x damage per hit (total damage).

Keep in mind that these values are base values and do not include guard, counter, float, or multi-hit modifiers, so Your Mileage Will Vary.

In the Rec column, S denotes standing and C denotes crouching. You can execute a WS move immediately after a C-recovery move if you have the right timing.

Hwang Sung Kyung

Command	Level	Damage	WDamage	Rec	Comments
A,A,A	HHH	15,15,20	5,5,5	SSS	
A,A,d+A	HHL	15,15,35	5,5,5	SSS	
A,A,B	HHM	15,15,49	5,5,3	SSS	
f+A	H	15	7	S	
d/f+A,A,B	LHM	15,21,46	8,8,8	SSS	
d+A	L	18	6	C	
b+A	H	56	9	S	
d/b+A	L	30	7	S	
B,B,A,d+A	MMHL	18,18,17,35	5,5,5,5	SSSS	
B,B,A,B	MMHM	18,18,17,49	5,5,5,3	SSSS	
f+B	M	18	6	S	
d/f+B	M	35	9	S	
d+B	n	29	6	C	
b+B	M	46	9	S	
f,F+B	M	55	9	S	
K,K	HM	26,35	0,0	SS	
f+K	H	26	0	S	
d/f+K	M	26	0	S	
b+K	H	40	0	S	
d/b+K	L	24	0	C	
d+K,B	LM	16,46	0,9	CS	
f,F+K,K,K	MMM	24,26,40	0,0,0	SSS	
b,f+K	H	35	0	S	
A+B	M	39+57 (96)	5+3 (8)	S	
f,F+A+B	M	75	9	S	
d,d/f,f	-	--	-	C	Crouch dash
d,d/f,f+A,B	nM	21,46	8,8	SS	
d,d/f,f+B	n	55	7	S	
d,d/f,f+K	M	26+26 (52)	0+0 (0)	S	
WS+A,B	nM	21,46	8,8	SS	
WS+B	n	55	7	S	
WS+K	M	26+26 (52)	0+0 (0)	S	
Run+K	L	36	0	S	
A+G	ST	3x20 (60)	-	S	
B+G	ST	6x13 (78)	-	S	
A+G or B+G	BT	44+44 (88)	-	S	
d/f+K	G	20	-	S	
b+B+K	U	110	-	S	
A+B+K	M	28+20+15+14 (77)	20	S	
HCF+A+B		18+25+25 (145)		S	
HCF+B+K		18+15+25 (135)		S	

Seung Han Myong (PSX version only)

Han Myong has the same moves as Hwang plus the following:

Command	Level	Damage	WDamage	Rec	Comments
d/b+B	M	15	0	S	
b,f+B	M	35	0	S	

K,K,K	HMH	26,35,35	0,0,0	SSS
K,K,d+K	HML	26,35,16	0,0,0	SSC
f+K,A	HH	26,56	0,9	SS
f+K,B	HM	26,46	0,9	SS
b+K,d+K	HL	40,24	0,0	SC
f,F+A+B,B	MM	50,49	3,3	SS
u/f+B+K	MH	30+20(50)	2+2(4)	S
b+B+K	U	60+55(115)	-	S
A+B+K	M	28+20+15+14(77)	20	S
HCF+B+K		18+15+10+18(138)	-	S

Rock

f,F+A,B changes its damage depending on whether the opponent is standing or knocked down. d/f+B also changes damage based upon range to target.

