

Soul Blade Secrets FAQ

by ruyeyama

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Soul Edge/Soul Blade PSX "Secrets" FAQ v2.5

21 NOV 98

<http://www.best.com/~ruyeyama/psx/hiawa.html>

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* Instances of the letter "y" and the "at" symbol have been removed (replaced with spaces) from the above e-mail address in order to prevent unscrupulous UCE (unsolicited commercial e-mail) bot processes from adding to the amount of e-mail I already get...

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A note from Richard:

Due to increasing time demands from other sources, Justin (Pierce) no longer has the amount of free time he feels should properly be devoted to this SE/SB Secrets FAQ. Thus, he has passed the upkeep duty to me. Given his apparent confidence in me, I'll do my best not to let him down. Or any of you. =)

In any case, since the FAQ has now officially changed hands, please do not bother Justin with any further e-mail pertaining to the FAQ! He'll just have to forward them over to me. Rather, all such e-mailings should go to me (Richard Uyeyama) at the address listed at the top of this document. Thanks. And now, a few words from Justin...

A few words from Justin:

The purpose of this document is simple: to clear up any and all of the random questions being posted to Usenet about the "secrets" in Soul Edge for the Sony PlayStation. Too many times have I seen incorrect postings and the same questions asked over and over again. I figure this should shut you all up for a while. :)

As a side note, please read the entire manual for the game. A lot of general information that answers many of the questions posted to Usenet can be found there. Actually, you should read the manual for every game you buy. :)

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0. Document History

v2.5 (21 NOV 98)

- Moves and Techniques section created from Miscellany items
- CEC section added to Moves and Techniques
- SoulEdge Torpedo attack added to Missing Attacks, Move Cancelling
- SoulEdge move clarification added to Missing Attacks section
- Minor restructuring of Miscellany section
- Versus stage select codes (J version only) confirmed(!)/clarified
- Arcade soundtrack CD basic info added to Miscellany
- Minor editing to a few sections...

v2.4 (23 MAR 98)

- OP/ED lyrics and soundtrack CD basic info added to Miscellany
- Sophie/Rock move clarifications added to Missing Attacks section
- More minor editing to a couple sections...

v2.3 (11 AUG 97)

- Some CEC completion tips added in EMM section
- Page flippings added to Book Commands section (was: Text Zoom)
- Mina-K supplementary color codes added in Miscellany
- In-fight camera commands added to Camera section in Miscellany
- Stage select codes (J version only?) added to Stage Cycle section

- Sustained spinning blades info for Voldo added to Miscellany
 - Minor editing to a couple sections
- v2.2 (21 MAY 97)
- Weapon stats info added to weapon examination section
 - Missing win quotes added
 - Move cancels added to Miscellany section
 - Descriptive clarifications on Sophie and Rock unlisted moves
 - Further clarity/detail editing of entire document
- v2.1 (07 MAY 97)
- Character examination commands added to EMM section
 - Sophie codes added to Miscellany section
 - Some quotes and rough translations added to Winning Poses section
 - Vs./Team Battle Mode stage cycle info added to Miscellany section
 - Less wear-intensive method for logging time added to Miscellany
 - Reversals section added
 - Taki unlisted move added (backflip)
 - Minor editing to various sections
- v2.0 (09 APR 97)
- FAQ changes hands from Justin Pierce to Richard Uyeyama
 - Method for getting Han Myong clarified
 - Sophitia alternate ending addition
 - Mitsurugi ending command addition and clarifications
 - Seung Mina ending command addition
 - Li Long ending command quantified
 - Voldo default ending addition
 - Outfit color clarification (P1 vs P2)
 - Winning pose clarification
- v1.9 (14 MAR 97)
- "Soul Edge" Title Screen Voice added to Miscellany section
 - Weapon Examination added to Edge Master section
 - Undocumented attack for Taki found
 - Clarifications on winning poses made
 - Clarifications on the game timer made
 - Rumored method to get Han Myong disproved
 - Rumored method to get eighth weapon confirmed (!)
- v1.8
- Clarifications on the Critical Edge made
 - Rumored method to get Han Myong added
 - Rumored method to get the eighth Edge Master weapon added
 - Edge Master book zoom section added (II.c)
- v1.7
- Spelling errors fixed
 - Clarifications on "!" characters made
 - Second method to get eighth weapon added
 - Clarifications to air combos made
 - Throwing added to Edge Master section
 - Missing Attacks added to Miscellany section
- v1.5
- How to get alternate endings
 - How to choose winning poses
 - Opening "Namco" voice
 - Controlling the replay camera
 - Section IV, "Miscellany", added to cover all this crud
 - Information originally in section III moved to IV
 - Credits added
 - This update actually came out on the same day as v1.2 8P

v1.2 - Alternate method to obtain Soul Edge confirmed

v1.1 - New canned-combo added to Soul Edge's moves list

v1.0 - Launch version

I. Secret Characters

I.a) Siegfried!

Siegfried! is an alternate version of the normal character, this one decked out in the "Evil Bad Guy" (tm) armor of Siegfried's "bad" ending, lugging the Soul Edge. The weapon performs no differently than his original, though (it just looks different). Siegfried! cannot use the Edge Master weapons.

To get Siegfried!, simply obtain all of his weapons in the Edge Master mode. He will be selectable in all modes other than Edge Master by moving the cursor past the edge of the character list.

I.b) Sophitia!

Sophitia! is an alternate version of the normal character, taken from the beginning of her arcade mode ending. She wears no armor over her clothing. Sophitia! performs no differently than Sophitia, although she cannot use the Edge Master weapons.

To get Sophitia!, simply obtain all of her weapons in the Edge Master mode. She will be selectable in all modes other than Edge Master by moving the cursor past the edge of the character list.

I.c) Sophitia!!

Sophitia!! is another alternate version of Sophitia. She is wearing the white swimsuit from her alternate Arcade mode ending (as well as the US Soul Blade intro CG animation). Sophitia!! performs no differently than Sophitia, although she cannot use the Edge Master weapons.

To get Sophitia!!, simply obtain all 70 of the weapons in the Edge Master mode. She will be selectable in all modes other than Edge Master by moving the cursor past the edge of the character list.

I.d) Soul Edge

Soul Edge, the "Demon Sparkplug" (and the last character in the game), will become accessible after finishing the game at least once with each of the 10 standard characters. His icon will appear between Mitsurugi and Siegfried on the character list.

Also, for those who are too lazy to finish the game with every character, Soul Edge will become playable after 20 hours of game time have been logged. You can check your logged time in the upper left-hand corner when

viewing the records section (via the Options screen from the main menu).

Soul Edge has the same moves as Cervantes with the following additions:

Command	Level	Damage	WDamage	Rec
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
b,f,K	L	33	0	S
A+B+K	M	25+15+15+15(70)	20	S
d,d/f,f+A+B+K	-	10+24+30+30(164)	-	S

I.e) Seung Han Myong

There has been much speculation over the true method to release Seung Han Myong as a playable character. I believe I've found an accurate assessment of the conditions necessary. Here it is:

If at any time after SoulEdge becomes available as a playable character, the game is completed (Arcade Mode) with Seung Mina, immediately after having been completed with Hwang, Han Myong will become available as a playable character.

So from a clean slate, you can actually release Han Myong by playing through the game a mere 11 times (I've done this), so long as your 10th time through (which releases SoulEdge) is with Hwang. (And then, as stipulated above, follow that immediately with Seung Mina...)

Of course, if you release SoulEdge by logging 20 hours on your game (see the SoulEdge section, above), then you only have to play through the game twice to release Han Myong (I've verified this). Once with Hwang, then once with Mina (immediately after Hwang). Of course, I personally think playing through the game 9 or 10 times is more time-efficient than waiting 20 hours, but...

Okay, things which (as far as I can tell) are *not* conditions: Release or use of Special Weapons (one does not need to release any Special Weapons; though one can probably use any weapon(s) one pleases, if any Special Weapons are available for use). Use of alternate endings (standard endings can be used; the endings can even be cut off with the START button, and that's still okay). Use of Continues. Game settings (set the game as easy (or hard) as you want!).

At one point, a rumor was going around Usenet that Han Myong would become playable after logging 30 hours on the game. This rumor is NOT true. Sorry, but you'll just have to fight it out. :)

Han Myong has the same moves as Hwang with the following additions:

Command	Level	Damage	WDamage	Rec
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	75,49	9,3	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

II. Edge Master Mode

II.a) The Eighth Weapons

There is a concrete method to earning the eighth weapon for each character. I (Justin) have posted this to Usenet several times, though for some reason it seems to get ignored.

To get the eighth weapon:

After you finish off Cervantes and Soul Edge, the eighth weapon can be found at one of the stages adjacent to Spain (Italy is almost always one of them). Go there and fight. Win. If you win and you did NOT get the weapon, or if you lose and your character just stands there (on the map), it is at a different country adjacent to Spain. If you lose and your character does his/her "time over" animation (on the map), the weapon was there, but because you lost there, it moved. It will always move to an adjacent country (from where you "lost" it), but never back to Spain. The weapon will not move unless you lose at the location it is currently at (i.e. if you lose in another location, the weapon will not move from wherever it is).

If chasing the ultimate weapon all over the map doesn't appeal to you (personally, I (Justin) prefer it), it is possible to just save your game, and if you lose, press Start + Select to reset the game, then reload and try again. This way, the weapon won't go more than one space away from Spain (the weapon is randomly placed each time you load, however, so it won't always be at the *same* country adjacent to Spain...). The reason I do not advocate this is that generally (though not always), the further you get from Spain, the easier your opponents are to defeat.

Finally, here's a third method, which takes advantage of how the save/load game process interacts with the ultimate weapon placement data (i.e. it's probably a minor programming bug, but that's no reason not to take advantage of it, right? =)). If you travel back to one of the first episodes, save your game there, and then exit, when you come back to the Edge Master mode, the eighth weapon will be one space away from where you saved. In most cases, this is the second episode. This method has been confirmed to work, making it the easiest of the three.

II.b) Winning Requirements

This section serves simply to clarify some Edge Master concepts some people seem to have difficulty understanding.