Command	Level	Damage	WDamage	Rec	Comments
A,A,A	HHH	26,24,40	9,9,11	SSS	
A,B	HM	26,34	9,8	SS	
A,K	HH	26,27	9,0	SS	
f+A,A,A	HHL	26,30,66	0,9,11	SSS	
f+A,A,B	HHM	26,30,34	0,9,8	SSS	
d/f+A	M	35	9	S	
d+A	L	23	7	C	
d/b+A	L	48	11	S	
f,F+A,B	MM	34,93	9,18	SS	Opponent standing
f,F+A,B	MM	34,40	9,18	SS	Opponent down
B,B,B	MMM	36,31,41	9,8,8	SSS	
B,A	MH	36,26	9,8	SS	
f+B	M	31	8	S	
d/f+B (far)	M	32	7	S	
d/f+B (near)	M	35	11	S	
d+B	n	34	7	C	
b+B	M	25	0	S	
f,F+B	M	33	10	S	
K	H	28	0	S	
f+K	M	40	0	S	
d/f+K,A	MH	29,36	0,11	SS	
d+K	L	20	0	C	
d/b+K	L	23	0	C	
f,F+K	M	58	0	S	
WS+A	n	31	9	S	
WS+B	M	31	8	S	
WS+K	M	50	0	S	
Run+K	L	33	0	S	
crouch+A,B	LM	23,50	7,11	CS	
b+A+B	M	44	0	S	
A+G	ST	58	-	S	
B+G	ST	42+42(84)	-	S	
A+G or B+G	BT	88	-	S	
d,d/b,b+B+G	ST	95	-	S	
d/f+A+G	GT	33+33(66)	-	S	
u+K	G	20	-	S	
d,d/f,f+B+K	U	130	-	S	
A+B+K	M	25+18+18+18(79)	20	S	
HCB+A+G		16+16+30(141)	-	S	
HCB+B+G		16+16+30(141)	-	S	

Taki

The K in the QCF+B,K only connects if the B does.

Command	Level	Damage	WDamage	Rec	Comments
A,A,A	HHH	14,20,18	6,6,6	SSS	
A,A,B	HHM	14,20,40	6,6,6	SSS	
A,A,d+K	HHL	14,20,27	6,6,0	SSC	
A,B,K	HMH	14,24,40	6,6,0	SSS	
A,K	HH	14,26	6,0	SS	
f+A,B,B,B	HMMM	15,11,11,11	6,6,6,6	SSSS	
d/f+A	M	25	6	S	
d+A	L	15	5	C	
d/b+A	L	34	6	C	
f,F+A	H	31	7	S	
B,B,B	MMM	20,22,40	6,6,7	SSS	
B,B,A,K	MMHH	20,22,21,34	6,6,6,0	SSSS	
B,A,K	MHH	20,23,34	6,6,0	SSS	
B,A,f+K	MHM	20,23,39	6,6,0	SSS	
B,A,d+K	MHL	20,23,21	6,6,0	SSC	
B,K	MH	20,29	6,0	SS	
f+B	M	30	6	S	
d/f+B	M	33	6	S	
d+B	n	31	6	C	
f,F+B	M	54	9	S	
K,K,K	HHH	24,22,24	0,0,0	SSS	
K,K,d+K	HHL	24,22,25	0,0,0	SSC	
K,K,A	HHH	24,22,26	0,0,6	SSS	
d/f+K,K,K	MMM	22,18,40	0,0,0	SSS	
f+K	M	44	0	S	
b+K	H	32	0	S	
d+K,K	LM	22,39	0,0	SS	
f,F+K	H	47	0	S	
d,d/f,f	-	--	-	C	Forward roll
d,d/f,f+B,K	MJ	49,27	8,0	SS	
d,d/f,f+K	L	18	0	C	
WS+A	n	35	6	S	
WS+B,B	nM	36,28	7,8	SS	
WS+K	M	45	0	S	
Run+K	L	33	0	S	
A+K	n	38+38 (76)	0+0 (0)	S	
f,F+A+B	-	--	-	S	Jump over
A+G	ST	54	-	S	
B+G	ST	80	-	S	
A+G or B+G	BT	75	-	S	
d,d/b,b+B+G	ST	3x30 (90)	-	S	
b+A+G	R	55	-	S	Kick reversal
d/f+K	G	20	-	S	
HCB+B	U	135	-	S	
A+B+K	M	22+16+12+13 (63)	22	S	
d,u+B+K		12+15+15+30 (135)	-	S	

Sophitia Alexandra

If b+A connects as major counter (interrupt) then she adds a second hit with a flourish for mega damage (105 total). The trick is getting b+A to connect, period.