1. Air Combos:

This does NOT mean that you have to hit your opponent when they

jump. Find an attack that lifts your opponent off of the ground (d/f+B works for most) and THEN hit them as many times as you can (A,A,A works for most). The more hits, the more damage. Note that some weapons are heavier than others, and thus may make you too slow to connect with certain air combos... so when in doubt, use a lighter weapon. =)

NOTE: You are not limited to df+B for air combos. Some characters have other attacks which can accomplish the same. Some examples: Misurugi's d+K,B will give air combo credit for the second hit, as will Han Myong/Hwang/Seung Mina's f,F+K,K,K. You may want to check Dave Connoy's combo list (which should be available at <http://absolut.sites.uiuc.edu/~japierce/> (The Stage of History), FAQs section) for some more "creative" air combos for each character (even Voldo, even tho he hates Voldo; two of the simpler air combos you can use for him are d+B,B and d/b+K,A,A).

2. Critical Edge:

Many people wonder why their critical edge doesn't kill. The answer is that you have to EXTEND your critical edge (i.e. Critical Edge Combo). The extension for each character must be done between the 3rd and 4th hits (the *entire* extension, not just its completion) of the A+B+K attack. Consult a moves list (you can call one up during the battle by pressing the START button and selecting from the menu) for specific motions. You can practice the exact timing in Practice Mode...

CEC tips: Unlike most of the moves in the game, the CEC is dependent upon *timing*, as opposed to *sequence*. Thus, the game won't care if you feed it extra input, so long as it gets the proper extension during the proper time. So if you're having serious trouble with the exact timing of the CE extension, you can, after having initiated (and hit with) the A+B+K move, simply continuously repeat the extension move as quickly as you can... and if you repeat the extension move quickly enough (which is obviously easier for one of the shorter extension moves (like Taki's) than for one of the longer ones (like Mitsurugi's)), *one* of your repetitions will be decently likely to fall within the proper scope of time, and the CEC will be completed. Of course, depending upon one's speed (and the length of the extension move) and accuracy, this may not work all of the time, so it is still recommended that one simply master the exact timing for the CE extension move, which in the long run (i.e. with some practice) is probably a slightly more dependable method of completing the CEC...

NOTE: The critical edge saps about one third of your weapon's energy meter. This means you have three or fewer chances (unless of course you're using a weapon that regenerates the weapon energy meter...) to hit your opponent with a CEC. If done successfully (in an EMM CE battle), your opponent should lose all his/her health and you'll win.

3. Disarm Your Opponent:

All this means is to knock your opponent's weapon away. This means he/she must block your weapon attacks. Using a weapon with a high Strength stat should also help. When your opponent's weapon flies away (his/her weapon meter is expended), your opponent will lose all of his/her life and you will win.

4. Throw Technique:

This should be fairly obvious, but certain characters have other attacks that you may not normally consider a throw. These include:

Rock's ground throw (d/f+G+A)

Siegfried's d/b+B,b+B (second hit only)

Li Long's Slide Tackle (run+K)

Any reversal attacks (see Reversals section, below)

You can also check moves in Practice Mode. If Practice Mode considers it a throw, odds are that EMM will, too...

Other winning requirements have been omitted until they prove that clarification is required.

II.c) Book Commands

Flipping pages - There are actually two speeds at which one can flip the pages of the EMM book(s). Here are the relevant commands:

R - slow forward

L - slow backwards

D - fast forward

U - fast backwards

Text zoom - This is a very convenient undocumented feature. It is possible to zoom in on the text in the Edge Master book using the shoulder buttons on the PSX pad. The following key tells what each button does:

L1 - Zoom to the upper left-hand corner

L2 - Zoom to the lower left-hand corner

R1 - Zoom to the upper right-hand corner

R2 - Zoom to the lower right-hand corner

Also, while holding down any zoom button, you can scroll the book in any direction using the directional pad.

II.d) Weapon/Character Examination & Weapon Stats

When in the Weapon Room (selectable from the main menu) and when selecting your weapon in Edge Master Mode, it is possible to examine your weapons by zooming in, rotating, etc. The following are the commands to manipulate the weapons in each mode:

Weapons Room:

R1 - rotates clockwise around X-axis

L1 - rotates counter-clockwise around X-axis

R2 - rotates clockwise around Y-axis

L2 - rotates counter-clockwise around Y-axis

A, B, or K - Zoom in/Zoom out on current weapon

Edge Master Mode:

R1 - rotates clockwise around X-axis

L1 - rotates counter-clockwise around X-axis

R2 - rotates clockwise around Y-axis

L2 - rotates counter-clockwise around Y-axis

Left, Right - Zoom in/Zoom out on current weapon

A or B - Test weapon

Character Rotation (EMM only):

When testing a weapon, if you press left or right on the d-pad, you can rotate your character around the vertical axis. I assume this is so that you can examine your weapon being used from different angles, but it can also be useful if you want to examine the characters' different outfits outside of the constraints of combat or replay...

Weapon Stats:

The following descriptions list what a higher ranking in each particular stat will do:

Power	Weapon inflicts more damage to opponent
Defense	Wielder takes less damage from opponent
Strength	Weapon blocking this one takes more weapon gauge damage
Durability	Less weapon gauge damage from blocking other weapons
Weight	Heavier, more unwieldy, and thus slower weapon

So ideally, you'd want the first four stats to be high, and the fifth to be low... hmmm, kinda like Taki's Spirit Blade... =)

And then the text below the stats will mention any other properties the weapon may have. Oh, I have found one mistake, as far as the weapon text is concerned (U/C version). For Rock's Stone Club, the text reads "Strong weapon, but consumes energy.", which is not precisely right, as using the Stone Club doesn't sap your health, but rather, it's when you block an opponent's weapon strike that you will actually take significant *health* damage in addition to taking weapon gauge damage (ick)...

III. Alternate Endings

As you may (or may not) have heard, each character has two endings (in Arcade Mode; the EMM endings (same as Arcade version SE endings) could be counted as a third for each character...). For most characters, the first ending, this being the one which requires no user intervention, is not a happy one. The second is almost always more "pleasant".

To get these endings, you must press a certain button sequence at a certain time during each character's normal ending. To know when to input the command, pay attention to the top and bottom of the screen. There, you will see a small black letterbox. When this letterbox recedes, letting the action take up the full screen, input the command. Letterbox mode will return when you enter a successful command (exception: Li Long (see below)). This should reveal the second ending.

The only exception to the above process is for Mitsurugi's alternate ending, which will be explained later...

Note: If your television's screen dimensions make it difficult (or impossible) to see the letterbox strips of black along the top and bottom of the screen, you can try adjusting your game screen a bit in the Adjust Screen section of the Options menu...

What to press for each character:

Hwang	- A
Rock	- B

Taki - G
Sophitia - Right
Mitsurugi - Defeat Tanegashima (see below)
Siegfried - B
Seung Mina - Down, Up or Right+G
Li Long - 20 (minimum) attack commands (see below)
Voldo - Up, Down (repeatedly, quickly)
Cervantes - B

Exceptions, explanations, and extras (SPOILERS):

Mitsurugi - To get Mitsurugi's second ending, you must defeat a character named Tanegashima in battle. This is not like a normal battle. The battle is first person view from Mitsurugi's perspective, and there are only four actions you can take:

Left - dodge left

Right - dodge right

Up - step towards Tanegashima (6 steps to reach him)

A, B, or K - vertical slash (also steps forward)

If you're having trouble defeating Tanegashima, here's a method that seems to work a good amount of the time: As soon as you are able, dodge right twice (your second dodge should avoid Tanegashima's first shot). Then, tap up rapidly to close in fast. When close enough (Mitsurugi must take 6 steps towards Tanegashima), press A, B, or K to finish him off. If you are not fast enough, you may have to dodge two or more shots.

Li Long - To get Li Long's alternate ending, you have to hit, at minimum, 20 attack commands during the non-letterbox sequence. Unlike for the other characters' alternate endings, Li Long's non-letterbox sequence will not go away upon successful completion of the alternate ending command, but will always run its full course in time. Also, as it turns out, the programmable two- and three-button commands only count as a single attack (instead of 2 or 3) for the 20 tally; be aware that doing any of these commands manually might also count only as a single attack here... Anyway, here's a list of the commands I've found that will work:

A, B, K, A+B, A+K, B+K, A+B+K, A+G, B+G

Hitting any of those will count as 1 attack for the 20 tally... So you can hit the same command 20 times, or a combination of different ones adding up to 20 (or more)... Whatever works for you. =)

Sophitia - In Sophitia's secondary ending, there is a second place where the letterbox recedes. There is no third ending, but rather, as a (still more fan service, alas) "extra", by repeatedly hitting any buttons at this point, one can temporarily (if you stop, the mist comes back) clear the mist which otherwise obscures our view of Sophitia...

Voldo - In Voldo's primary ending, there is a second place where the letterbox recedes. There is no third ending, but rather, as a little "extra", one can switch the camera view from Voldo to Vercci (his master), and back and forth, by hitting the B button.

IV. Moves and Techniques

IV.a) Critical Edge Combo

(see the CEC comments and tips in the Edge Master Mode section (Winning Requirements, Critical Edge), earlier in this document)

IV.b) Reversals

The manual isn't entirely clear on reversals, so I'm including this section in the FAQ. Certain of the characters (only four of them (unless you count Sophie! and Sophie!!, that is...)), in addition to normal throw moves, also have reversals, which are throw moves which take advantage of your opponent's attack. In other words, when your opponent executes an attack, you stop (or catch or redirect) that attack and immediately execute a counterattack. To do a reversal (reversals are listed in the game-internal moves list, btw), simply press Back+A+G. The timing is about the same as for a Guard Impact (Forward+G). However, not all moves can be reversed. Here's a list of what each character can reverse:

Taki	K attacks
Sophitia	B, K, and CE (Critical Edge) attacks
Mitsurugi	B and CE attacks
Li Long	K attacks

Reversals will not, as far as I know, work for low attacks.

IV.c) Move Cancellation

Certain moves can actually be cancelled (computer opponents do this sometimes, especially Cervantes and SoulEdge...) before their completion by pressing the G button right after the move has begun (practice in Practice Mode to get a better idea of the precise time specifications). Here are the moves which may be cancelled:

- Standard standing B attack
- Critical Edge move
- Unblockable move

I think that's all, but if anybody finds anything else that can be cancelled, e-mail me.

(Note: the first part of SoulEdge's Torpedo move (the d,db,b+B/K part) can also be cancelled, but the game probably considers it a "Critical Edge" sort of move, so...)

Cancels can be used if you suddenly change your mind about doing a move, or want to try faking out your opponent (sometimes works against computer opponents too). Or if you want to make your weapon glow for a bit (by cancelling a CE or Unblockable). Or if you want to do a pointless flashy wastage of time by doing a cancel of one of the more athletic Unblockables (like Mina's)...