Command	Level	Damage	WDamage	Rec	Comment
A,A,d+A	HHL	15,15,24	6,6,5	SSC	
A,A,A,K	HHHM	15,15,19,35	6,6,6,0	SSSS	
A,A,B	HHM	15,15,35	6,6,7	SSS	

A,A,K	HHM	15,15,40	6,6,0	SSS	
A,A,d+K	HHL	15,15,18	6,6,0	SSC	
f+A	H	37	7	S	
d/f+A	M	20	6	S	
d+A	L	10	5	C	
b+A	M	36+51 (87)	10	S	2nd hit on counter
B,B,B	MMM	19,20,44	6,6,8	SSS	
B,B,d+A	MML	19,20,22	6,6,4	SSC	
B,B,d+K	MML	19,20,17	6,6,0	SSC	
B,B,A,B	MMHM	19,20,12,44	6,6,0,8	SSSS	
f+B	M	10	6	S	
d/f+B	M	35	10	S	
d+B	M	35	10	S	
b+B	M	40	10	S	
K,K,d+K,f+K	HMLM	24,19,27,36	0,0,0,0	SSSS	
f+K	H	12	0	S	
d/f+K	M	22	0	S	
d+K	L	15	0	C	
d/b+K	L	29	0	S	
u/f+K,A	ML	32,50	0,7	SS	
u/f+K,B	MM	32,37	0,6	SS	
u/f+K,K	MM	32,33	0,0	SS	
d,d/f,f	-	--	-	C	Crouch dash
d,d/f,f+B	M	55	7	S	
f,d,d/f	-	--	-	C	"DP" crouch dash
f,d,d/f+A	M	45	6	S	
f,d,d/f+B	M	54	0	S	
WS+A	n	35	6	S	
WS+B	n	40	6	S	
WS+K	M	30	0	S	
crouch,d/f+A	L	36	6	C	
crouch,d/f+B	L	12	0	C	
Run+K	L	36	0	S	
A+K	H	35	0	S	
A+G	ST	48	-	S	"I'm sorry!"
B+G	ST	48	-	S	
d+A+B+K		36	-	S	
A+G or B+G	BT	40	-	S	
b+A+G	R	30+30 (60)	-	S	Overhead reversal
b+A+G	R	55	-	S	Stab reversal
b+A+G	R	43	-	S	Kick reversal
d/f+B,B,B,B	GGGG	5,5,5,5	0	S	
b,b,b+A~B	U	116	-	S	
A+B+K	M	24+18+15+15 (72)	23	S	
d,d/f,f+A+G		18+25+25 (140)	-	S	
d,d/f,f+B+G		18+15+25 (130)	-	S	

Mitsurugi Heishiro

Command	Level	Damage	WDamage	Rec	Comments
A,A,A	HHH	15,15,20	5,5,5	SSS	
A,A,d+A	HHL	15,15,38	5,5,5	SSS	
A,A,B	HHM	15,15,51	5,5,3	SSS	
f+A,d+A	HL	17,38	7,5	SS	
f+A,B	HM	17,51	7,3	SS	
d/f+A	M	15	0	S	
d+A	L	20	7	C	
b+A	H	56	9	S	
d/b+A	L	30	7	S	

B,B,A,d+A	MMHL	18,18,17,38	5,5,5,5	SSSS	
B,B,A,B	MMHM	18,18,17,51	5,5,5,3	SSSS	
f+B	M	18	6	S	
d/f+B	M	30	6	S	
d+B	n	29	6	C	
b+B	M	46	9	S	
f,F+B	M	60	9	S	
K	H	26	0	S	
f+K	M	35	0	S	
d/f+K	M	26	0	S	
b+K,B	MM	24,35	0,8	SS	
d+K,B	LM	16,46	0,9	CS	
WS+A,d+A	nL	25,38	7,5	SS	
WS+A,B	nM	25,51	7,3	SS	
WS+B	n	30	6	S	
WS+K	M	30	0	S	
A+B	M	39+57 (96)	5+3 (8)	S	
f,F+A+B	M	75	9	S	
d,d/f,f	-	--	-	C	Crouch dash
d,d/f,f+A,d+A	nL	25,38	7,5	SS	
d,d/f,f+A,B	nM	25,51	7,3	SS	
d,d/f,f+B	n	30	6	S	
d,d/f,f+K	M	30	0	S	
Run+K	L	36	0	S	
A+G	ST	3x24 (72)	-	S	
B+G	ST	42+42 (84)	-	S	
A+G or B+G	BT	44+44 (88)	-	S	
b+A+G	R	34+34 (68)	-	S	Overhead reversal
b+A+G	R	50	-	S	Stab reversal
d/f+B	G	20	-	S	
HCB+B	U	180	-	S	
A+B+K	M	28+17+15+14 (74)	20	S	
HCF+B+K	-	18+25+25 (142)	-	S	
HCF+A+K	-	18+15+25 (132)	-	S	

Siegfried Schtauffen

Like Rock, Ziggy's uppercut changes based on range, but he has THREE different damage values. Also like Rock, his f,F+A+B changes when the opponent is down.