IV.d) Voldo's Spinning Blades

For certain of Voldo's attacks, he will spin his blades around his hands. By pressing and holding the G button immediately after, you can actually

get the weapon spin to continue for as long as you want. Here are the moves I've found to work:

Both blades spin:

D+B (i.e. B attack while crouching)

b+A+B

A+B+K; u,d+A+B (Critical Edge Combo)

Right blade only:

d,df,f+A,G (Cancelled Unblockable (see Move Cancelling section, above))

So after one of the above, immediately hit and hold the G button, and the blades will continue to spin for as long as you keep the button held down.

Also, if you end your replay segment with one of the above (interrupt and end the replay (Start button) while the blades are still spinning quickly), Voldo's blades will continue to spin during certain of his win poses (G, A, and B win poses, but not the K pose, it seems).

IV.e) Missing Attacks and Move Listing Clarifications

Currently, there are five known moves that do not appear in the internal move lists for the game (U/C version). These are:

Sophitia:

High stab: While holding G, press B (high version of f+B stab)

Rock:

Ground throw: When opponent is face up, with legs towards you, press d/f+A+G

Taki:

Spinning axe kick: When back is turned to opponent, press B+K

Backflip (like the one she does in the OP sequence): u/b,b

SoulEdge:

Torpedo attack: during (d,db,b+B/K) move, hit B

(note: like a Critical Edge move, this move will use up a third of your weapon meter...)

Hmmm, might as well mention this Voldo move here, since I did mention it in the Voldo Spinning Blades section, above... It's not really a special move or anything (it's just a crouching attack), but I guess it is technically unlisted, so... (shrug)

Voldo:

"We're not worthy!": While crouching, press B

In the game-internal moves listings, I've found a couple moves which I thought could be slightly clarified. Basically, just hold the first command on the d-pad a little longer to start things off:

Rock: Unblockable

listed: d,df,f+B+K

clarification: D,df,f+B+K

Sophitia: "Holy Step", and related moves

listed: f,d,df

clarification: F,d,df

SoulEdge: "Dancin' Goblin" (Windmill Circular)

listed: f,d,df+B

clarification: F,d,df+B

V. Miscellany

V.a) Character Colors & Outfits

I (Justin) have only included this because I am sick of seeing posts that reference the PlayStation buttons instead of the arcade buttons. This totally ignores anyone with a custom joypad/joystick setup. The following reference the combinations according to the arcade button names:

G - Guard A - Horizontal Attack
B - Vertical Attack K - Kick

Player 1:

Original Outfit, Color 1
Original Outfit, Color 2
Secondary Outfit, Color 1
Secondary Outfit, Color 2
PSX-Specific Outfit
(only 1 color)

Player 2:

A Secondary Outfit, Color 1
B Secondary Outfit, Color 2
G+A Original Outfit, Color 1
G+B Original Outfit, Color 2
K or G+K PSX-Specific Outfit
(only 1 color)

Do note that the Player 2 costume defaults are the *secondary* versions, and it is to get the *original* versions that one will have to hold down the Guard button...

Oh, the above difference also applies when choosing characters in Practice Mode... so if you're using the Player 2 controller, when choosing your own character, the player 2 rules apply; but when choosing your practice opponent (who would be on the player 1 side), the player 1 rules will apply... which could be kind of confusing if you didn't know that's what was going on...

V.b) Sophitia and Mina, ummm, Supplementary Color Codes

As it turns out, after choosing Sophitia's outfit (or Seung Mina's PSX outfit), you may also select the color of the panties she wears with it. Alas, yet more fan service... Anyway, here are the codes and colors:

After you've selected your character (Sophitia or Mina-K), press and hold one of the following while the next (i.e. first) level is loading:

(Sophie)

Original outfit:

A - purplish-pink
B - grey
K - brown
A+B - green
B+K - light blue
A+K - yellow
A+B+K - purplish-blue
(default = white/pink)

Secondary outfit:

A - white
B - light blue
K - brown
A+B - purplish-pink
B+K - yellow
A+K - green
A+B+K - grey
(default = brown/blue)

PSX outfit:

A - pink
B - purplish-blue
K - green
A+B - grey
B+K - yellow
A+K - light blue
A+B+K - brown
(default = white)

(Mina)

PSX outfit:

A - yellow

B - light blue

K - white

A+B - purplish-blue

B+K - green

A+K - brown

A+B+K - pink

(default = purplish-pink)

The above codes work for all modes of the game, though when you have to input them may be slightly different (for Team Battle, for example, input code before *Sophie/Mina's* first battle, which may or may not be the first battle... and I think for EMM (I haven't checked this exactly), the input time is while the map screen is loading for the first time). The G button doesn't seem to do anything for any of the codes. Anyway, if anybody finds anything further, please send me e-mail. Oh, btw, these codes do *not* work for either Sophitia! or Sophitia!!, or any of Mina's other outfits...

Note that (as far as I've been able to tell) in Vs. Mode, the above codes will only work the *first* consecutive time you select the Sophie/Mina costume you've chosen. So if you select Sophie/Mina-K for the second (or third...) time in a row, the above codes won't work (you're stuck with what you selected the first time)... unless you also change her costume.

Oddly enough, in Arcade Mode (and in Time Attack Mode), the game reloads Sophie/Mina-K's panties at the beginning of the SoulEdge stage... so you can simply do nothing and let them return to their default color, or use one of the above codes as the stage is loading.

V.c) Winning Poses & Quotes

Each character has four different win poses (this does not include special poses for "Time Over" or a win without your weapon). You can control which one you see by holding the following after you win:

Win Pose 1 - G

Win Pose 2 - A

Win Pose 3 - B

Win Pose 4 - K

Since I've seen some curiosity on the Net about the Japanese win quotes in the U/C version of the game, I've included them here, along with some rough translations. Once again, note that these are *rough* translations, and should not be looked at as canon, dogma, or any other such thing...

Anyway, here they are... Long vowels are denoted by a : following the vowel... Oh, and the "SE" quote is the quote used by the character when he/she defeats SoulEdge in Arcade Mode...

Hwang

G - Yuruse, taigi no tame da.

Forgive me. I do this for the greater good.

A - Sono inochi, ore ga azukaro:.

It looks like this victory is mine.

B - (no dialogue)

K - Kono sho:ri o, sokoku no tame ni.

I fight for the sake of my country.

SE - (same as K)

Taki

G - Tayasui aite da.

What a simple opponent.

A - (no dialogue)

B - Yo: wa sunda ka?

Have you finished your business with me?

K - Kiena!

Begone!

SE - Fu:ma kanryo:! (B pose)

"The deed is done!"

Mitsurugi

G - Denaoshitekoi!

Come back when you're ready!

A - Mijukumono ga!

Unskilled lout!

B - Sho:shi senban!

How truly pathetic!

K - (no dialogue)

SE - (same as A)

Seung Mina

G - (no dialogue)

A - Kodomo atsukai shinade ne!

Don't treat me like a child, okay?

B - Kantan ni wa katage agenai wa!

You won't defeat me that easily!

K - Namenaide yo ne!

Don't underestimate me!

SE - Yatta wa, oto:sama! (B pose)

I did it, Father!

Li Long

G - Akkenai yatsu!

You're too easy!

A - Ore o uramuna yo!

Don't hate me for beating you!

B - (no dialogue)

K - Nakanaka yaru na!

You're pretty good.

SE - Ore o uramuna--ungh! (starts like A pose)

Don't hate me for--ungh!

Han Myong

G - Motto shugyo: ga hitsuyo: da!

You require more training!

A - Sore de owari ka?

Is that all?

B - Waga ryu:gi, omoishitta, ka?

Now do you see the strength of my technique?

K - Wakai mono ni wa makenu.

I don't lose to younglings.

SE - (same as K)

Well, hope that helps!

V.d) The Replay Camera and In-fight View

As an interesting novelty, you have complete control over the replay camera after a fight ends. The controls are as follows:

Up/Down - Rotate the camera vertically up or down
Left/Right - Rotate the camera horizontally left or right
Button A - Zoom in
Button B - Zoom out

In addition to this, if you have a Multi-tap hooked up to your system, you can actually change the camera views *during* a battle. The A branch of the Multi-tap will be your P1 controller; the P2 controller will be the right controller slot on your system, as normal. Now plug a controller into the B branch of the Multi-tap, and you're all set to go. During any battle (yes, this works in any Mode of the game...), use the B-branch controller to control the camera view as follows:

R1 - change camera option (cycle through following list downwards)
R2 - change camera option (cycle through following list upwards)

Standard (centers between opponents)
Centers between opponents (movable view)
P2 view (1st person view)
P1 view (1st person view)
Centers around P2 (movable view)
Centers around P1 (movable view)

For the above options marked with "movable view", you can use the following commands. Do note that the "zoom out" command is different than during the replay...

Up/Down - Rotate the camera vertically up or down
Left/Right - Rotate the camera horizontally left or right
Button A - Zoom in (Square button)
Button G - Zoom out (X button)

First person view from SoulEdge is kinda creepy. For some reason, you get to see his lower jaw floating there, seemingly in mid-air... The secondary outfit for Siegfried (P2 default costume) also has a similar effect, where you get to see part of his face plate (?) or something floating in your view...

V.e) Vs. Mode / Team Battle Mode Stage Cycle

The stages that Vs. Mode (and Team Battle Mode -- the stage marker seems to be shared by both) battles occur in are not determined by either of the participants, like in Arcade Mode. Rather, the stages will cycle in a predictable pattern, which is as follows:

Mitsurugi Stage
Seung Mina Stage
Taki Stage
Li Long Stage
Voldo Stage
Sophitia Stage
Siegfried Stage
Rock Stage
Hwang Stage
Cervantes Stage

Asia Stage (Han Myong Stage)

* Collosseum Stage (Ring Size 20m only; see below)

If you look in the playable music tracks (BGM Test, via the Options Menu), you'll see that the above order is also the order the stage BGM is listed in, with SoulEdge and Collosseum Stage missing. As it turns out, one can actually "insert" the Collosseum Stage into the stage order lineup simply by setting the Ring Size to 20m in the Game Settings. The Collosseum Stage will appear, just like in the playable music tracks, right after the Asia Stage. No similar trick has been found yet to "insert" SoulEdge's stage into the lineup (which would, as suggested by the music tracks, probably occur right after Cervantes' stage), but if anybody finds anything, do let me know...