Command	Level	Damage	WDamage	Rec	Comments
A,A,B	HHM	24,26,58	8,8,10	SSS	
A,d+A	HL	24,51	8,8	SS	
f+A	H	38	8	S	
d/f+A	M	25	7	S	
d+A	L	19	7	C	
b+A	H	68	12	S	
B,B,B	MML	22,31,56	8,7,8	SSS	
B,B,K	MMM	22,31,30	8,7,0	SSS	
B,d+A	ML	22,54	8,8	SS	
B,K	MM	22,33	8,0	SS	
f+B	M	57	9	S	
d/f+B	M	30	8	S	Far from opponent
d/f+B	M	35	8	S	Near opponent
d/f+B	M	40	8	S	Within throw range
d+B	n	30	8	C	
b+B,A,B	HHH	19,19,19	0,0,0	SSS	
d/b+B	M	57	9	S	
b+B	-	42	-	S	Combos after d/b+B

b,b+B,B	ML	63,44	10,18	SS	
K	H	24	0	S	
f+K	H	34	0	S	
d/f+K,K,B	MLM	23,22,29	0,0,0	SSS	
d+K	L	15	0	C	
f,F+K	H	46	0	S	
WS+A,A	nL	48,46	8,8	SS	
WS+B	M	35	8	S	
WS+K	M	21+21 (42)	0+0 (0)	S	
Run+K	L	36	0	S	
Run+B+K	H	65	0	S	
A+K	H	35	0	S	
f,F+A+B	M	80	12	S	Opponent standing
f,F+A+B	G	30	10	S	Opponent down
f+B+K	M	25	0	S	
A+G	ST	32+32 (64)	-	S	
B+G	ST	42+42 (84)	-	S	
A+G or B+G	BT	56	-	S	
d+A+G	ST	36	-	S	
d+A+G (missed)	ST	--	-	C	
d/f+K,K,K,K	GGGG	5,5,5,5	-	S	
d,d/f,f+B	U	157	-	S	
A+B+K	M	14+17+14+13 (58)	26	S	
f,d,d/f+B+K	-	17+22+40 (137)	-	S	

Seung Mina

Command	Level	Damage	WDamage	Rec	Comments
A,K	HH	26,31	7,0	SS	
A,A,A,K	HHHM	26,24,32,37+37 (74)	7,7,7,0+0	SSSS	
A,A,A,d+K	HHHL	26,24,32,32	7,7,7,0	SSSS	
A,A,B	HHM	26,24,48	7,7,6	SSS	
A,A,K	HHH	26,24,31	7,7,0	SSS	
A,f+A,A,K	HHHM	26,20,22,37+37 (74)	7,6,6,0+0	SSSS	
A,f+A,A,d+K	HHHL	26,20,22,32	7,6,6,0	SSSS	
f+A,K	HH	23,33	6,0	SS	
d/f+A	M	56	9	S	
d+A	L	16	6	C	
d/b+A	L	18	6	S	
B,B,B	MMM	30,26,60	7,7,9	SSS	
B,B,d+A	MML	30,26,38	7,7,8	SSS	
B,A	MH	30,54	7,7	SS	
B,d+A	ML	30,35	7,7	SS	
B,K	MH	30,31	7,0	SS	
f+B,B	MM	25,60	7,9	SS	
f+B,A	MM	25,56	7,9	SS	
f+B,d+A	ML	25,38	7,8	SS	
b+B,d+A+B	MM	36,75	8,16	SS	
d/f+B	M	39	7	S	
d+B	n	34	7	C	
K	H	22	0	S	
f+K	M	34	0	S	
d/f+K	M	24	0	S	
d+K	L	13	0	C	
b+K	H	31	0	S	
d/b+K	L	23	0	S	
b,f+K	H	35	0	S	
f,F+K,K,K	MMM	26,29,32	0,0,0	SSS	

WS+A	M	40	6	S
WS+B	n	40	7	S
WS+K	M	24	0	S
Run+K	L	22	0	S
A+B, f+A, B	MHM	3x28 (84), 22, 35	3x4 (12), 6, 8	SSS
A+B, A+B	MM	3x28, 3x28 (84)	3x4, 3x4 (12)	SS
u+A+B	M	50	5	S
B+K	M	47	0	S
u/f+B+K	M	3x35 (105)	3x3 (9)	S
A+G	ST	65	-	S
B+G	ST	73	-	S
A+G or B+G	BT	38+38 (76)	-	S
d/f+K	G	20	-	S
u/f+A+B	U	144	-	S
A+B+K	M	25+16+16+15 (72)	24	S
b, b+A+B		14+25+30 (141)	-	S

Li Long

Any combination starting with A can be started with f+A instead. Same Damage and WDamage values apply. K can be delayed after B to either cancel it or combo after it. You can cancel or retract QCF+B by tapping back on the joystick.

Command	Level	Damage	WDamage	Rec	Comments
(f+)A, A, A	HHH	15, 15, 30	6, 6, 6	SSS	
(f+)A, A, d+A	HHL	15, 15, 31	6, 6, 6	SSC	
(f+)A, A, K	HHM	15, 15, 25	6, 6, 0	SSS	
(f+)A, A, d+K, B	HHLM	15, 15, 24, 51	6, 6, 0, 11	SSSS	
(f+)A, B, K	HMH	15, 23, 31	6, 6, 0	SSS	
d/f+A	M	40	5	S	
d+A	L	16	5	C	
b+A	M	48	7	S	
d/b+A	L	21	6	S	
crouch+A, u+B	LM	16, 31	5, 6	CS	
B, B, B	MMM	17, 19, 35	6, 6, 6	SSS	
B, A	MH	17, 26	6, 6	SS	
B, K	MM	17, 39	6, 0	SS	
f+B, B	HM	25, 31	6, 6	SS	
d/f+B	M	35	6	S	
b+B, B, B	nMM	14, 18, 18	3, 3, 3	SSS	
d+B	n	29	6	C	
d/b+B~A	ML	46, 31	6, 6	SS	A cancels B
f, F+B	M	56	7	S	
K, K	HM	27, 36	0, 0	SS	
K, d+K	HL	27, 24	0, 0	SS	
K, d+A	HL	27, 29	0, 6	SS	
f+K	M	40	0	S	
d/f+K	M	26	0	S	
d+K	L	30	0	C	
f, F+K	H	49	0	S	
d, d/f, f+B	M	36+31+31+31 (129)	4x5 (20)	S	Tap b to retract
d, d/b, b	-	--	-	S	Turn around
d, d/b, b, B, b+B	MM	31, 31	6, 0	SS	
WS+A	n	36	5	S	
WS+B	n	50	5	S	
WS+K	M	26	0	S	
Run+K	L	35	0	S	
A+B	M	29+47 (76)	5+6 (11)	S	

A+G	ST	70	-	S	
B+G	ST	40+40 (80)	-	S	
A+G or B+G	BT	35+35 (70)	-	S	
b+A+G	R	60	-	S	Kick reversal
d/f+K	G	25	-	S	
d/b+B+K	U	130	-	S	
A+B+K	M	20+16+15+16 (67)	20	S	
f, f+A+B		18+21+30 (136)	-	S	