Oh, there are actually two specific exceptions to the above stage order. The first is that any vs. battle between Hwang and Mina (i.e. Hwang vs. Mina, or Mina vs. Hwang) will, as far as I can tell, **always** be in Asia Stage, regardless of where in the vs. stage cycle you are. Similarly, any vs. battle between Mitsurugi and Li Long will **always** be in Hwang Stage. These fixed stages will **replace** the normal stage in the stage cycle.

Interestingly enough, these fixed stages also apply in Practice Mode, in which the stage is usually determined by one's practice opponent...

Also, you can deviate from the cycle to a random stage by holding the SELECT button (either player... or both) as the stage loads (i.e. just before the matchup screen). A random stage will be **inserted** (temporarily) before the next stage in the stage cycle. And while you cannot change the stage for a fixed stage battle, inputting the random stage code will change it from a replacement to an insertion...

And lastly, here are some stage select codes for the Japanese version of Soul Edge. I haven't gotten any of them to work on the U/C version of the game, so they might have been changed (or removed =p). If anybody finds out anything further about the U/C stage select codes, please send me some e-mail. Anyway, here they are:

Press/hold the following before the stage loads (before the vs. screen):

R1	Rock Stage
R2	Seung Mina Stage
L1	Li Long Stage
L2	Mitsurugi Stage
R1+R2	Cervantes Stage
R1+L1	* Collosseum Stage (Ring Size 20m only; see above)
R1+L2	Hwang Stage
R2+L1	Sophitia Stage
R2+L2	Taki Stage
L1+L2	Voldo Stage
R1+R2+L1	(random)
R1+R2+L2	Asia Stage (Han Myong Stage)
R1+L1+L2	(random)
R2+L1+L2	Siegfried Stage
R1+R2+L1+L2	(random)

The Collosseum Stage is only selectable if the ring size has been set to 20m; otherwise, R1+L1 will yield a random stage.

Selected stages will be **inserted** (temporarily) before the next stage in the stage cycle. Fixed stages (see above) will override selected stages

(though they will be changed by the codes from replacements to insertions), but selected stages will override the random stage code (SELECT button). Finally, if both players input stage select codes, their codes will be combined to determine the final result (for example, if P1 held down R2, and P2 held down L1, the code would be interpreted as R2+L1 (Sophie Stage)).

No method has yet been found to select SoulEdge Stage, but if anybody finds anything (maybe something to do with one of the three remaining "random" codes, above?), do let me know. =)

V.f) The "Namco" Opening Voice

You may have noticed that occasionally the opening "Namco" voice, which is usually the voice of the in-fight announcer, changes to that of Seung Mina (the odds are supposed to be about one in seven, iirc). There was a rumor on Usenet that there is a method to control this. All of my experience points to the opposite: there is no way to choose which voice speaks. However, if anyone can prove me wrong, please mail me.

V.g) The "Soul Edge" Title Screen Voice (Japanese Version Only)

It is possible in the Japanese version of the PSX Soul Edge to change the way "Soul Edge" is said at the title screen. While doing a game-internal reset (START+SELECT), or at any other time the title screen appears, hold down the following:

(nothing)	Standard announcer
u+(L1/L2/R1/R2)	Seung Mina (Yu:ko Miyamura?)
d+(L1/L2/R1/R2)	Cervantes (Takashi Nagasako?)

V.h) Logging Time

There's actually a method for logging time on the game without putting all that much wear on the CD unit's motor. Load up the game as normal, then from the main menu enter the Options Menu. Once you're in the Options Menu, if you hit the Eject button (opening the lid of your PSX), the motor will come to a halt and the CD will stop spinning... but since the game doesn't need to read from the CD for anything, the game will not crash. At this point, you can safely remove your CD from the system and reclose the lid (to prevent dust or any other foreign objects from entering while you're logging time).

And that's pretty much it. You can wander about anywhere in the Options area you want, and as long as you don't try to play any BGM tracks or exit to the Main Menu, the game will not need to read from the CD, and time will continue to build up (as you can watch in the Records section). Of course, since wandering about the Options area doesn't trigger any of the Auto-Save points, you'll have to manually save at some point in order to preserve your time spent...

Do be aware that although this method won't put much wear on the CD motor, the PSX unit itself will be no less susceptible to potential overheating through extended periods of use. In other words, it's recommended that you not use this method for longer periods of time than you would normally use your game system. So leaving your system on for 20 hours straight in order to release SoulEdge as a playable character (or whatever) may not be a good

idea...

Oh, also be aware that since in using the above method, you'll be doing something Not In The Normal Scheme Of Things, you do so completely at your own risk, and any damage (to the system, the game, or anything/anybody else) that may result will, because of the presence of this warning, be completely your own responsibility.

Ahem. Okay, now that we got that legal stuff outta the way... =) Not that I think the above will cause any serious damage, of course. I personally think it to be pretty much safe (i.e. no more dangerous than popping the lid while the CD's still spinning would normally be), having used it successfully myself. I've even successfully tested releasing SoulEdge as a playable character in this manner (the game doesn't need to read from the CD in order to mark SoulEdge as being playable).