Voldo

Command	Level	Damage	WDamage	Rec	Comment
A,A,B	HHM	18,20,27	7,7,6	SSS	
A,B,A	HMM	18,21,35	7,6,6	SSS	
A~d+B	L	17	4	S	
A,K	HM	18,27	7,0	SS	
f+A	H	18	6	S	
d/f+A	M	46	8	S	
b+A,A	HH	25,28	7,7	SS	
d+A,K	LH	16,48	4,0	SS	
d+A,A,A,K	LLLH	16,16,16,48	4,4,4,0	SSSS	
B,B,B,B,B	MMMMM	25,25,20,20,20	7,6,10,10,10	SSSSS	hits 3,4,5 only on MC
f+B	H	28	7	S	
d/f+B	M	30	6	S	
b+B	M	29	7	S	
d+B,B	MM	30,30	6,6	SS	
f,F+B	M	70	0	S	
K	H	25	0	S	
f+K	M	25	0	S	
d/f+K	M	25	0	S	
d+K	L	20	0	C	
d/b+K	M	28	0	S	
WS+A	n	38	7	S	
WS+B	n	40	7	S	
WS+K	M	40	0	S	
A+B	M	40	8	S	
b+A+B	M	43	10	S	
d+A+B	L	38	8	C	
f,F+A+B,K	MM	40,24	8,0	SS	
f,F+A+B+G,K	MM	30,43	10,0	SS	
A+K	H	50+36 (86)	10+0 (10)	S	
d,d/b,b	-	--	-	S	Turn around
backwards:A+G	L	32	0	S	
u+B	-	46	0	S	Combos after A+G
backwards:d+A+B	L	45	8	C	
crouch,d/f+A+B	H	55	6	S	
Run+A	L	40	7	C	
Run+K	L	33	0	S	
A+G	ST	5x13 (65)	-	S	
B+G	ST	35+35 (70)	-	S	
A+G or B+G	BT	6x13 (78)	-	S	
d,d/f,f+B+G	ST	7x14 (98)	-	S	
d/f+A,A,A	G	6,8,8	-	S	
d,d/f,f+A	U	130	-	S	
A+B+K	M	22+16+15+17 (70)	20	S	
u,d+A+B	-	30+30 (140)	-	S	

Command	Level	Damage	WDamage	Rec	Comment
A,A,A	HHH	20,22,30	8,7,7	SSS	
A,A,d+A	HHL	20,22,30	8,7,7	SSC	
A,A,B	HHM	20,22,54	8,7,7	SSS	
f+A	H	20	9	S	
d/f+A	M	30+30 (60)	7+7 (14)	S	
d+A	L	22	6	C	
d/b+A	L	40	7	C	
B,B,B	MMM	22,19,54	6,6,7	SSS	
B,B,d+A	MML	22,19,30	6,6,7	SSC	
d/f+B	M	35	7	S	
f+B,B,B	MMM	15,15,48	7,7,7	SSS	
d+B	n	36	7	C	
b,b+B	M	68+68 (136)	7+7 (14)	S	
f,F+B	M	36	7	S	
K,d/f+K	HM	27,32	0,0	SS	
K,b+K	HH	27,36	0,0	SS	
d/f+K	M	25	0	S	
f+K	H	30	0	S	
d+K	L	18	0	C	
b+K	H	29	0	S	
d/b+K	L	24	0	C	
f,F+K	H	45	0	S	
WS+A	n	36	8	S	
WS+B	n	32+32 (64)	5+5 (10)	S	
WS+K	M	31	0	S	
A+B	M	28+28 (56)	3+3 (6)	S	
f+A+B	M	30+30 (60)	4+4 (8)	S	
d/f+A+B	M	30+30 (60)	7+7 (14)	S	
d/b+A+K	L	32	0	C	
f,F+A+B	M	41+41 (82)	7+7 (14)	S	
f,F+B+K	M	37	0	S	
f,d,d/f+B	M	60+60 (120)	7+7 (14)	S	Happy dance!
d,d/b,b,B	M	34+34+34 (102)	7+7+7 (21)	S	Uses sword energy
Run+K	L	33	0	S	
A+G	ST	35+35 (70)	-	S	
B+G	ST	40+40 (80)	-	S	
A+G or B+G	BT	45+45 (90)	-	S	
d/f+A+B	G	20	-	S	
d/b+A+B	U	70	-	S	Crummy unblockable
A+B+K	M	25+15+15+15 (70)	20	S	
f,d,d/f+A+K		10+24+25+25 (154)	-	S	

Soul Edge (PSX version only)

Soul Edge has the same moves as Cervantes plus the following:

Command	Level	Damage	WDamage	Rec	Comment
f+B,B,d+A	MML	15,15,40	7,7,7	SSC	
A+B,B,B	MMM	28+28 (56),19,54	3+3 (6),6,7	SSS	
A+B,B,d+A	MML	28+28 (56),19,30	3+3 (6),6,7	SSC	
b+A+B	M	44	8	8	
b,f	-	--	-	S	Long dash
b,f,K	L	33	0	S	Instant tackle
A+B+K	M	25+15+15+15 (70)	20	S	
d,d/f,f+A+B+K	-	10+24+30+30 (164)	-	S	

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