Do note, however, that if there's some future time-released event that *does* need to read from the CD when it's triggered, not having the CD present may have an undesirable effect (perhaps skipping over the event, or even crashing the game). But then again, it may not. Of course, I'm fairly dubious as to whether there are any more time-released events, but... (shrug) And anyway, one can always put the CD back in just before a likely period of logged time...

V.i) Song Lyrics and CD Info

Since I've seen a lot of people wondering about what the lyrics to the OP and ED songs actually are (indeed, the singer sings with a fairly thick accent, so it's difficult, if not impossible in places to tell...), I'm including them here in the FAQ for informational purposes. These are the full versions of the songs, btw, so there are some differences (extra stanzas, basically) when compared to the versions used in the game (which are pretty short; I'm including full lyrics for purposes of context). The punctuation, formatting, and editing (for example, where the printed lyrics didn't match what was sung) in the lyrics below were done by me. btw, the two songs can be found in the game via the BGM Test (tracks 25 and 16, Khan Super Session) in the Options menu, btw... Oh, and in case anybody's interested, I'll also be listing the KSS and arcade soundtrack CD basic info below, after the lyrics...

"The Edge of Soul"
Lyrics by Suzi Kim
Transcription, formatting, and editing by Richard Uyeyama

[Transcending history and the world,
a tale of soul and swords... eternally told.]

(instrumental intro)

(To) love! To shine!

We all need to shine on, to see
how far we've come on our journey.
How... far yet to go, searching for our... star!

Deep in the night, I pray in my heart
for that special light

to shower me with love,
to shower me with power,
to shine from above!

I gotta get to the Edge of Soul, to carry on...
what I believed in from the very start.
I gotta get to the Edge of Soul, to carry on,
deep in my heart!

(To) love! To shine!
To love! To shine!

Come strip down and face it, your all.
'Bout time you broke down your wall.
Free... your mind. A brand new world waits for you, you'll find!

Nobody can just do it for you.
It's time that you knew.
It's up to you to love,
it's up to you to shine
the light true an' blue!

* You gotta get to the Edge of Soul, to carry on...
what you believed in from the very start. *
@ You gotta get to the Edge of Soul, to carry on,
deep in your heart! @

(instrumental interlude)

Repeat * 3 times

Repeat @

To love! To shine!
To love! To shine!
To love!

(instrumental fade)

"Our Way Home"

Lyrics by Suzi Kim

Transcription, formatting, and editing by Richard Uyeyama

I'm standing here, after all is said and done...
wondering what... I've undone...
A new moon rises on the hori...zon,
lighting the fields, smiling my way.
She knows I'll soon be gone...

Finding my way back home...
I'm given life in strange lands.
Finding my way back home...
Travelling souls... changing, changing hands...

We take... so long, shedding all the shells and stones,
coming down off our thrones...
If only we, from the moment we are born,
could let it be, just let it free.

Free roses from her thorns...

* Finding our way back home...
Can't be too hard, only if we knew.
Trying to make it home...
Got to be there, inside of you.
Finding our way back home...
We're given life in strange lands.
Trying to make it home...
Travelling souls... changing, changing hands! *

If only you knew... for sure...
how beautiful you could be, how pure...
like I do...

Repeat *

[Finding our way... finding our way...
Finding our way... back home...
Travelling souls...
Our way home.....]

I hope the above has helped clear things up! Anyway, here's the basic KSS soundtrack CD info, for those of you who are interested:

Title: Namco Playstation 3D Fighting Game
SOUL EDGE Original Soundtrack
Khan Super Session
Company: BMG Victor
CD #: BVCH-732
Price: 3000 (y)en
Date: 96.12.18 - 98.12.17

With the above information, your local (or not-so-local) CD import shop should be able to help you obtain your own copy. This CD has only the Khan Super Session BGM, btw (if you're looking for the standard BGM, you probably want the SE arcade soundtrack CD (see below)). It's a pretty nice sountrack, imho... but then, I kinda liked the Khan Super Session BGM, so... =)

The CD has 16 tracks (12 stage BGM (10 characters, SoulEdge, and P.N.K.N.), character select BGM, name entry BGM, OP, and ED... though not in that order...), and runs 58:17. It has slightly longer versions ("B-section" material has been added to the stage BGMs, and the endings slightly redone so they stand alone better) of most of the songs (including the two vocals, of course), compared to the game-internal ones. Interestingly, P.N.K.N. #1 and #2 got mixed onto the same track (simply called "P.N.K.N.")... with #2 preceding #1!

And finally, for those of you interested in the arcade version music, here's the arcade soundtrack CD info:

Title: Super Battle Sound Attack
SOUL EDGE
Arcade original soundtrack
Company: Pony Canyon
CD #: PCCG-00365
Price: 2500 (y)en

Credits

All uncredited info from V1.9 and previous may be attributed to Justin Pierce; similarly, all uncredited info from V2.0 and onward may be attributed to Richard Uyeyama.

Big thanks to the following people for helping make this FAQ so huge:

jockeyj@kuai.se, for some some info on the alternate ending commands.

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and of course...

Justin Pierce, for starting the whole thing.

E-mail questions, comments, corrections, or additions to Richard Uyeyama at the address listed at the top of this document.

Updates to this FAQ can be found at Heroes in a Warlike Age:

<http://www.best.com/~rueyeyama/psx/hiawa.html>